

**ELEMENTARY, MY DEAR  
WATSON.**

At the end of the game, before anyone else reveals their cards, you must publicly announce the identity of the buried card. If correct, you win. If incorrect, you lose.

YOU ARE THE  
**PRIVATE EYE**

**GREY TEAM**

?

**IT'S ALL OR NOTHING**

Before the last round begins, you must publically announce which team you think is going to win. If you are correct, you win. If not, you lose.

YOU ARE THE  
**GAMBLER**

**GREY TEAM**

?

**HOT, HOT, HOT!!!**

You lose at the end of the game

Any player that card shares or color shares with you must immediately trade cards with you: You gain their card, and assume their previous role. The other player becomes the Hot Potato.

YOU ARE THE  
**HOT POTATO**

**GREY TEAM**

?

**BORN TO LEAD!**

You win if you are a **Leader** at the end of the game.

YOU ARE THE  
**BORN LEADER**

**GREY TEAM**

?

**BORN TO LEAD!**

You win if you are a **Leader** at the end of the game.

YOU ARE THE  
**BORN LEADER**

**GREY TEAM**

?

**BORN TO LEAD!**

You win if you are a **Leader** at the end of the game.

YOU ARE THE  
**BORN LEADER**

**GREY TEAM**

?

**SOME PEOPLE JUST WANT  
TO WATCH THE WORLD  
BURN.**

You win if you helped overthrow a **Leader** in the majority of rounds.

YOU ARE THE  
**ANARCHIST**

**GREY TEAM**

?

**MASTER MUST ALWAYS  
LEAD!**

You win if a **Leader** is never overthrown in the same room as you.

YOU ARE THE  
**MINION**

**GREY TEAM**

?

<p><b>SEE INTO THE FUTURE...</b> Before the last hostage exchange (during the final round), you must publically announce that you are the <b>Telepath</b> and predict which player is coming into your current room. You win if you are correct.</p>	<p>YOU ARE THE <b>TELEPATH</b></p>	<p><b>GREY TEAM</b> ?</p>
<p><b>WHOSE TEAM AM I ON AGAIN???</b> At the end of the game, before anyone else reveals their cards, you must declare which team you are on by saying, "I remember which team I am on. I am on team ...". Choosing either: The blue team, the red team, or nobody's team. If you choose the team with a minority of players (or picked nobody's team in case of a tie), you win.</p>	<p>YOU ARE THE <b>AMNESIAC</b></p>	<p><b>PURPLE TEAM</b> ?</p>
<p><b>I'LL STAY INSIDE, THANKS.</b> You win as long as you never leave your initial room.</p>	<p>YOU ARE THE <b>AGORAPHOBE</b></p>	<p><b>GREY TEAM</b> ?</p>
<p><b>OH, THE PLACES YOU'LL GO!</b> You win if you are sent to a different room as a hostage at the end of MOST rounds. For example, in a 3 round game, you must change rooms 2 times to win.</p>	<p>YOU ARE THE <b>TRAVELER</b></p>	<p><b>GREY TEAM</b> ?</p>

<p><b>THERE'S NO PLACE LIKE EVIL LAIR.</b> You win if you are a room's leader at the end of the game AND you were the leader of the opposing room at some point during the game.</p>	<p>YOU ARE THE <b>MASTERMIND</b></p>	<p><b>GREY TEAM</b> ?</p>
<p><b>THE NAME'S BOND.</b> You win if you card share with the Bomber and the President before the end of the game.</p>	<p>YOU ARE THE <b>M16</b></p>	<p><b>GREY TEAM</b> ?</p>
<p>At the end of the game, you are asked if you shared your card with both the <b>President</b> and the <b>Bomber</b> . You win if the <b>President</b> and the <b>Bomber</b> did not card share with you by the end of the game. If you win, all other players lose.</p> <p>You begin with the "foolish" condition. Players with the "foolish" condition can never turn down an offer to card share. "foolish" + "shy" and "foolish" + "coy" cancel each other out.</p>	<p>YOU ARE THE <b>NUCLEAR TYRANT</b></p>	<p><b>GREY TEAM</b> ?</p>