


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




SOMEONES A LITTLE SHY...
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




SOMEONES A LITTLE SHY...
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



IT'S ALL OR NOTHING!
You are "Savvy" : You may only Card Share. You may not Colour Share, Colour Reveal, Card Reveal.

YOU ARE THE NEGOTIATOR


RED TEAM



IT'S ALL OR NOTHING!
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

