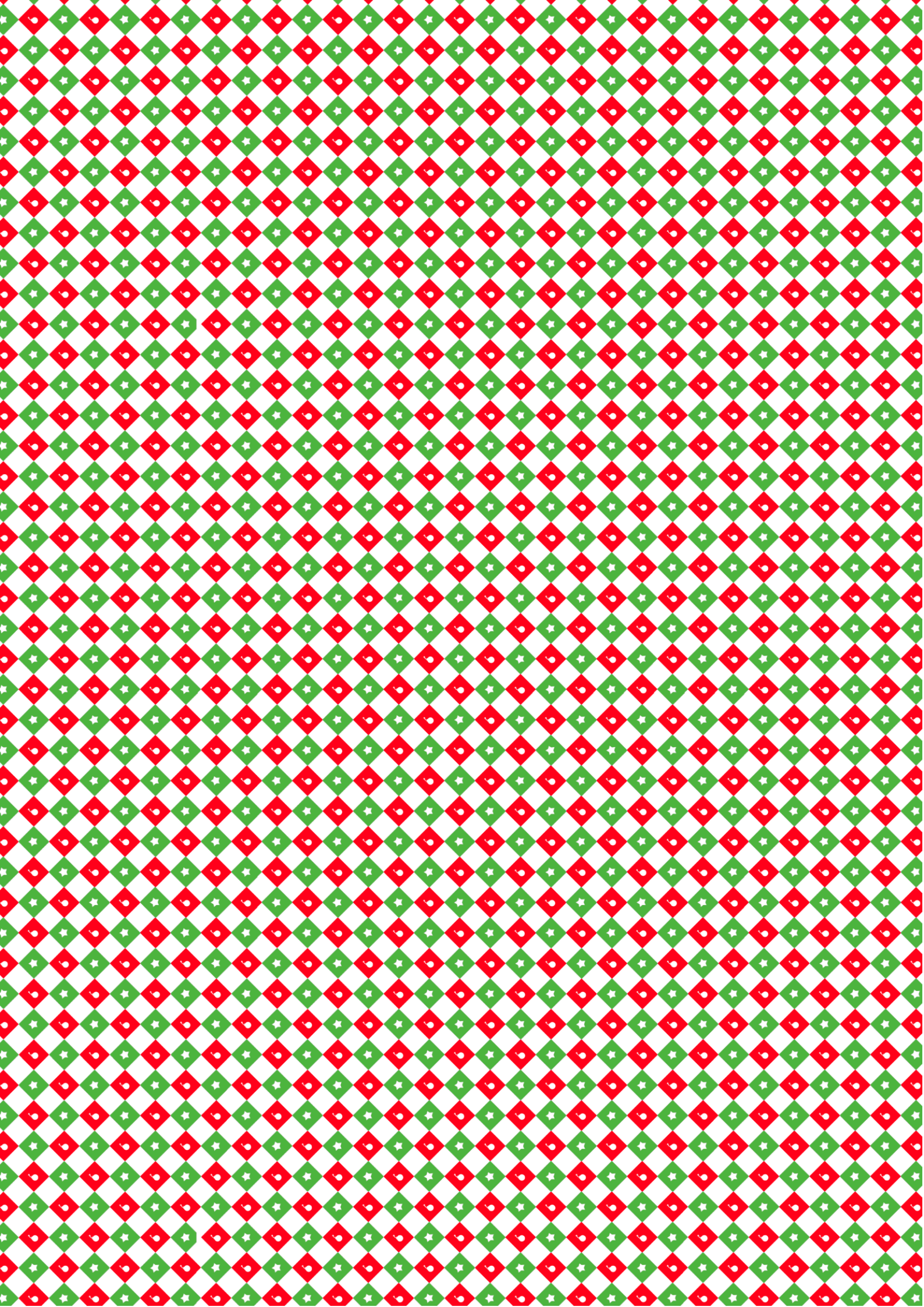


<div>RED</div> <div>Mime</div> <div>DESCRIPTION</div> <div>Do your best to not make any noise.</div> <div>HOW TO WIN</div> <div>You win if <b>President</b> gains the <b>dead</b> condition due to the <b>Bomber</b> exploding.</div>	<div>BLUE</div> <div>Mime</div> <div>DESCRIPTION</div> <div>Do your best to not make any noise.</div> <div>HOW TO WIN</div> <div>You win if <b>President</b> does not gain the <b>dead</b> condition due to the <b>Bomber</b> exploding.</div>	<div>RED</div> <div>Devil</div> <div>CONDITION</div> <div><b>Liar:</b> you must always lie when speaking. You do not have to lie if it's not verbal. (The <b>honest</b> and <b>liar</b> conditions cancel each other out.)</div> <div>HOW TO WIN</div> <div>You win if <b>President</b> gains the <b>dead</b> condition due to the <b>Bomber</b> exploding.</div>
<div>BLUE</div> <div>Angel</div> <div>CONDITION</div> <div><b>Honest:</b> You must always tell the truth when speaking. You do not have to tell the truth if it's not verbal. (The <b>liar</b> and <b>honest</b> conditions cancel each other out.)</div> <div>HOW TO WIN</div> <div>You win if <b>President</b> does not gain the <b>dead</b> condition due to the <b>Bomber</b> exploding.</div>	<div>RED</div> <div>Angel</div> <div>CONDITION</div> <div><b>Honest:</b> You must always tell the truth when speaking. You do not have to tell the truth if it's not verbal. (The <b>liar</b> and <b>honest</b> conditions cancel each other out.)</div> <div>HOW TO WIN</div> <div>You win if <b>President</b> gains the <b>dead</b> condition due to the <b>Bomber</b> exploding.</div>	<div>BLUE</div> <div>Devil</div> <div>CONDITION</div> <div><b>Liar:</b> you must always lie when speaking. You do not have to lie if it's not verbal. (The <b>honest</b> and <b>liar</b> conditions cancel each other out.)</div> <div>HOW TO WIN</div> <div>You win if <b>President</b> does not gain the <b>dead</b> condition due to the <b>Bomber</b> exploding.</div>
<div>RED</div> <div>Blind</div> <div>CONDITION</div> <div><b>blind:</b> Do your best to never open your eyes. (Don't worry, it is a short game.)</div> <div>HOW TO WIN</div> <div>You win if <b>President</b> gains the <b>dead</b> condition due to the <b>Bomber</b> exploding.</div>	<div>BLUE</div> <div>Blind</div> <div>CONDITION</div> <div><b>blind:</b> Do your best to never open your eyes. (Don't worry, it is a short game.)</div> <div>HOW TO WIN</div> <div>You win if <b>President</b> does not gain the <b>dead</b> condition due to the <b>Bomber</b> exploding.</div>	<div>GREY</div> <div>***</div> <div>HOW TO WIN</div> <div>You win if you end in the room with the <b>Bomber</b> and you gain the <b>Dead</b> condition.</div>



<div>RED</div> <div>Clown</div> <div>DESCRIPTION</div> <div>Do your best to smile at all times.</div> <div>HOW TO WIN</div> <div>You win if <b>President</b> gains the <b>dead</b> condition due to the <b>Bomber</b> exploding.</div>	<div>BLUE</div> <div>Clown</div> <div>DESCRIPTION</div> <div>Do your best to smile at all times.</div> <div>HOW TO WIN</div> <div>You win if <b>President</b> does not gain the <b>dead</b> condition due to the <b>Bomber</b> exploding.</div>	<div>GREY</div> <div>Father</div> <div>POWER</div> <div>During the first round of the game you must privately reveal your card to 2 players and verbally say to these 2 target players, "You are my children."</div> <div>You do not have to privately reveal your card to both of these 2 target players simultaneously.</div> <div>HOW TO WIN</div> <div>You win if these 2 target players end in the same room as the <b>President</b>.</div>
<div>GREY</div> <div>Frotteur</div> <div>HOW TO WIN</div> <div>You win if you touch every player by the end of the game.</div> <div>If the <b>Prude</b> grabs your wrist, you lose.</div>	<div>GREY</div> <div>Prude</div> <div>POWER</div> <div>Once during the game, you may only grab one player's wrist. Once you grab a player's wrist, you may not let go until the end of the game.</div> <div>The only way one of the two of you can leave the room is if the other is able to leave as well.</div> <div>HOW TO WIN</div> <div>You win if you grab the <b>Frotteur's</b> wrist by the end of the game.</div>	<div>GREY</div> <div>Mother</div> <div>POWER</div> <div>During the first round of the game you must privately reveal your card to 2 players and verbally say to these 2 target players, "You are my children."</div> <div>You do not have to privately reveal your card to both of these 2 target players simultaneously.</div> <div>HOW TO WIN</div> <div>You win if these 2 target players do not gain the "dead" condition.</div>
<div>RED</div> <div>Paparazzi</div> <div>DESCRIPTION</div> <div>Do your best to make sure there are no private conversations. You must try to be as intrusive as possible.</div> <div>HOW TO WIN</div> <div>You win if <b>President</b> gains the <b>dead</b> condition due to the <b>Bomber</b> exploding.</div>	<div>BLUE</div> <div>Paparazzi</div> <div>DESCRIPTION</div> <div>Do your best to make sure there are no private conversations. You must try to be as intrusive as possible.</div> <div>HOW TO WIN</div> <div>You win if <b>President</b> does not gain the <b>dead</b> condition due to the <b>Bomber</b> exploding.</div>	<div>GREY</div> <div>****</div> <div>HOW TO WIN</div> <div>You win if you end in the opposite room as the <b>Bomber</b> and you do not gain the <b>Dead</b> condition.</div>





