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.

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 People 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 People and Action cards together face down, then deal 3 to each player (players can look at their cards).

3. 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 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 a People card from your hand on the table in front of them, face down. The recipient may look at the card you give them before leaving it on the table.

Play an Action Card

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

Use an Ability

You can peek at another player’s role [May add more abilities later - peek, move, swap, etc] Note: You can only use one ability per game.

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You may not *show* any cards (Role, People, or received 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 People cards you have received. Add up the total damage and protection on the People cards you have received - protection cancels damage.

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

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

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.

Dialogue Examples

[Game starts]

*A: So, who’s the king.*

*B: I’m the king. I’m also the traitor.*

*C: I’m also the king, loyalist, and traitor.*

*A: .\_.*

[A gives B a helpful item]

*B: Aw dang, I thought we were friends :(*

*C: What’d A give you?*

*B: A knife :((*

*D: Fat lie, I saw that card (lie) - it was armour*

*C: Very interesting...*

[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: Hey, I dunno C’s role - don’t go assuming*

[D is playing a card]

*D: Well, I guess C is my friend... \*sliding C a knife\**

*A: Hey hey, we can be friends too! Gimme it...*

*D: Y’know, lemme check that \*uses ability on A\**