

YOU ARE THE  
**NEGOTIATOR**

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

**RED TEAM**



YOU ARE THE  
**COY BOY**

**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 eachother out.

**RED TEAM**



YOU ARE THE  
**SPY**

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

**RED TEAM**



YOU ARE THE  
**SHY GUY**

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

The "foolish" and "shy" conditions cancel eachother out.

**RED TEAM**



YOU ARE THE  
**NEGOTIATOR**

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

**BLUE TEAM**



YOU ARE THE  
**COY BOY**

**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 eachother out.

**BLUE TEAM**



YOU ARE THE  
**SPY**

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

**BLUE TEAM**



YOU ARE THE  
**SHY GUY**

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

The "foolish" and "shy" conditions cancel eachother out.

**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 eachother out.

**YOU ARE THE DEVIL**

**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 eachother out.

**YOU ARE THE ANGEL**

**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**

**RED TEAM**




...

Do your best to not make any noise.

**YOU ARE THE MIME**

**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 eachother out.

**YOU ARE THE DEVIL**

**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 eachother 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**

**BLUE 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**



**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**



**TAKE A SNEAKY PEAK!**

At any time, you may look at the buried card. Ooh la la!

YOU ARE THE  
**VOYEUR**

**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**

**BLUE TEAM**



**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.

YOU ARE THE  
**AMNESIAC**

**PURPLE 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**



**AHOY MATEY!**  
You win if **Moby** gains the  
“dead” condition, and you do  
not.

YOU ARE THE  
**AHAB**

**GREY TEAM**

?

**SPLASH...**  
You win if **Ahab** gains the  
“dead” condition, and you do  
not.

YOU ARE THE  
**MOBY**

**GREY TEAM**

?

**FIRST-LADY.**  
You win if you are in the same  
room as the **President** at the  
end of the game, and the  
**Mistress** is not.

YOU ARE THE  
**WIFE**

**GREY TEAM**

?

**THE OTHER WOMAN.**  
You win if you are in the same  
room as the **President** at the  
end of the game, and the **Wife**  
is not.

YOU ARE THE  
**MISTRESS**

**GREY TEAM**

?

**CAN'T KEEP YOUR HANDS TO  
YOURSELF!**

If you touch every player by the  
end of the game, you win.

If the **Prude** grabs your wrist,  
you lose.

YOU ARE THE  
**FROTTEUR**

**GREY TEAM**

?

**DON'T LET GO, NO MATTER  
WHAT!**

You win if you grab the wrist  
of the **Frotteur** . You may only  
grab the wrist of one player  
per game.

Once you grab a wrist, you  
must hold on until the end of  
the game. You and the person  
you have grabbed cannot be  
separated: you must both be  
hostages, or neither of you.

YOU ARE THE  
**PRUDE**

**GREY TEAM**

?

**ONE SHOT. ONE KILL.**  
At the end of the game, before  
anyone reveals their cards, you  
must publicly announce any  
one player in the game to  
shoot. The selected player  
does not have to be in the  
same room as you. You win if  
you shoot the **Target** .

The shot player gains the  
“dead” condition. This triggers  
backup characters, if available.  
Note: a dead bomber does not  
detonate.

YOU ARE THE  
**SNIPER**

**GREY TEAM**

?

**KEEP IT SECRET, KEEP IT  
SAFE!**  
You win if the **Sniper** does  
not shoot you at the end of the  
game.

YOU ARE THE  
**TARGET**

**GREY TEAM**

?

**LOOK LIKE A BIG RED DOT!**  
You win if the **Sniper** shoots you at the end of the game.

YOU ARE THE  
**DECoy**

GREY TEAM ?

**YOU'RE ROCKY...**  
You win if you are in the same room as **Scissors** at the end of the game, and **Paper** is not.

YOU ARE THE  
**ROCK**

GREY TEAM ?

**YOU'RE PAPERY...**  
You win if you are in the same room as **Rock** at the end of the game, and **Scissors** is not.

YOU ARE THE  
**PAPER**

GREY TEAM ?

**YOU'RE SHARP...**  
You win if you are in the same room as **Paper** at the end of the game, and **Rock** is not.

YOU ARE THE  
**SCISSORS**

GREY TEAM ?

**FIND THAT BOY!**  
You win if you are in the same room as **Romeo** and you both gain the "dead" condition at the end of the game.

YOU ARE THE  
**JULIET**

GREY TEAM ?

**FIND THAT GIRL!**  
You win if you are in the same room as **Juliet** and you both gain the "dead" condition at the end of the game.

YOU ARE THE  
**ROMEO**

GREY TEAM ?

YOU ARE THE  
**AMBASSADOR**

**DIPLMATIC 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.

**RED TEAM**



YOU ARE THE  
**AMBASSADOR**

**DIPLMATIC 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.

**BLUE TEAM**



YOU ARE THE  
**AGENT**

**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)"

**RED TEAM**



YOU ARE THE  
**AGENT**

**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)"

**BLUE TEAM**



YOU ARE THE  
**BOUNCER**

**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.

**RED TEAM**



YOU ARE THE  
**BOUNCER**

**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.

**BLUE TEAM**



YOU ARE THE  
**CONMAN**

**YOU CAN TRUST ME.**

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

**BLUE TEAM**



YOU ARE THE  
**CONMAN**

**YOU CAN TRUST ME.**

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

**RED TEAM**



YOU ARE THE  
**GAMBLER**

**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.

**GREY TEAM**

?

YOU ARE THE  
**BUTLER**

**AT YOUR SERVICE.**

You win if you are in the same room as the **Maid** and **President** at the end of the game.

**GREY TEAM**

?

YOU ARE THE  
**MAID**

**AT YOUR SERVICE.**

You win if you are in the same room as the **Butler** and **President** at the end of the game.

**GREY TEAM**

?

YOU ARE THE  
**TELEPATH**

**SEE IN TO THE FUTURE...**

Before the last hostage exchange, 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.

**GREY TEAM**

?

YOU ARE THE  
**HOT POTATO**

**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.

**GREY TEAM**

?

YOU ARE THE  
**RIVAL**

**MY NEMESIS!!!!**

You win if you are *not* in the same room as the **President** when the game ends.

**GREY TEAM**

?

YOU ARE THE  
**SURVIVOR**

**I'M A SURVIVOR,  
I'M NOT GON' GIVE UP...**

You win if you do not gain the "dead" condition.

**GREY TEAM**

?

YOU ARE THE  
**INTERN**

**DO YOUR BEST!**

You win if you are in the same room as the **President** when the game ends.

**GREY TEAM**

?

**BORN TO LEAD!**  
You win if you are a **Leader**  
at the end of the game.

YOU ARE THE  
**BORN LEADER**

**GREY TEAM** ?

**BORN TO LEAD!**  
You win if you are a **Leader**  
at the end of the game.

YOU ARE THE  
**BORN LEADER**

**GREY TEAM** ?

**BORN TO LEAD!**  
You win if you are a **Leader**  
at the end of the game.

YOU ARE THE  
**BORN LEADER**

**GREY TEAM** ?

**I LIKE 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** ?


**THAT BOMB'S GOT YOUR  
NAME ON IT!**  
You win if you gain the "dead"  
condition due to the Bomber  
exploding.

YOU ARE THE  
**VICTIM**

**GREY 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** 