

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 each other 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 each other out.

RED TEAM



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BLUE TEAM



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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.

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 each other 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 each other 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 each other 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



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BLUE TEAM



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BLUE TEAM



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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



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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



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AGENT

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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 INTO 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 