BOOM! When the game ends, everyone in your room gains the "dead" condition  Red team wins if the President gains the "dead" condition.	YOU ARE THE <b>BOMBER</b>	ARM THE BOMBER!  The Bomber must card share with the Engineer in order to explode.  You win if the Bomber explodes, and the President gains the "dead" condition.	YOU ARE THE <b>ENGINEER</b>	SPARE BOMB!  You are the backup for the Bomber: If the Bomber dies, or is not in the game, you take his responsibilities.  You win if the President gains the "dead" condition.	YOU ARE THE MARTYR	NOT QUITE ENGINEER! You are the backup for the Engineer: If the Engineer dies, or is not in the game, you take his responsibilities.  The Bomber must card share with the Engineer in order to explode.  You win if the Bomber explodes, and the President gains the "dead" condition.	YOU ARE THE TINKERER
RED TEAM	*	RED TEAM		RED TEAM	*	RED TEAM	*
KEEP YOUR HEAD DOWN! Blue Team wins if you do not gain the "dead" condition.	YOU ARE THE <b>PRESIDENT</b>	DID SOMEONE CALL FOR A DOCTOR?  The President must card share with the Doctor to not die at the end of the game.  You win if the President does not gain the "dead" condition.	YOU ARE THE <b>DOCTOR</b>	GET ME 50CC, STAT! You are the backup for the Doctor: If the Doctor dies, or is not in the game, you take his responsibilities.  The President must card share with the Doctor to not die at the end of the game.	YOU ARE THE <b>NURSE</b>	THE RIGHT HAND MAN! You are the backup for the President: If the President dies, or is not in the game, you take his responsibilities.	VOU ARE THE VICE-PRESIDENT
BLUE TEAM	*	BLUE TEAM	*	BLUE TEAM	*	BLUE TEAM	*

