

Objective

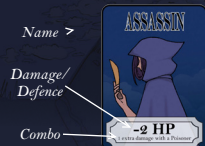
Traitor is a 4-player social deception card game in which you send delegates to covertly attack and defend others. The traitors want to destabilize the kingdom by killing the king, while the king and loyalist want to remain in power by keeping the king alive.

Contents

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

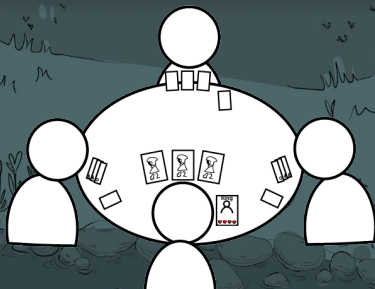


- 12 Delegate cards:
Given to other players.



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 then calculate their final HP (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.



Information Sharing

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.

Scoring

Once all cards have been played, reveal your Role and the Delegate cards in your Court. Apply the damage and healing of the Delegate cards in your court to your HP.

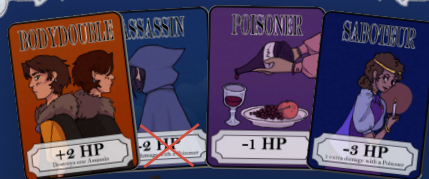


You would gain 1 HP in total if these were the Delegates in your Court.

Most Delegates have combos with other Delegates, having one of two effects:

1. Have extra effects on HP (e.g. an Assassin will deal 1 extra damage if there is a Poisoner in the same Court).
2. Destroy other Delegates (e.g. a Doctor will destroy one Poisoner - remove the Poisoner before calculating HP).

See the next page for an example.



1. The Bodydouble's combo destroys the Assassin
2. Adding up the HP effects results in -2 HP
3. The Saboteur combos with the Poisoner (+1 damage)
4. Grand total of 3 damage

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 zero or lower, the king has died and the traitors win. If the king is alive, the king and loyalist remain in power and win.

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: I 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

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

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

10 min • 13+ • 4 players