

**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**

?

**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**

?

**THERE'S NO PLACE LIKE EVIL LAIR.**

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.

YOU ARE THE  
**MASTERMIND**

**GREY TEAM**

?

**THE NAME'S BOND.**

You win if you card share with the Bomber and the President before the end of the game.

YOU ARE THE  
**M16**

**GREY TEAM**

?

At the end of the game, you are asked if you shared your card with both the **President** and the **Bomber**. You win if the **President** and the **Bomber** did not card share with you by the end of the game. If you win, all other players lose.

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.

YOU ARE THE  
**NUCLEAR TYRANT**

**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>I'M NOT SLURRING... UR SLURRRR</b> At the beginning of the last round of the game, the <b>Drunk</b> should trade their card with the "sober" card. Assume all powers and responsibilities associated with the "sober" character card. You lose if you forget or are unable to trade your card for the "sober" card.  Note: the "sober" card is cleansed, so it has no conditions (shy, coy, etc.) when you pick it up.</p>	<p>YOU ARE THE <b>DRUNK</b></p>	<p><b>PURPLE TEAM ?</b></p>
<p><b>ME LUCKY CHARMS!</b> At the end of the game, the <b>Leprechaun</b> wins.  You begin with the "foolish" condition. Players with the "foolish" condition can never turn down an offer to card or color share. Any time the <b>Leprechaun</b> shares cards or colors with another player, the two players swap cards, roles, allegiances, and powers. A player can only ever be the <b>Leprechaun</b> once per game.</p>	<p>YOU ARE THE <b>LEPRECHAUN</b></p>	<p><b>PURPLE TEAM ?</b></p>
<p><b>BRAINS...</b> You begin with the "zombie" condition. Players who have the "zombie" condition are now on Team Zombie. Team Zombie wins if all players who are not "dead" at the end of the game are on Team Zombie. Any player that card or color shares with a player with the "zombie" condition gains the "zombie" condition. Let them know by whispering "I'm a zombie, and now so are you".</p>	<p>YOU ARE THE <b>ZOMBIE</b></p>	<p><b>PURPLE TEAM ?</b></p>