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]

# Objective

Traitor is a 4 player social deception card game in which you attempt to uncover your friends and foes and use your cards to covertly attack or defend them. The traitors want to overthrow the king by killing him, while the king and loyalist want to remain in power by keeping the king alive. Once all cards are played, they are revealed and the fates of each player are discovered. Will the king survive, or will the traitors be victorious in destabilizing the kingdom?

# Contents

4 role cards: Role cards dictate what objective each player has. They have 4 important sections:

A screenshot of a cell phone

Description automatically generated

Role name

Image

Health

End of game behaviour

10 item cards: Items are the cards that players give to other players. They have 4 important sections:

A black and white picture of a knife

Description automatically generated

Item name

Image

Damage/defence

Combinations with other cards

2 action cards: Actions have instant effects and aren’t given to other players. They have 3 important sections:

A card with arrows pointing to the right

Description automatically generated

Action name

Image

Effect

# 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? Do buffet-style drawing?]
3. The sneakiest player starts the game.   
   A screenshot of a computer

   Description automatically generated

# Gameplay

Traitor is played over three rounds. A round ends once every player has taken their turn. At the end of the three rounds, players will reveal their roles and the items they have been given and will determine if they are alive or dead based on the damage and defence of their cards.

On your turn, you will do one of three things: Play an Item Card, Play an Action Card, or Use an Ability.

## Play an Item Card

Select another player (cannot be yourself) and place the item card from your hand on the table in from 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 [TO BE DETERMINED BASED ON RULES – REVEAL A ROLE? PEEK? ETC.]

During the entirety of the game, you are encouraged to discuss with other players - have conversations, whisper secrets, deceive, make plots, etc. You may not show any cards (your role, items, or cards you receive) to other players, but you may tell other players what those cards are (they can never be certain you are telling the truth).

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

# Scoring

The game ends once all players have played all their cards. All players reveal all the item cards they have received along with their roles and add up the total damage they have received.

A black and white card with a knife

Description automatically generatedA black and white sign with a shield

Description automatically generatedSome cards also have combos with other cards. For example, if you are given both a shield and a knife, you will ultimately end up gaining one extra health – the knife does two damage, the shield defends two, and the shield gains an extra defence from the knife.

Note: Combos are one-for-one, in that if you have two knives and one shield, the shield only gains one additional defence.

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.

# Actions

## Move

Move a played item card (a face-down card in front of a player) from any player to any other player.

# Abilities

## Reveal

Select another player. [See each others’ roles? View their role? Reveal their role to the table? See their role and reveal yours to the table?]

## Peek(?)

Select another player. [Peek at the cards in their hand? Peek at the cards they have been given?]

# Round of Play Example

[Presuming random draw and direct reveal on-turn]

Ali, Bob, Cat, and Dad and 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]

Short rules

# 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:

Dictate 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? Do buffet-style drawing?]

3. 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 will do one of three things: Play an Item Card, Play an Action Card, or Use an Ability.

## Play an Item Card

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## Use an Ability

Each player can [TO BE DETERMINED BASED ON RULES – REVEAL A ROLE? PEEK? 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 taking your turn, play moves to the left. If all cards have been played, proceed to scoring.

# Scoring

The game ends once all players have played all their cards. All players reveal all the item cards they have received along with their roles and add up the total damage they have received.

Some cards also have combos with other cards. For example, if you are given both a shield and a knife, you will ultimately end up gaining one extra health – the knife does two damage, the shield defends two, and the shield gains an extra defence from the knife.

Note: Combos are one-for-one, in that if you have two knives and one shield, the shield only gains one additional defence.

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[Presuming random draw and direct reveal on-turn]

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[CONTINUE LATER]