

## BUBBLE MONKEY



Each night, choose a player to carry out of Eagleland until the next day.

+1

## BUZZ BUZZ



Once per game, you can wake at night and choose another player. If they are a Starman, they are eliminated. If they are not, you are eliminated.

+2

## CAMERA MAN



Each night, point your camera at another player. The next morning the photo will reveal if that player woke during the night.

+2

## FLYING MAN



Each night, choose a different player to protect. That player may not be abducted that night.

+3

## GORGEOUS



You are a member of the Runaway Five and know who the other members are.

+2

## GROOVY



You are a member of the Runaway Five and know who the other members are.

+2

## JEFF



One night per game, choose a player. You'll build a Starman Detector and be told if that player or a neighbor is a Starman.

+3

## LIER X. AGERATE



You are a normal citizen of Eagleland. But if you are abducted by Starmen, you become a Starman.

-3

## LUCKY



You are a member of the Runaway Five and know who the other members are.

+2