## **RED BLUE RED** Shy Guy Shy Guy Spy CONDITION The top of your card says GREEN, Shy: You may not reveal any Shy: You may not reveal any but you are actually on Team Red. part of your card in any way. part of your card in any way. (The foolish and shy conditions cancel each other out.) (The foolish and shy conditions cancel each other out.) HOW TO WIN HOW TO WIN HOW TO WIN You win if President does not gain the dead condition due You win if President does not You win if President gains to the **Bomber** exploading. the dead condition due to gain the dead condition due to the Bomber exploading. the Bomber exploading. **BLUE RED BLUE Negotiator Negotiator** Spy CONDITION CONDITION The top of your card says RED, but Savvy: You may only Card Savvy: You may only Card you are actually on Team Green. Share. You may not Color Share. You may not Color Share, Color Reveal, Card Reveal, Share, Color Reveal, Card Reveal. HOW TO WIN \_ HOW TO WIN HOW TO WIN You win if President does not gain the dead condition due You win if President does not You win if President gains gain the dead condition due the dead condition due to to the Bomber exploading. to the Bomber exploading. the Bomber exploading. RED **BLUE BLUE** Mastermind **Coy Boy Coy Boy** At the end of the game, before Coy: You may only Color Share. Coy: You may only Color Share. anyone reveal their cards, you You may not Color Reveal, You may not Color Reveal, must publically announce the Card reveal, or Card Share. Card reveal, or Card Share. colour of every player. If correct, (The foolish and coy conditions cancel each other out.) (The foolish and coy conditions cancel each other out.) you win and everyone else loses. HOW TO WIN HOW TO WIN You can use either color You win if President gains You win if President does not for Color Share or Reveal. the dead condition due to gain the dead condition due the Bomber exploading. to the Bomber exploading. BED



## **RED BLUE RED Foolish Foolish** Agent CONDITION CONDITION Foolish: You may not turn down an Agent: Once per round, you may Foolish: You may not turn down an privately reveal your card to offer to Card Share or Color Share. offer to Card Share or Color Share. another player, and force that (The shy and foolish conditions cancel each other out.) (The shy and foolish conditions cancel each other out.) player to Card Share with you. HOW TO WIN HOW TO WIN (If the power is used on a player that cannot Card Share, the power is wasted.) You win if President does not You win if President gains gain the dead condition due the dead condition due to HOW TO WIN the Bomber exploading. to the **Bomber** exploading. You win if President gains the dead condition due to the Bomber exploading. **BLUE RED BLUE Agent Psychologist Psychologist POWER** Agent: Once per round, you may When you Card Reveal to a player When you Card Reveal to a player privately reveal your card to with the shy or coy conditions, with the shy or cov conditions, another player, and force that that player may then Card Share that player may then Card Share with you. If they do so, their with you. If they do so, their player to Card Share with you. shy or coy condition is removed. **shy** or **coy** condition is removed. (If the power is used on a player that cannot Card Share, the power is wasted.) HOW TO WIN HOW TO WIN HOW TO WIN You win if President does not You win if President gains You win if President does not gain the dead condition due the dead condition due to gain the dead condition due to the Bomber exploading. the Bomber exploading. to the **Bomber** exploading. RED **BLUE GREY** Criminal **Criminal** Clone HOW TO WIN Any player that Card Shares Any player that Card Shares If the first player you card or color share with wins, you win. with you becomes shy. with you becomes shy. Players that are **shy** may not reveal any part of their card in any way. Players that are **shy** may not reveal any part of their card in any way. (The shy condition is cancelled out by either of the foolish or coy conditions) (The shy condition is cancelled out by either of the **foolish** or **coy** conditions) \_ HOW TO WIN HOW TO WIN You win if President gains You win if President does not the dead condition due to gain the dead condition due the **Bomber** exploading. to the **Bomber** exploading.



## **RED BLUE RED Professor Professor** Medic Any player that card shares Any player that card shares Any player that card shares with you has all "conditions" removed. with you becomes savvy. with you becomes savvy. (Savvy players may only card share.) (You are not immune from gaining conditions.) (Savvy players may only card share.) \_ HOW TO WIN HOW TO WIN HOW TO WIN You win if President gains You win if President does not You win if President gains the dead condition due to gain the dead condition due the dead condition due to to the Bomber exploading. the Bomber exploading. the Bomber exploading. **BLUE RED BLUE Enlisted Enlisted** Medic **POWER** During any round but the last, you During any round but the last, you Any player that card shares with may publicly reveal your card and may publicly reveal your card and you has all "conditions" removed. automatically become one of the automatically become one of the (You are not immune from gaining conditions.) hostages for the end of that round. hostages for the end of that round. HOW TO WIN However, your card must permanently remain publicly revealed for the rest of the game. This means that you can only use this power once. However, your card must permanently remain publicly revealed for the rest of the game. This You win if President does not means that you can only use this power once. gain the dead condition due HOW TO WIN HOW TO WIN to the **Bomber** exploading. You win if President does not You win if President gains gain the dead condition due the dead condition due to to the Bomber exploading. the Bomber exploading. **RED BLUE GREY** Interrogator Interrogator HOW TO WIN You win if you card share Once per round you may privately Once per round you may privately with the Grinch and Santa reveal to any player in the room and reveal to any player in the room and ask them a single yes/no question ask them a single yes/no question before the end of the game. which they must answer honestly. which they must answer honestly. If they sincerely don't know the answer to the question, then they should indicate such. Answering doesn't have to be verbal. When using the Interrogate ability, you must verbally announce to your target player, "I am using my Interrogate ability," as you privately reveal your card to them. If they sincerely don't know the answer to the question, then they should indicate such. Answering doesn't have to be verbal. When using the Interrogate ability, you must verbally announce to your target player, "I am using my Interrogate ability," as you privately reveal your card to them. HOW TO WIN HOW TO WIN You win if Santa gains the You win if Santa does not gain **humbug** condition due to the the **humbug** condition due to **Grinch** stealing Christmas. the **Grinch** stealing Christmas.

