

Actions

-  **Lure**
Move a human to a Hiding Spot from an adjacent Site
-  **Scare**
Move a human from a Hiding Spot to an adjacent Site
-  **Attract**
Move a human to a Hiding Spot from the Rest Area
-  **Extract**
Move a human from a Hiding Spot to the Rest Area
-  **Strong Lure (Up to 2 Sites away)**
Move a human to a Hiding Spot
-  **Big Scare (Up to 2 Sites away)**
Move a human from a Hiding Spot
-  **Cryptid Power (Once per round)**
Discard an Action Card to use your Cryptid Power
-  **Direct (May activate Ritual 3 once per round)**
Discard any number of Action Cards, then move your Cult to an adjacent Site an equal amount of times
-  **Cultivate (End of turn)**
Choose a Hiding Spot with 3 humans of the same flavor. Place 1 of those humans in the Rest Area to increase your Cult's Influence by 1. Your Influence cannot exceed the amount in the Current Events pile.
-  **Rummage**
Discard any number of Action cards from your hand, then draw the same number from the Action deck.

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Round Tracker

Dawn

First Player: Flip and resolve the top Event Card.

Day

Players take 3 turns, performing 1 action each.

 (Cult Rituals and Cultivate are not actions.)



First Player: Draw Alien Activity cards equal to the

Current Events pile and resolve them in order.

Return Alien Activity cards to their deck and shuffle.

Dusk

Determine the Site of the Encounter.



If 5 humans are at the Unicorn's Site, resolve the top card of the Unicorn Deck.



In turn order, reveal Sighting Cards and resolve from top to bottom, gaining or losing Myth as needed,

then move your Hiding Spot token to its Stack.

Night



Move the top Unicorn Card to the bottom.



Count the number of humans at the Unicorn's Site then move the Unicorn clockwise to an adjacent Site an equal number of times. Continue moving if the Unicorn stops in a Site with no Hiding Spots.



If your Hiding Spot was revealed, place it in a new Site. If not, you may move 1 of your Hiding Spots.



Discard any number of Action Cards from your hand then draw back to 5 Action Cards.



Pass the First Player token to the left.



Each Vehicle moves 1 Site clockwise with 3 matching humans. Attract humans as needed.

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