Site Sweep

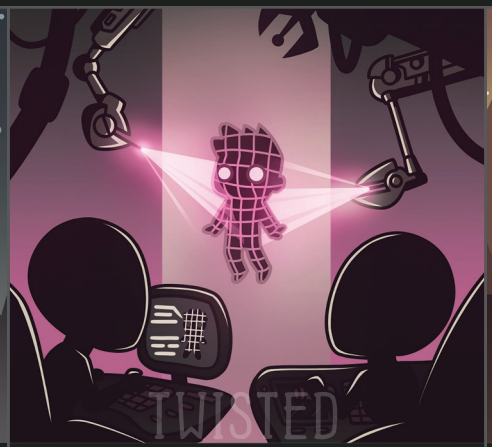
Resolve this effect times:

Abduct 1 Human. If the Site has no Humans, move the UFO one Site *clockwise* instead.

Clockwise

Resolve this effect times:

Abduct 1 Human, then move the UFO one Site *clockwise*.



Double Cluster

Abduct 1 Human. Move the UFO one Site *clockwise*, then Abduct Humans of the same Flavor as the first Human abducted.

Flavor Pick

Resolve this effect times:

Abduct 1 Human of the Flavor corresponding to the Pod with the fewest Humans. If the Site has no Humans of that Flavor, move the UFO one Site *clockwise* instead.

Hide Bypass

Resolve this effect times:

Abduct 1 Human if no Site has more Hiding Spots than the Site of the UFO. If another Site has more Hiding Spots, move the UFO one Site *clockwise* instead.

Quick Probe

Resolve this effect times:

Abduct 1 Human if no Site has more Humans than the Site of the UFO. If another Site has more Humans, move the UFO one Site *clockwise* instead.

Jig

Move a Human from each Pod to the Site of the UFO. All Alien Activities move the UFO *counterclockwise* instead of *clockwise* for the rest of the round.