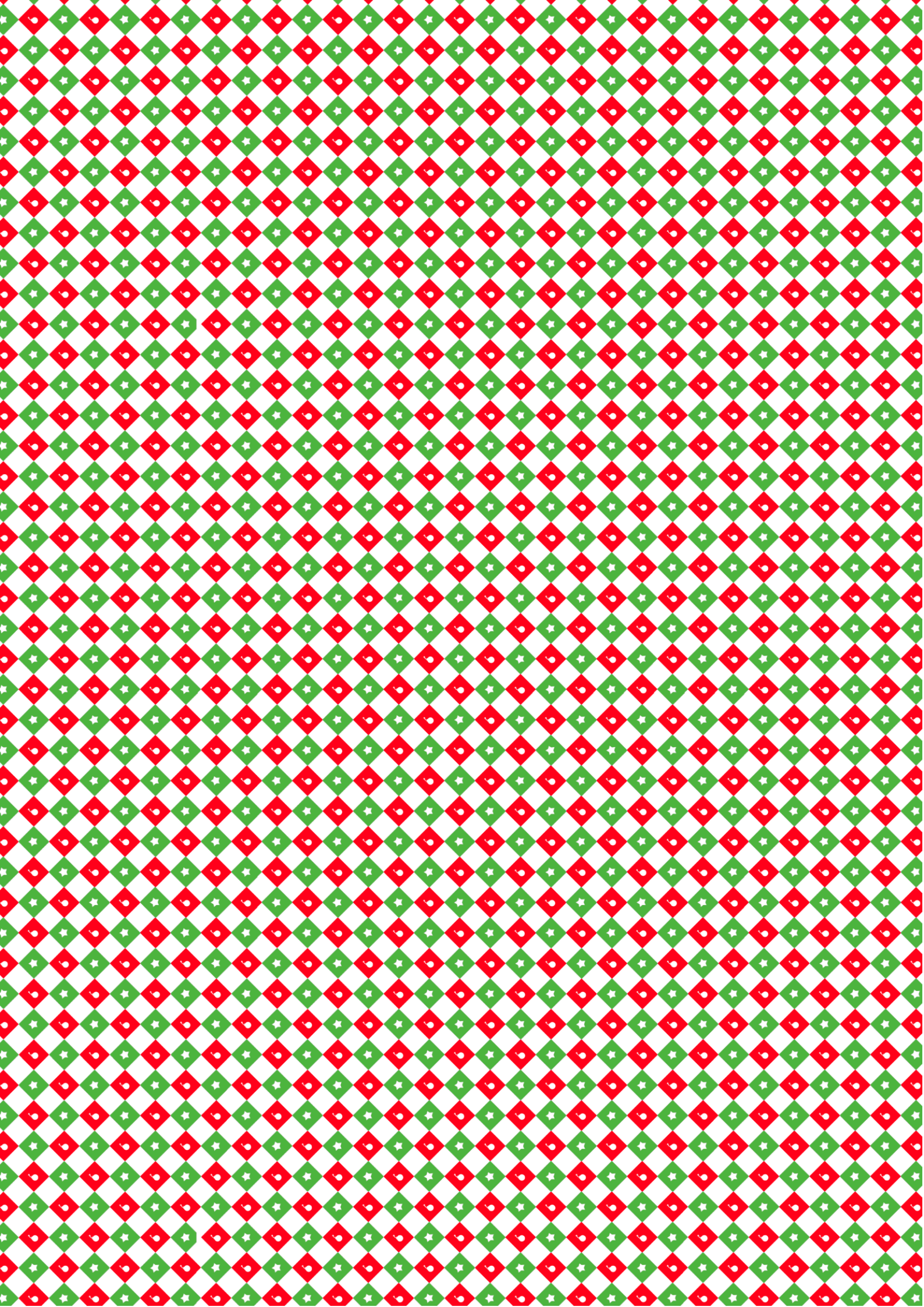
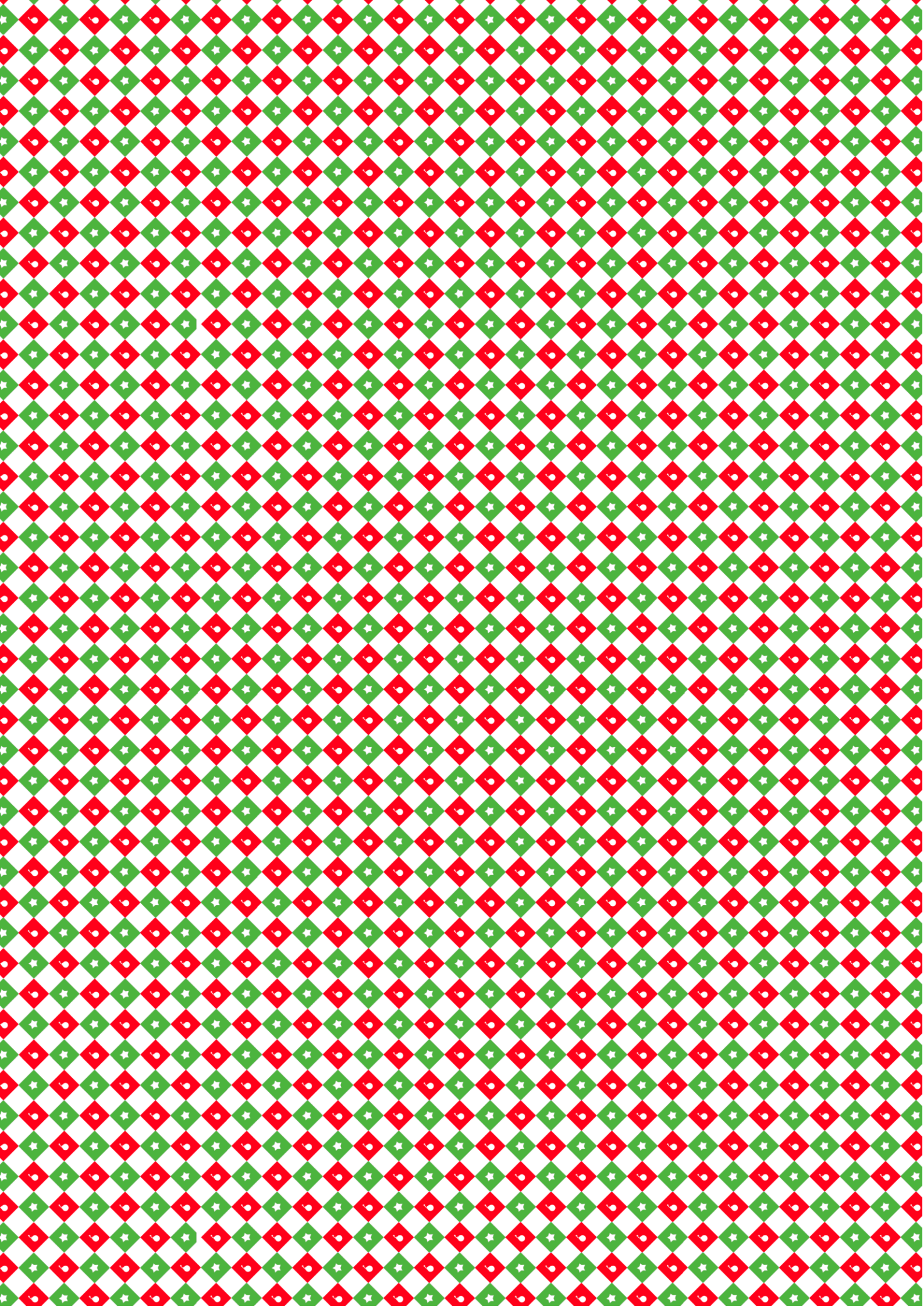


<div>RED</div> <div>Shy Guy</div> <div>CONDITION</div> <div>Shy: You may not reveal any part of your card in any way. <small>(The foolish and shy conditions cancel each other out.)</small></div> <div>HOW TO WIN</div> <div>You win if President gains the dead condition due to the Bomber exploding.</div>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



<div>RED</div> <div>Foolish</div> <div>CONDITION</div> <div>Foolish: You may not turn down an offer to Card Share or Color Share. <small>(The shy and foolish conditions cancel each other out.)</small></div> <div>HOW TO WIN</div> <div>You win if President gains the dead condition due to the Bomber exploding.</div>	<div>BLUE</div> <div>Foolish</div> <div>CONDITION</div> <div>Foolish: You may not turn down an offer to Card Share or Color Share. <small>(The shy and foolish conditions cancel each other out.)</small></div> <div>HOW TO WIN</div> <div>You win if President does not gain the dead condition due to the Bomber exploding.</div>	<div>RED</div> <div>Agent</div> <div>POWER</div> <div>Agent: Once per round, you may privately reveal your card to another player, and force that player to Card Share with you. <small>(If the power is used on a player that cannot Card Share, the power is wasted.)</small></div> <div>HOW TO WIN</div> <div>You win if President gains the dead condition due to the Bomber exploding.</div>
<div>BLUE</div> <div>Psychologist</div> <div>POWER</div> <div>When you Card Reveal to a player with the shy or coy conditions, that player may then Card Share with you. If they do so, their shy or coy condition is removed.</div> <div>HOW TO WIN</div> <div>You win if President does not gain the dead condition due to the Bomber exploding.</div>	<div>RED</div> <div>Psychologist</div> <div>POWER</div> <div>When you Card Reveal to a player with the shy or coy conditions, that player may then Card Share with you. If they do so, their shy or coy condition is removed.</div> <div>HOW TO WIN</div> <div>You win if President gains the dead condition due to the Bomber exploding.</div>	<div>BLUE</div> <div>Agent</div> <div>POWER</div> <div>Agent: Once per round, you may privately reveal your card to another player, and force that player to Card Share with you. <small>(If the power is used on a player that cannot Card Share, the power is wasted.)</small></div> <div>HOW TO WIN</div> <div>You win if President does not gain the dead condition due to the Bomber exploding.</div>
<div>RED</div> <div>Criminal</div> <div>POWER</div> <div>Any player that Card Shares with you becomes shy. <small>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)</small></div> <div>HOW TO WIN</div> <div>You win if President gains the dead condition due to the Bomber exploding.</div>	<div>BLUE</div> <div>Criminal</div> <div>POWER</div> <div>Any player that Card Shares with you becomes shy. <small>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)</small></div> <div>HOW TO WIN</div> <div>You win if President does not gain the dead condition due to the Bomber exploding.</div>	<div>GREY</div> <div>Clone</div> <div>HOW TO WIN</div> <div>If the first player you card or color share with wins, you win.</div>



<div>RED</div> <div>Professor</div> <div>POWER</div> <div>Any player that card shares with you becomes savvy. <small>(Savvy players may only card share.)</small></div> <div>HOW TO WIN</div> <div>You win if President gains the dead condition due to the Bomber exploding.</div>	<div>BLUE</div> <div>Professor</div> <div>POWER</div> <div>Any player that card shares with you becomes savvy. <small>(Savvy players may only card share.)</small></div> <div>HOW TO WIN</div> <div>You win if President does not gain the dead condition due to the Bomber exploding.</div>	<div>RED</div> <div>Medic</div> <div>POWER</div> <div>Any player that card shares with you has all “conditions” removed. <small>(You are not immune from gaining conditions.)</small></div> <div>HOW TO WIN</div> <div>You win if President gains the dead condition due to the Bomber exploding.</div>
<div>BLUE</div> <div>Enlisted</div> <div>POWER</div> <div>During any round but the last, you may publicly reveal your card and automatically become one of the hostages for the end of that round. <small>However, your card must permanently remain publicly revealed for the rest of the game. This means that you can only use this power once.</small></div> <div>HOW TO WIN</div> <div>You win if President does not gain the dead condition due to the Bomber exploding.</div>	<div>RED</div> <div>Enlisted</div> <div>POWER</div> <div>During any round but the last, you may publicly reveal your card and automatically become one of the hostages for the end of that round. <small>However, your card must permanently remain publicly revealed for the rest of the game. This means that you can only use this power once.</small></div> <div>HOW TO WIN</div> <div>You win if President gains the dead condition due to the Bomber exploding.</div>	<div>BLUE</div> <div>Medic</div> <div>POWER</div> <div>Any player that card shares with you has all “conditions” removed. <small>(You are not immune from gaining conditions.)</small></div> <div>HOW TO WIN</div> <div>You win if President does not gain the dead condition due to the Bomber exploding.</div>
<div>RED</div> <div>Interrogator</div> <div>POWER</div> <div>Once per round you may privately reveal to any player in the room and ask them a single yes/no question which they must answer honestly. <small>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.</small></div> <div>HOW TO WIN</div> <div>You win if Santa gains the humbug condition due to the Grinch stealing Christmas.</div>	<div>BLUE</div> <div>Interrogator</div> <div>POWER</div> <div>Once per round you may privately reveal to any player in the room and ask them a single yes/no question which they must answer honestly. <small>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.</small></div> <div>HOW TO WIN</div> <div>You win if Santa does not gain the humbug condition due to the Grinch stealing Christmas.</div>	<div>GREY</div> <div>MI6</div> <div>HOW TO WIN</div> <div>You win if you card share with the Grinch and Santa before the end of the game.</div>

