


**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** 