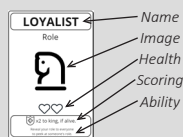


Objective

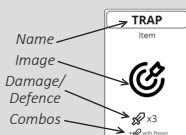
Traitor is a 4-player social deception card game in which you send delegates to covertly attack and defend others. The traitors want to destabilize the kingdom by killing the king, while the king and loyalist want to remain in power by keeping the king alive.

Contents

- 4 Role cards:
One king, one loyalist,
two traitors.
Dictates your objective.

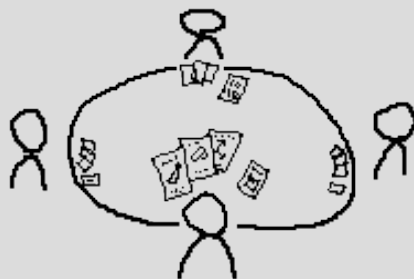


- 10 Delegate cards:
Given to other players.



Setup

1. Shuffle all Role cards together face down, then deal one to each player.
2. Shuffle all Delegate cards together face down, then deal 3 to each player. You may look at your cards - this is your hand.
3. Leave room on the table in front of you to receive Delegates - this is your court.
4. The sneakiest player starts the game.



Gameplay

Play goes in order until all players have run out of cards in their hand. Players calculate their final health (see Scoring).

On your turn, you may call in a Favour (once per game) and must play a card from your hand.

Play a Delegate Card

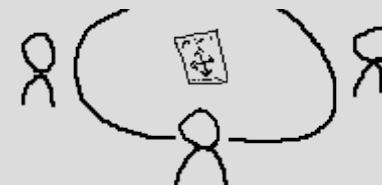
Select another player (not yourself) and place a Delegate card from your hand in their Court, face down. The recipient may look at the card you give them before returning it face-down to their Court.



Call in a Favour

You can call in one of two favours once per game as part of your turn:

- Peek: Force another player to privately reveal their role to you
- Move: Move a Delegate from one player's Court to another player's Court

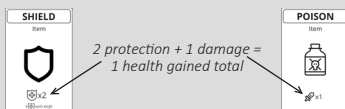


You may not *show* any cards (Role, Delegates, or Court cards) to other players, but you may *speak* about your cards (truthfully or untruthfully). You are encouraged to talk with other players - have conversations, whisper secrets, deceive, make plots, etc.

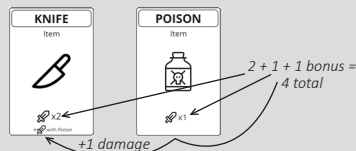
Play continues left until all cards are played.

Scoring

Once all cards have been played, reveal your Role and the Delegate cards in your Court. Add up the total damage and protection on the Delegate cards you have received - protection cancels damage.



Some Delegates also have combos with other Delegates. For example, if your Court has both a Poisoner and an Assassin, you will lose 4 health – the Assassin and Poisoner will do 3 damage, and the Assassin gains an extra damage from the Poisoner.



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Note: Combos are one-for-one, in that if you have one Assassin and two Poisoners, only one Poisoner combos with the Assassin.



The traitors and loyalist also affect the king's health if they are alive – traitors will damage the king while the loyalist defends/heals the king.

End of the Game

After the traitors and loyalists have determined whether or not they are alive, the king's health is calculated. If the king's health is less than or equal to zero, the king has died and the traitors win. If the king is alive, the king and loyalist remain in power and win.

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Dialogue Examples

Game starts

A: So, who's the king.

B: I'm the king. I'm also the traitor. And the loyalist.

A: ...

A gives B a helpful Delegate

B: Aw dang, I thought we were friends :([trick]

C: What'd A give you?

B: An Assassin :([lie]

D: Fat lie, I saw that card - it was a Doctor

C peeks at D's role

C: I guess that mean's we are best friends :3

A: So you guys are both the traitors?

B: No, I'm the traitor so they are the kingsmen.

B: Kidding, I'm the king and they are totes traitors

D is playing a card

D: Well, I guess C is my friend... *sliding C an Assassin*

A: Hey hey, we can be friends too! Gimme that card...

D: Y'know what, let me see who you are*uses Peek

Favour on A*

B is using a Move Favour

B: Hey C, I want to move that Assassin I gave you. Which card is it?

C: *peeks at Court* This one. *pokes face-down Poisoner*

Traitor

Troubled times corrode a once-stable kingdom; Conniving traitors stride to take the throne for themselves.

It's your turn to maintain peace and stability or overthrow the throne.

10 min • 13+ • 4 players