

# the Abductinators

close encounters of the slapstick kind

**Abductor Prime**

**Technogiferator  
Supreme**

**Abductionist First  
Class, reg'd.**

**Chief Assistant Junior  
Abductor**

**Febnosticator General**

**Bonks**

## Actions

### 1. grab!

If you're in a room with a human, you successfully abduct it!

### 2. implant suggestion!

Name a running human. Swap its direction, high to low or low to high.

### 3. paralyze!

Name a human. Discard its card.

### 4. hide!

Humans can run into the room with you.

### 5. blatt!

Bonk any one stupid alien.

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