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.	PRIVATE EYE	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.	GAMBLER	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.	HOT POTATO	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	?	GREY TEAM	?	GREY TEAM	?	GREY TEAM	?
MASTER MUST ALWAYS LEAD! You win if a Leader is never overthrown in the same room as you.	YOU ARE THE MINION	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 <b>MASTERMIND</b>	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 MI6	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.	NUCLEAR TYRANT
GREY TEAM	?	GREY TEAM	?	GREY TEAM	?	GREY TEAM	?

### SEE INTO THE FUTURE...

Before the last hostage exchange (during the final round), you must publically announce that you are the Telepath and predict which player is coming into your current room. You win if you are correct.

## WHOSE TEAM AM I ON AGAIN???

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.

# AMNESIAC I'LL STAY INSIDE, THANKS.

You win as long as you never leave your inital room.

YOU ARE THE A GORAPHOBE

### OH, THE PLACES YOU'LL GO!

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.

TRAVELER

## **GREY TEAM**

**PURPLE TEAM** 

**GREY TEAM** 

**GREY TEAM** 

LEPRECHAUN

## I'M NOT SLURRING... UR **SLURRRR**

At the beginning of the last round of the game, the Drunk 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.

# **PURPLE TEAM**

# ME LUCKY CHARMS!

At the end of the game, the Leprechaun 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 Leprechaun shares cards or colors with another player, the two players swap cards, roles, allegiances, and powers. A player can only ever be the Leprechaun once per game.

# **PURPLE TEAM**

## **BRAINS...**

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 vou".

# **PURPLE TEAM**