


**SHHHHH!**  
You are "shy" : You may not reveal any part of your card in any way.

The "foolish" and "shy" conditions cancel each other out.

**YOU ARE THE SHY GUY**

**RED TEAM**




**SHHHHH!**  
You are "shy" : You may not reveal any part of your card in any way.

The "foolish" and "shy" conditions cancel each other out.

**YOU ARE THE SHY GUY**


**BLUE TEAM**



**DOUBLE AGENT!**  
Your card says RED, but you are actually on TEAM BLUE.

**YOU ARE THE SPY**

**RED TEAM**



**DOUBLE AGENT!**  
Your card says BLUE, but you are actually on TEAM RED.

**YOU ARE THE SPY**

**BLUE TEAM**




**SOMEONE'S PLAYING COY**  
You are "coy" : You may only Colour Share. You may not Colour Reveal, Card reveal, or Card Share.

The "foolish" and "coy" conditions cancel each other out.

**YOU ARE THE COY BOY**

**RED TEAM**



**SOMEONE'S PLAYING COY**  
You are "coy" : You may only Colour Share. You may not Colour Reveal, Card reveal, or Card Share.

The "foolish" and "coy" conditions cancel each other out.

**YOU ARE THE COY BOY**


**BLUE TEAM**



**NEGOTIATION IS AN ART**  
You are "Savvy" : You may only Card Share. You may not Colour Share, Colour Reveal, Card Reveal.

**YOU ARE THE NEGOTIATOR**


**RED TEAM**



**NEGOTIATION IS AN ART**  
You are "Savvy" : You may only Card Share. You may not Colour Share, Colour Reveal, Card Reveal.

**YOU ARE THE NEGOTIATOR**

**BLUE TEAM**




**LIAR, LIAR, PANTS ON FIRE!**  
You are a "liar" : you must always lie when speaking. You do not have to lie if it's not verbal.

The "honest" and "liar" conditions cancel each other out.

**YOU ARE THE DEMON**

**RED TEAM**




**LIAR, LIAR, PANTS ON FIRE!**  
You are a "liar" : you must always lie when speaking. You do not have to lie if it's not verbal.

The "honest" and "liar" conditions cancel each other out.

**YOU ARE THE DEMON**

**BLUE TEAM**




**THE TRUTH, THE WHOLE TRUTH AND NOTHING BUT THE TRUTH!**  
You are "honest" : You must always tell the truth when speaking. You do not have to tell the truth if it's not verbal.

The "liar" and "honest" conditions cancel each other out.

**YOU ARE THE ANGEL**

**RED TEAM**




**THE TRUTH, THE WHOLE TRUTH AND NOTHING BUT THE TRUTH!**  
You are "honest" : You must always tell the truth when speaking. You do not have to tell the truth if it's not verbal.

The "liar" and "honest" conditions cancel each other out.

**YOU ARE THE ANGEL**

**BLUE TEAM**



**NO PEEKING!**  
You are "blind" : Do your best to never open your eyes.

Don't worry, it's a short game.

**YOU ARE THE BLIND**

**RED TEAM**




**NO PEEKING!**  
You are "blind" : Do your best to never open your eyes.

Don't worry, it's a short game.

**YOU ARE THE BLIND**

**BLUE TEAM**




...

Do your best to not make any noise.

**YOU ARE THE MIME**

**RED TEAM**




...

Do your best to not make any noise.

**YOU ARE THE MIME**

**BLUE TEAM**



**HAVE I GOT A DEAL FOR YOU!**

You may trade your card for the buried card. You may not peek at the card before trading. You assume all powers and the allegiance of your newly acquired card.

If you trade for another **Trader** card, you may not use its power before the next round.

YOU ARE THE  
**TRADER**

**RED TEAM**



**HAVE I GOT A DEAL FOR YOU!**

You may trade your card for the buried card. You may not peek at the card before trading. You assume all powers and the allegiance of your newly acquired card.

If you trade for another **Trader** card, you may not use its power before the next round.

YOU ARE THE  
**TRADER**

**BLUE TEAM**



**TAKE A SNEAKY PEAK!**  
At any time, you may look at the buried card. Ooh la la!

YOU ARE THE  
**VOYEUR**

**RED TEAM**



**TAKE A SNEAKY PEAK!**  
At any time, you may look at the buried card. Ooh la la!

YOU ARE THE  
**VOYEUR**

**BLUE TEAM**



**SWEAR TO ME!**

Once per round you may privately reveal to any player in the room and ask them a single yes/no question to which they must answer honestly. If they sincerely don't know the answer to the question, then they should indicate such.

YOU ARE THE  
**INTERROGATOR**

**RED TEAM**



**SWEAR TO ME!**

Once per round you may privately reveal to any player in the room and ask them a single yes/no question to which they must answer honestly. If they sincerely don't know the answer to the question, then they should indicate such.

YOU ARE THE  
**INTERROGATOR**

**BLUE TEAM**



**DIPLOMATIC IMMUNITY!**

You must immediately permanently publically reveal your card.

You may move freely between rooms, and cannot be selected as a hostage. However, you cannot take part in any vote.

You are "Immune" : You cannot be affected by any conditions.

YOU ARE THE  
**AMBASSADOR**

**RED TEAM**



**DIPLOMATIC IMMUNITY!**

You must immediately permanently publically reveal your card.

You may move freely between rooms, and cannot be selected as a hostage. However, you cannot take part in any vote.

You are "Immune" : You cannot be affected by any conditions.

YOU ARE THE  
**AMBASSADOR**

**BLUE TEAM**



**NO-ONE GETS IN YOUR WAY!**

Once per round, you may privately reveal your card to a player and force that player to card share with you. You must verbally say to the target player, "I'm the AGENT. You MUST reveal your card to me."

The Agent power works even on characters that normally can't card share (e.g. Shy Guy)"

YOU ARE THE  
**AGENT**

**RED TEAM**



**NO-ONE GETS IN YOUR WAY!**

Once per round, you may privately reveal your card to a player and force that player to card share with you. You must verbally say to the target player, "I'm the AGENT. You MUST reveal your card to me."

The Agent power works even on characters that normally can't card share (e.g. Shy Guy)"

YOU ARE THE  
**AGENT**

**BLUE TEAM**



**SEND THEM PACKING!**

If you are in a room that has more players than the other room, you may privately reveal your card to any player and verbally tell them, "Get out!" When you do, that player must immediately change rooms. You may do this at any time EXCEPT FOR THE LAST ROUND.

YOU ARE THE  
**BOUNCER**

**RED TEAM**



**SEND THEM PACKING!**

If you are in a room that has more players than the other room, you may privately reveal your card to any player and verbally tell them, "Get out!" When you do, that player must immediately change rooms. You may do this at any time EXCEPT FOR THE LAST ROUND.

YOU ARE THE  
**BOUNCER**

**BLUE TEAM**



**YOU CAN TRUST ME.**

When a player agrees to color share with you, private reveal instead. They must private reveal their card too.

YOU ARE THE  
**CONMAN**

**RED TEAM**



**YOU CAN TRUST ME.**

When a player agrees to color share with you, private reveal instead. They must private reveal their card too.

YOU ARE THE  
**CONMAN**

**BLUE TEAM**



**DUCK AND DODGE!**

The Red Team wins if you are not in the same room as the Blue Drone at the end of the game.

YOU ARE THE  
**RED FIST**

**RED TEAM**



**BEEP, BOP, BOOP!**

The Blue Team wins if you are in the same room as the Red Fist at the end of the game.

YOU ARE THE  
**BLUE DRONE**


**BLUE TEAM**



**O<|:O)**  
Do your best to smile at all times.

**YOU ARE THE CLOWN**


**RED TEAM**



**O<|:O)**  
Do your best to smile at all times.

**YOU ARE THE CLOWN**


**BLUE TEAM**



**WHAT'RE YOU LOOKING AT.**  
Any player that card shares with you gains the "shy" condition. Players with the "shy" condition may not reveal any part of their card to any player.

**YOU ARE THE CRIMINAL**


**RED TEAM**



**WHAT'RE YOU LOOKING AT.**  
Any player that card shares with you gains the "shy" condition. Players with the "shy" condition may not reveal any part of their card to any player.

**YOU ARE THE CRIMINAL**


**BLUE TEAM**



**NOW KITH!**  
Once per game, you may privately reveal your card to 2 players. You must verbally tell them, "You are in love with each other." Those 2 players gain the "in love" condition. Players with the "in love" condition replace their win condition with the new goal: Be in the same room with the player you are "in love" with at the end of the game.

**YOU ARE THE CUPID**


**RED TEAM**



**LOATHING, UNADULTERATED LOATHING!**  
Once per game, you may privately reveal your card to 2 players. You must verbally tell them, "You hate each other." Those 2 players gain the "in hate" condition. Players with the "in hate" condition replace their win condition with the new goal: Be in the opposite room with the player you are "in hate" with at the end of the game.

**YOU ARE THE ERIS**


**BLUE TEAM**



**I AM THE ONE WHO KNOCKS.**  
Any player that shares with you gains the "foolish" condition. Players with the "foolish" condition can never turn down an offer to card or color share.

**YOU ARE THE DEALER**


**RED TEAM**



**I AM THE ONE WHO KNOCKS.**  
Any player that shares with you gains the "foolish" condition. Players with the "foolish" condition can never turn down an offer to card or color share.

**YOU ARE THE DEALER**

**BLUE TEAM**



**HERE COMES THE BOOM!**  
If you card share with the **President** , everyone in the same room as you instantly gains the “dead” condition and the game ends. (Never works on **Vice President** )

YOU ARE THE  
**DR. BOOM**

**RED TEAM**



**I'M IN THE ROOM, IT'S A TYPICAL..**  
If you card share with the **Bomber** , everyone in the same room as you, except the **President** , gains the “dead” condition and the game instantly ends. (Never works on the **Martyr** )

YOU ARE THE  
**TUESDAY KNIGHT**

**BLUE TEAM**



**AND I LOVE YOU, RANDOM CITIZEN!**  
If your room has an even number of players, you may publicly reveal your card when attempting to usurp a leader. Your vote counts as 2 votes instead of 1 unless the opposing **Mayor** also publicly reveals their card.

YOU ARE THE  
**MAYOR**

**RED TEAM**



**AND I LOVE YOU, RANDOM CITIZEN!**  
If your room has an even number of players, you may publicly reveal your card when attempting to usurp a leader. Your vote counts as 2 votes instead of 1 unless the opposing **Mayor** also publicly reveals their card.

YOU ARE THE  
**MAYOR**

**BLUE TEAM**



...  
Any player that card shares with you gains the “cursed” condition. Players with the “cursed” condition must do their best to not make any noise.

YOU ARE THE  
**MUMMY**

**RED TEAM**



...  
Any player that card shares with you gains the “cursed” condition. Players with the “cursed” condition must do their best to not make any noise.

YOU ARE THE  
**MUMMY**

**BLUE TEAM**



**YOU'RE NOT PARANOID IF EVERYONE IS OUT TO GET YOU!**  
You have the “paranoid” psych condition. You may only card share and you may only do it once per game.

YOU ARE THE  
**PARANOID**

**RED TEAM**



**YOU'RE NOT PARANOID IF EVERYONE IS OUT TO GET YOU!**  
You have the “paranoid” psych condition. You may only card share and you may only do it once per game.

YOU ARE THE  
**PARANOID**

**BLUE TEAM**



**TELL ME ABOUT YOUR CHILDHOOD.**

When you privately reveal your card to a character with a psych condition ( "shy" , "coy" , etc.), that character may then immediately card share with you. If they do, they are cured of their psych condition.

YOU ARE THE  
**PSYCHOLOGIST**

**RED TEAM**



**TELL ME ABOUT YOUR CHILDHOOD.**

When you privately reveal your card to a character with a psych condition ( "shy" , "coy" , etc.), that character may then immediately card share with you. If they do, they are cured of their psych condition.

YOU ARE THE  
**PSYCHOLOGIST**

**BLUE TEAM**



**YOU'RE GOING NOWHERE!**

Once per game, you may use the Tackle power: publicly reveal your card, immediately pick another player in the room, and verbally tell them "You're going nowhere." The target of your Tackle cannot leave the room this round. Your card must permanently remain revealed after the Tackle.

YOU ARE THE  
**SECURITY**

**RED TEAM**



**YOU'RE GOING NOWHERE!**

Once per game, you may use the Tackle power: publicly reveal your card, immediately pick another player in the room, and verbally tell them "You're going nowhere." The target of your Tackle cannot leave the room this round. Your card must permanently remain revealed after the Tackle.

YOU ARE THE  
**SECURITY**

**BLUE TEAM**



**STRAIGHT THUGGIN'**

Any player that shares with you gains the "coy" condition.

YOU ARE THE  
**THUG**

**RED TEAM**



**STRAIGHT THUGGIN'**

Any player that shares with you gains the "coy" condition.

YOU ARE THE  
**THUG**

**BLUE TEAM**



**LONG. LIVE. THE KING.**

On any round except for the final round, you may publicly reveal your card to become the room's leader. Your card must remain publicly revealed for the rest of the game. You may only use this power once. You may not use the **Usurper** 's power to overthrow another **Usurper** that has used their power this round.

YOU ARE THE  
**USURPER**

**RED TEAM**



**LONG. LIVE. THE KING.**

On any round except for the final round, you may publicly reveal your card to become the room's leader. Your card must remain publicly revealed for the rest of the game. You may only use this power once. You may not use the **Usurper** 's power to overthrow another **Usurper** that has used their power this round.

YOU ARE THE  
**USURPER**

**BLUE TEAM**

