

Objective

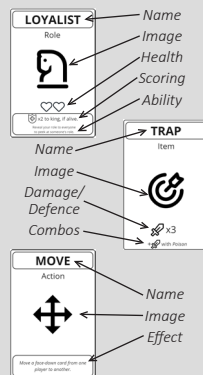
Traitor is a 4-player social deception card game in which you use cards to covertly attack and defend others. The traitors want to destabilize the kingdom by killing the king, while the king and loyalist want to remain in power by keeping the king alive.

Contents

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

- 10 item cards:
Given to other players.

- 2 action cards:
Have instant effects.



Setup

1. Shuffle all role cards together face down, then deal one to each player.
2. Shuffle all item and action cards together face down, then deal 3 to each player.
3. Players can look at their cards. The sneakiest player starts the game.



Gameplay

Play goes in order until all players have run out of cards in their hand. Players then reveal their roles and the items they have been given and calculate their final health (see Scoring).

On your turn, you may use an ability (once per game) and must play a card from your hand.

Play an Item Card

Select another player (cannot be yourself) and place an item card from your hand on the table in front of them, face down. The recipient may look at the card you give them.



Play an Action Card

Place the action card face up on the table and follow the instructions on the card.



Use an Ability

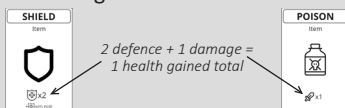
Each player can peek at one player's role once per game. [May add more abilities later - peek, move, swap, etc]

You may not show any cards (your role, items, or cards you receive) 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.

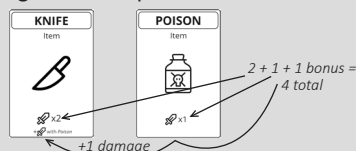
After your turn, play moves to the left. If all cards have been played, proceed to scoring.

Scoring

Once all players have played all their cards, everyone reveals the item cards they have received along with their roles. Players add up the total damage and defense on the items cards they have received - defense cancels damage.



Some cards also have combos with other cards. For example, if you are given both a poison and a knife, you will lose 4 health – the knife does 2 damage, the poison does 1 damage, and the knife gains an extra damage from the poison.



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



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.

Round of Play Example

[Presuming random draw and direct reveal on-turn]

Ali, Bob, Cat, and Dad are playing. At the start of the game, they are each dealt a role and 3 item/action cards. Ali and Cat are the traitors, while Bob is the king and Dad is the loyalist. Ali, as the sneakiest player, starts the game. Ali grills Dad on what his role is and is unpersuaded by his responses, so Ali decides to use her reveal to see Dad's role. She now knows that Dad is the loyalist but announces to the table that he is a traitor. She gives him a poison card, which he exclaims aloud about.

It is now Bob's turn because he is to the left of Ali. Bob looks at Ali's role, and now knows that A) Ali is a traitor and B) Dad is likely the loyalist, as a traitor is unlikely to rat out their fellow traitor. However, it could be a big bluff, and Ali could have given Dad a beneficial card. Bob says truthfully that Ali is a traitor and gives her a trap card. [CONTINUE LATER]

Traitor

Troubled times corrode the once-stable kingdom of _____. The noble king and his faithful loyalist are threatened by conniving traitors striding to take the throne for themselves.

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

[This is obviously very placeholder intro text]