

HELP THE BOMBER!
Red team wins if the **President** gains the "dead" condition due to the **Bomber** exploding.

YOU ARE THE
RED TEAM

RED TEAM



KEEP THE PRESIDENT SAFE!
You win if the **President** does not gain the "dead" condition due to the **Bomber** exploding.

YOU ARE THE
BLUE TEAM

BLUE TEAM



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HELP THE BOMBER!
Red team wins if the **President** gains the "dead" condition due to the **Bomber** exploding.

YOU ARE THE
RED TEAM

RED TEAM



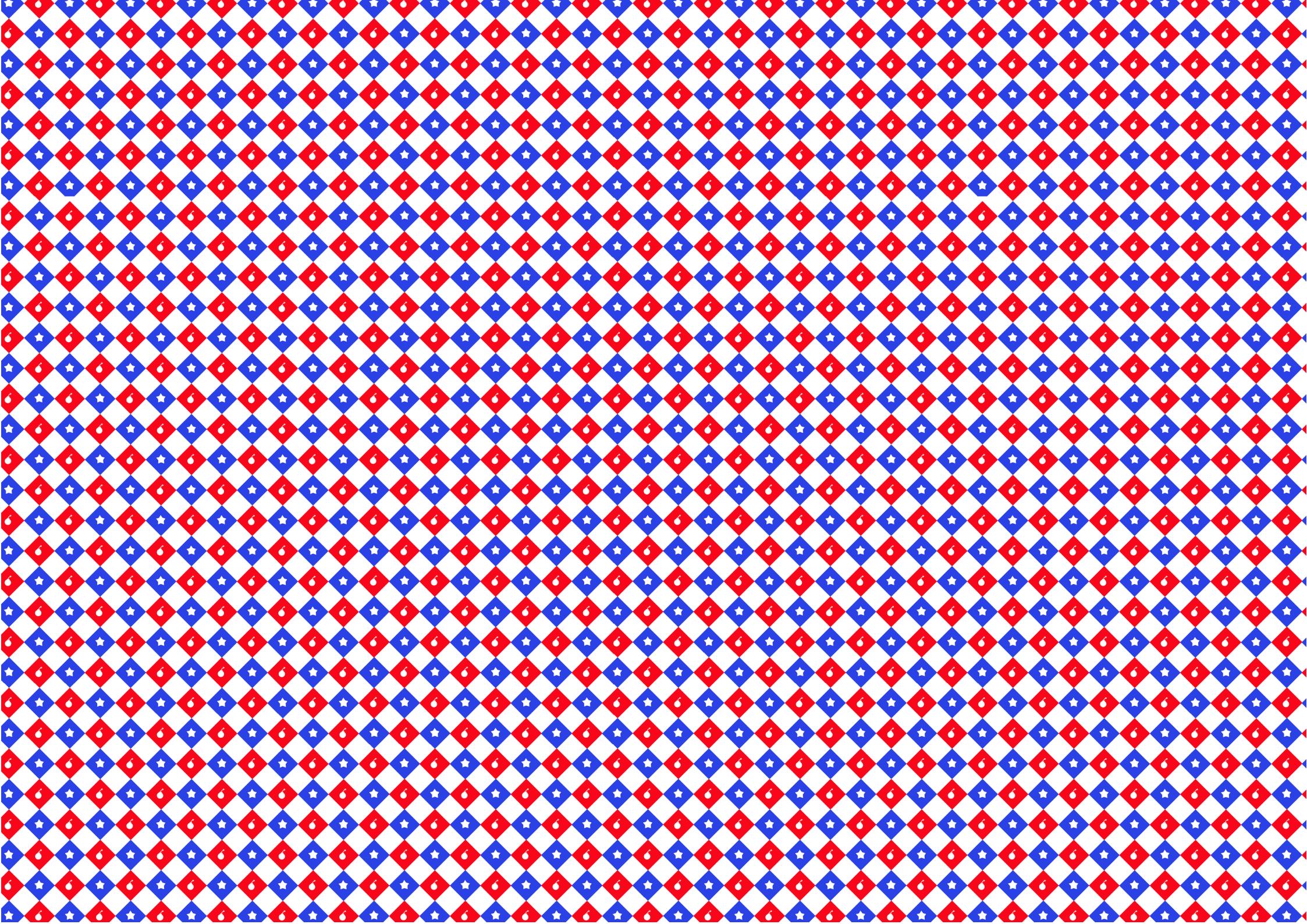
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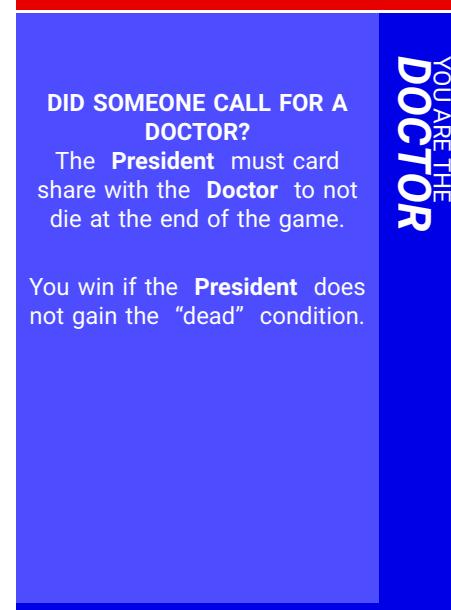
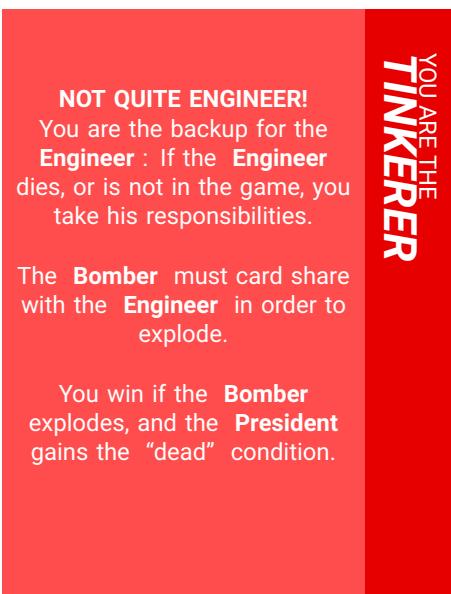
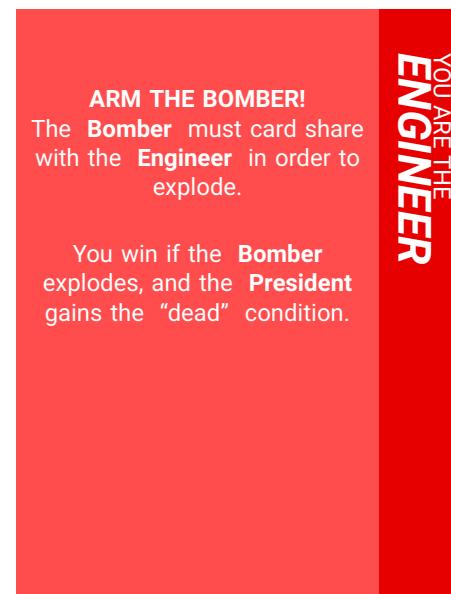
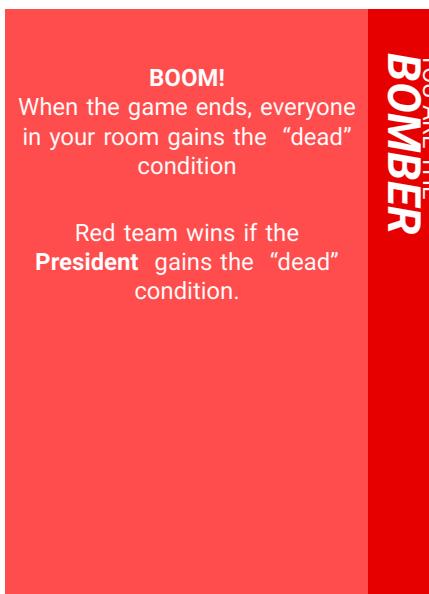
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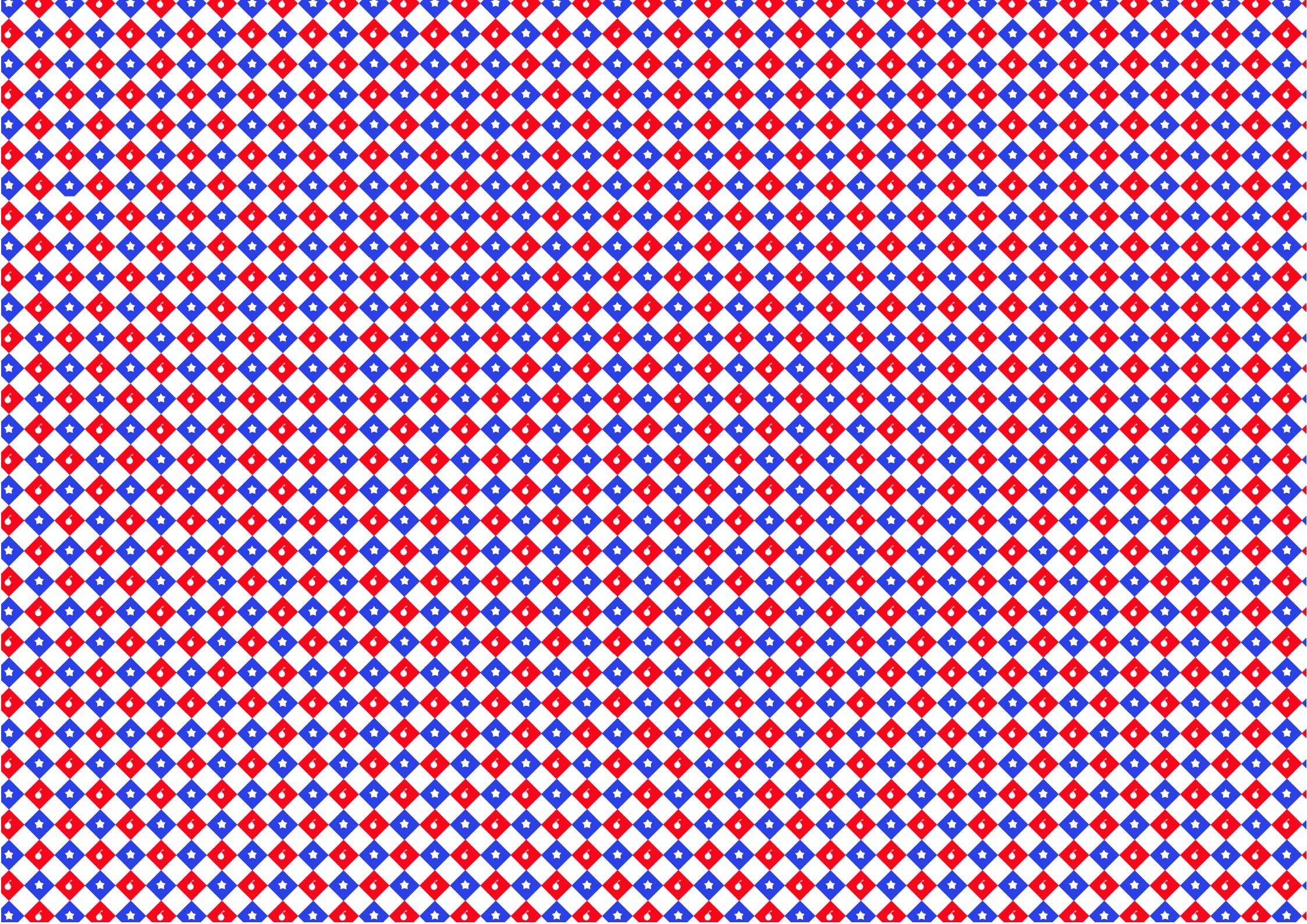
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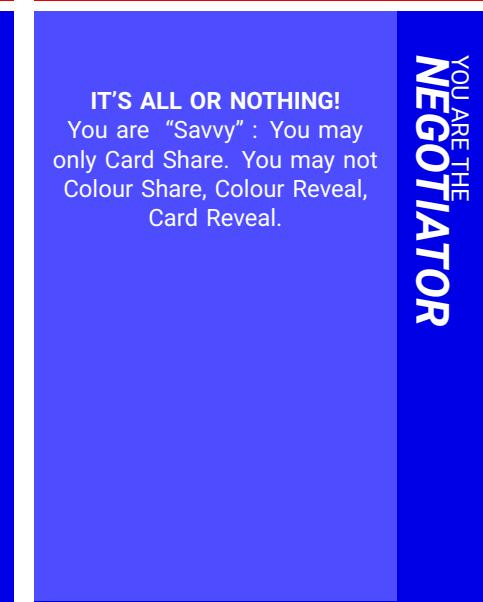
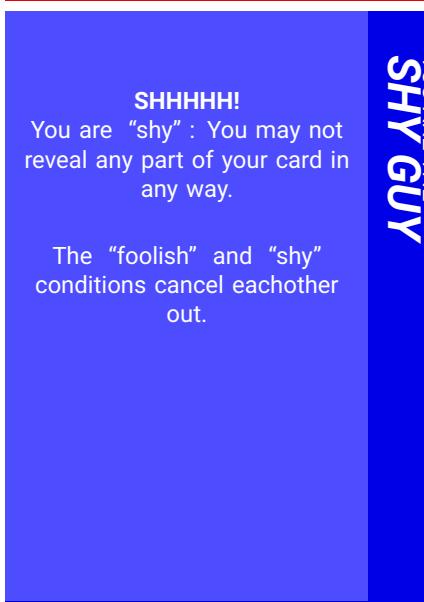
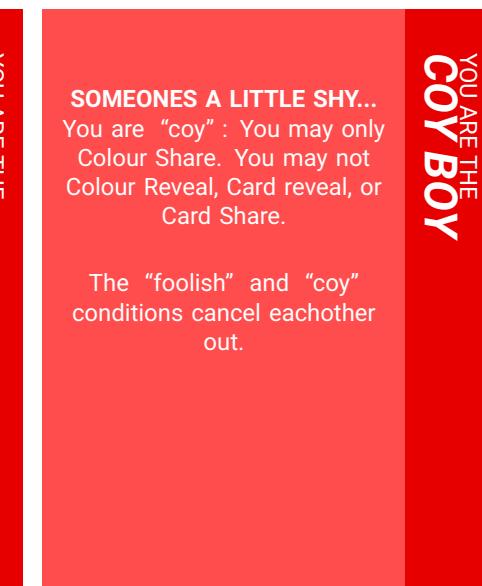
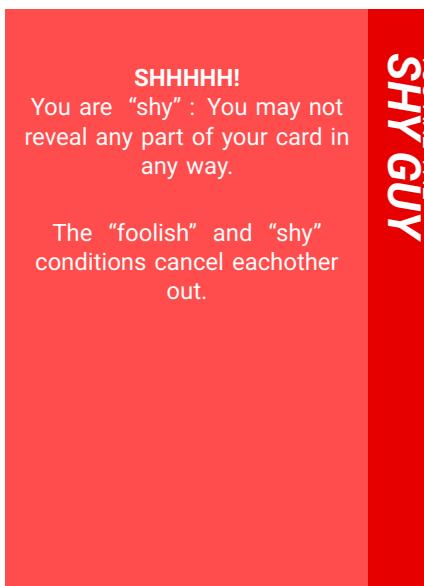


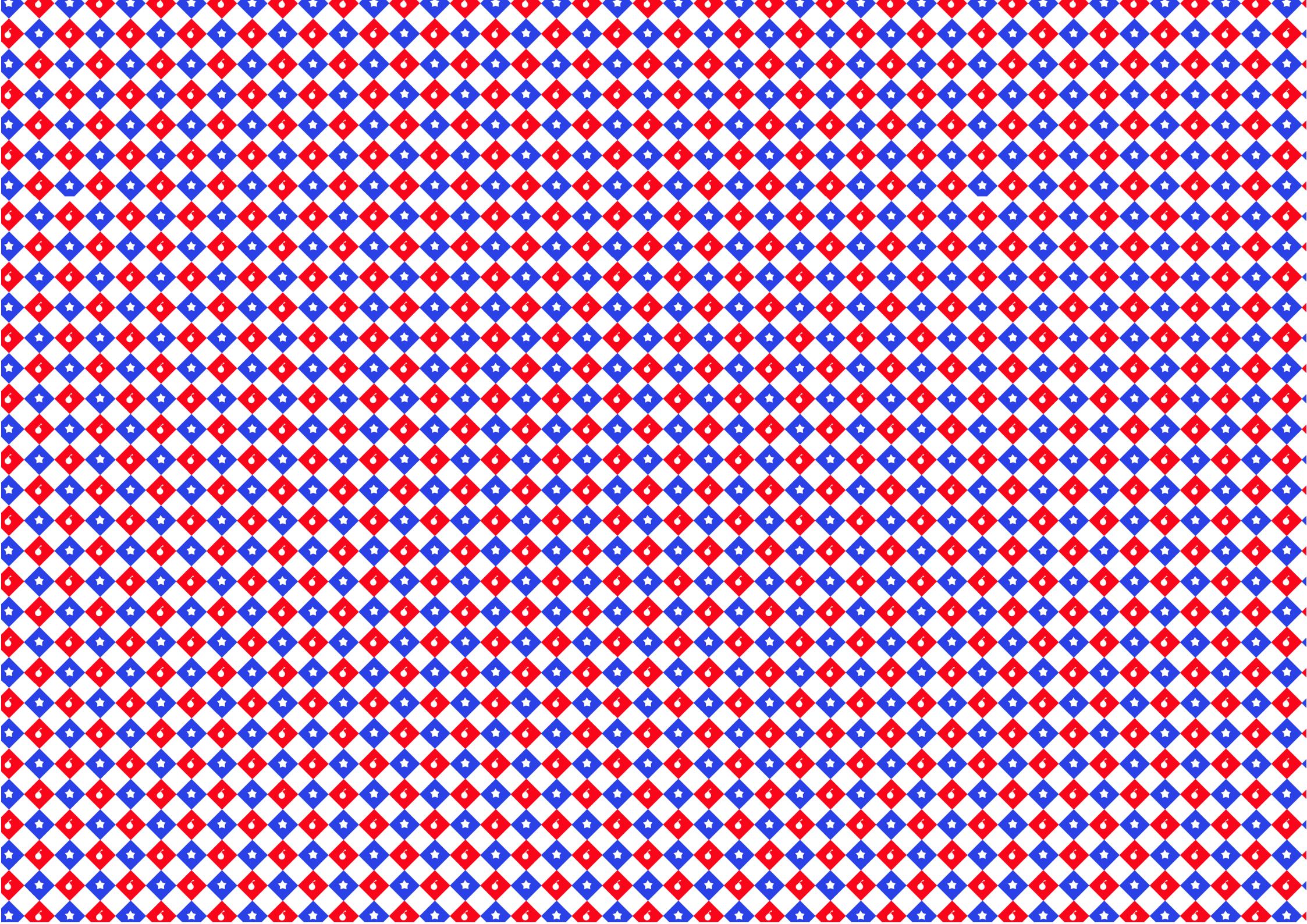
YOU ARE THE
RED TEAM











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
DEVIL

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
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 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 is a short game.

YOU ARE THE
BLIND

...
Do your best to not make any noise.

YOU ARE THE
MIME

RED TEAM

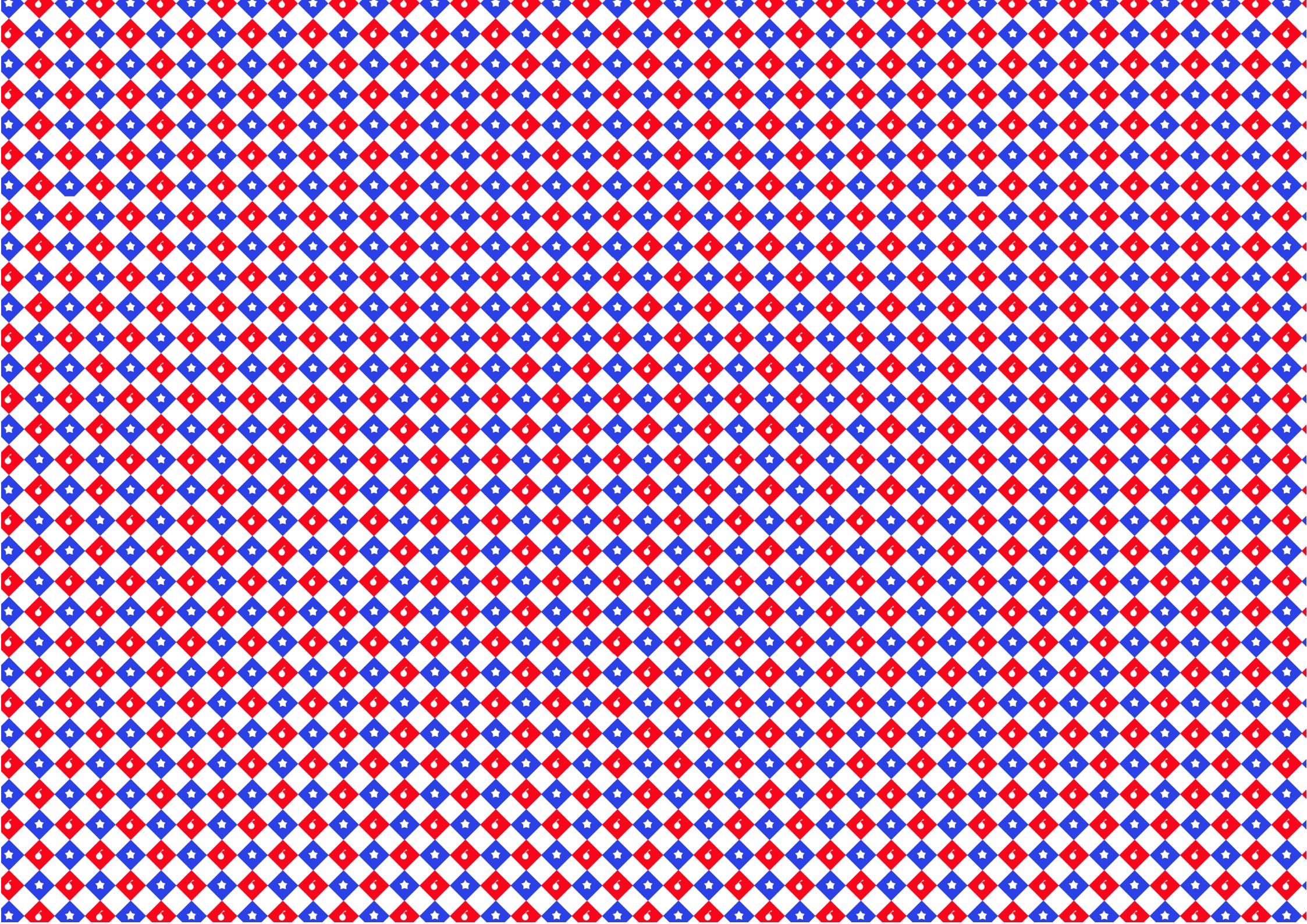


...
Do your best to not make any noise.

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 it's 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 DETECTIVE**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 it's 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****WHO'S 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.

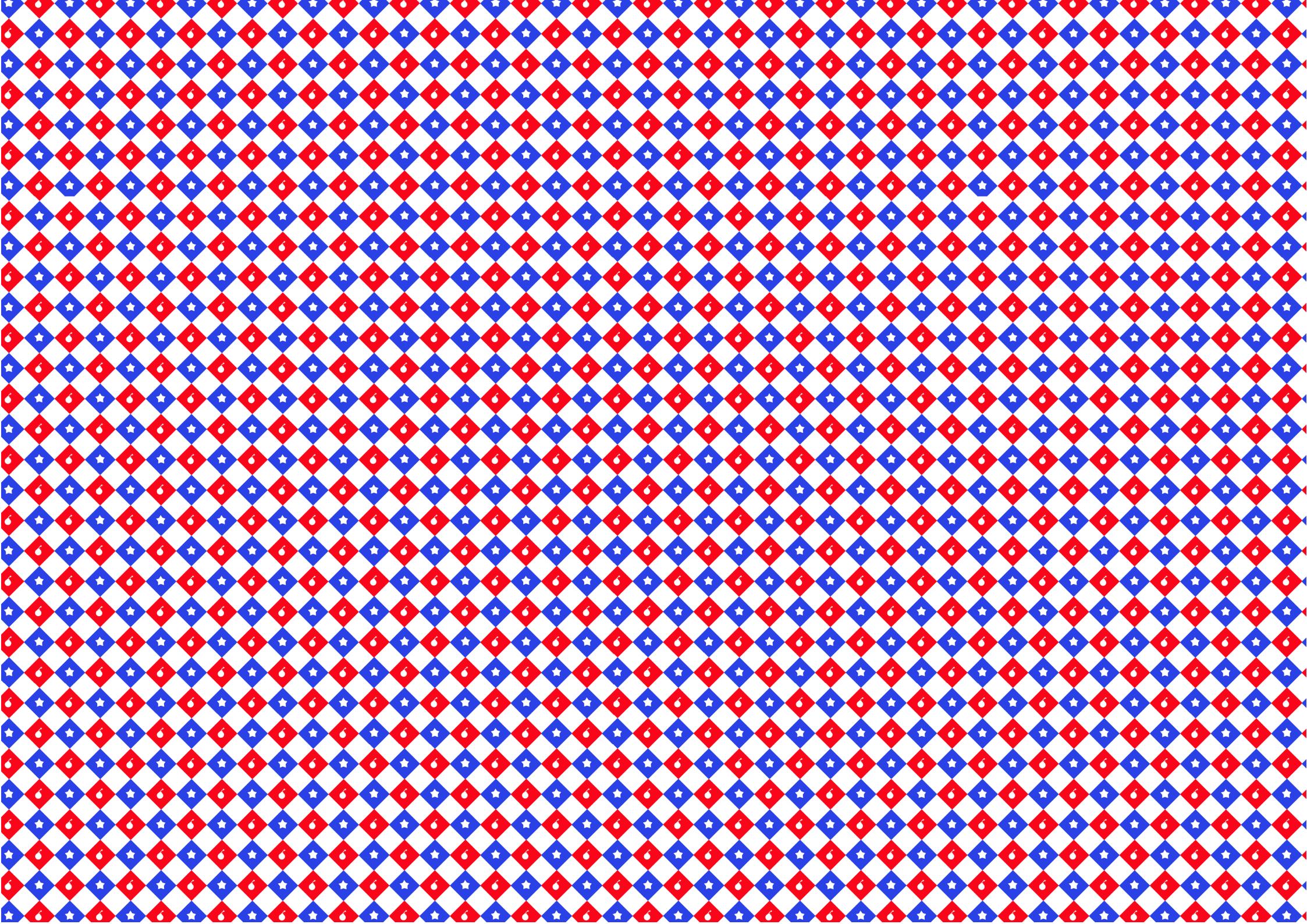
YOU ARE THE AMNESIAC**PURPLE TEAM****TELL ME WHAT YOU KNOW!**

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****TELL ME WHAT YOU KNOW!**

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

SPLASH...

You win if **Ahab** gains the "dead" condition, and you do not.

YOU ARE THE
MOBEY

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

BIT ON THE SIDE.

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

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

?

I NEVER MISS A SHOT!

At the end of the game, before anyone reveals their cards, you must publically announce any one player in the game to shoot. You win if you shoot the **Target**.

The shot player gains the "dead" condition, this triggers backup characters, if available.

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.

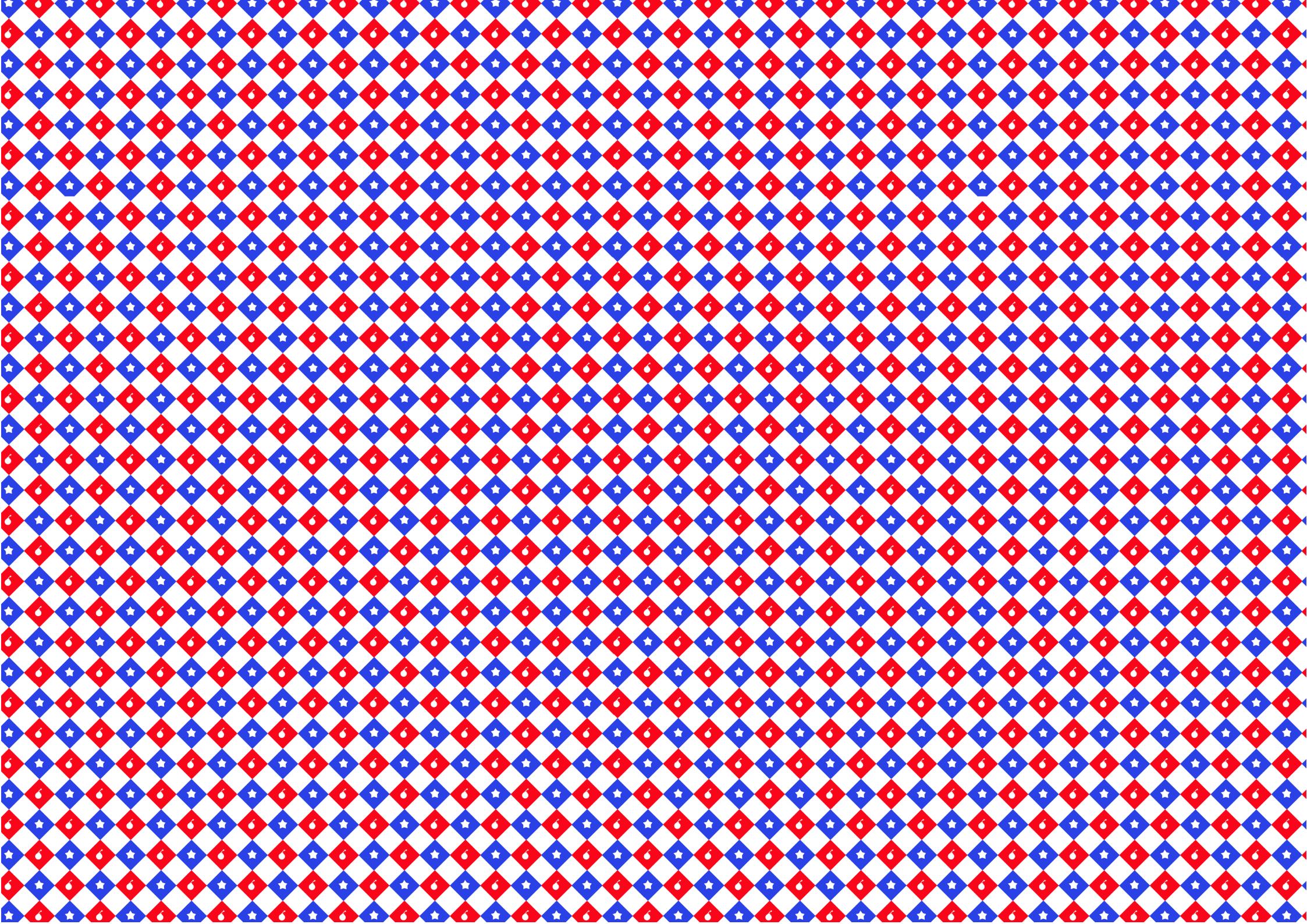
YOU ARE THE
TARGET

GREY TEAM

?

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

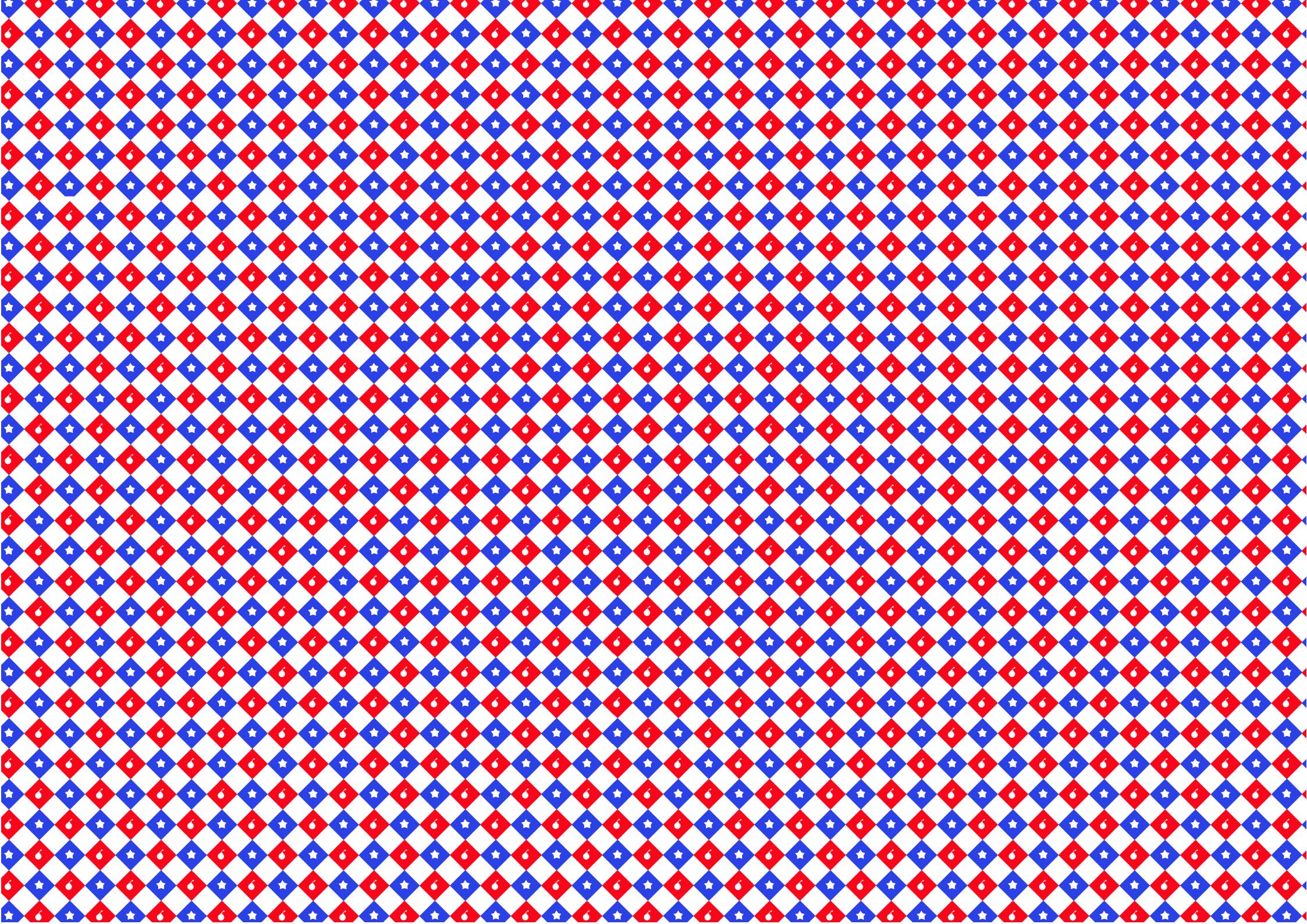
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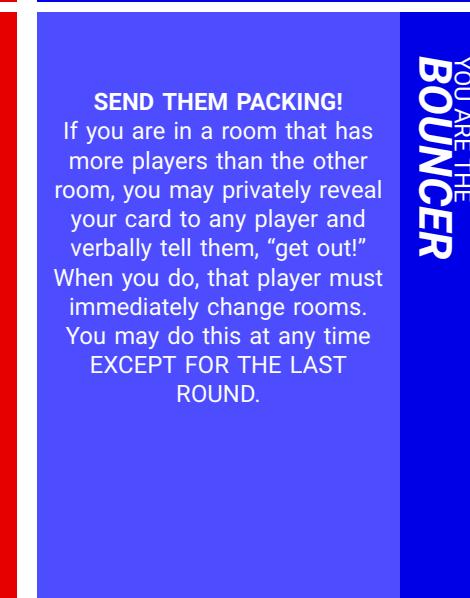
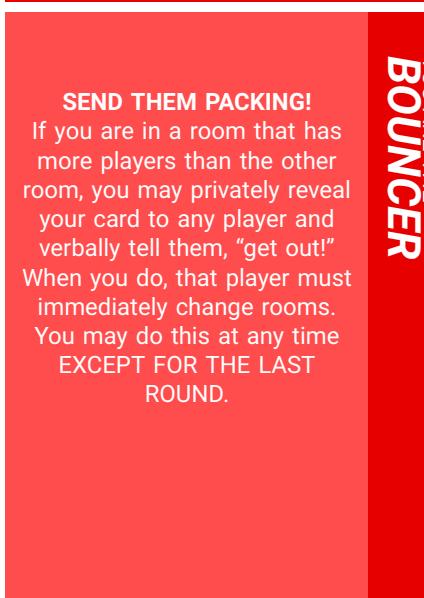
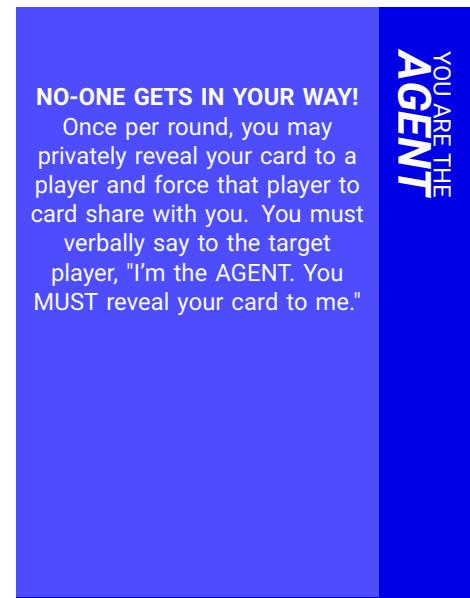
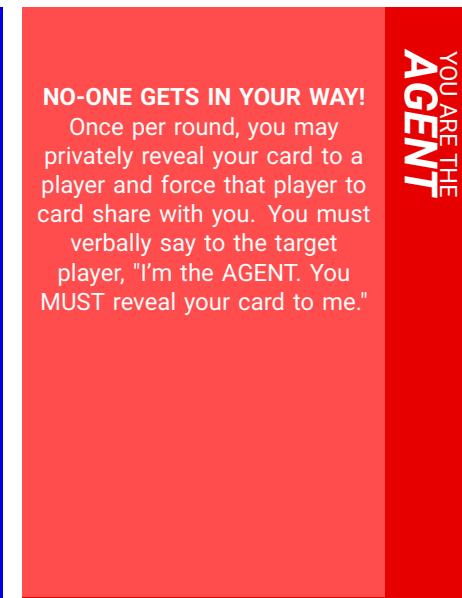
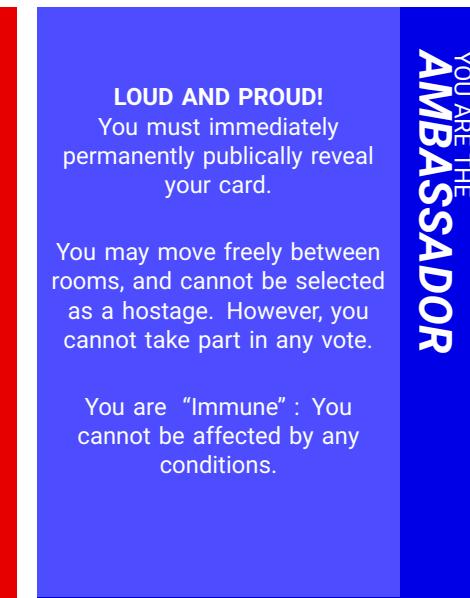
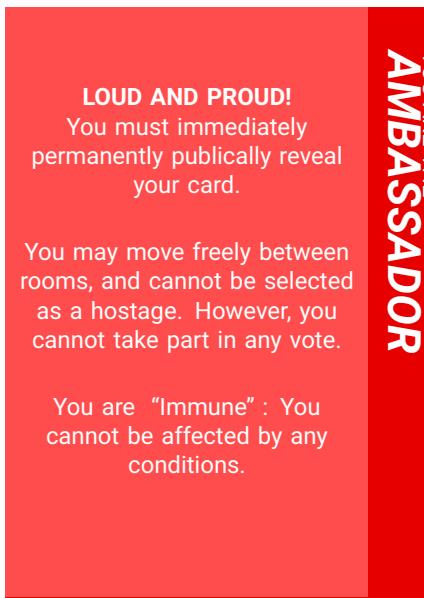
FIND THAT BOY!
You win if you are in the same
room as **Juliet** and you both
gain the "dead" condition at
the end of the game.

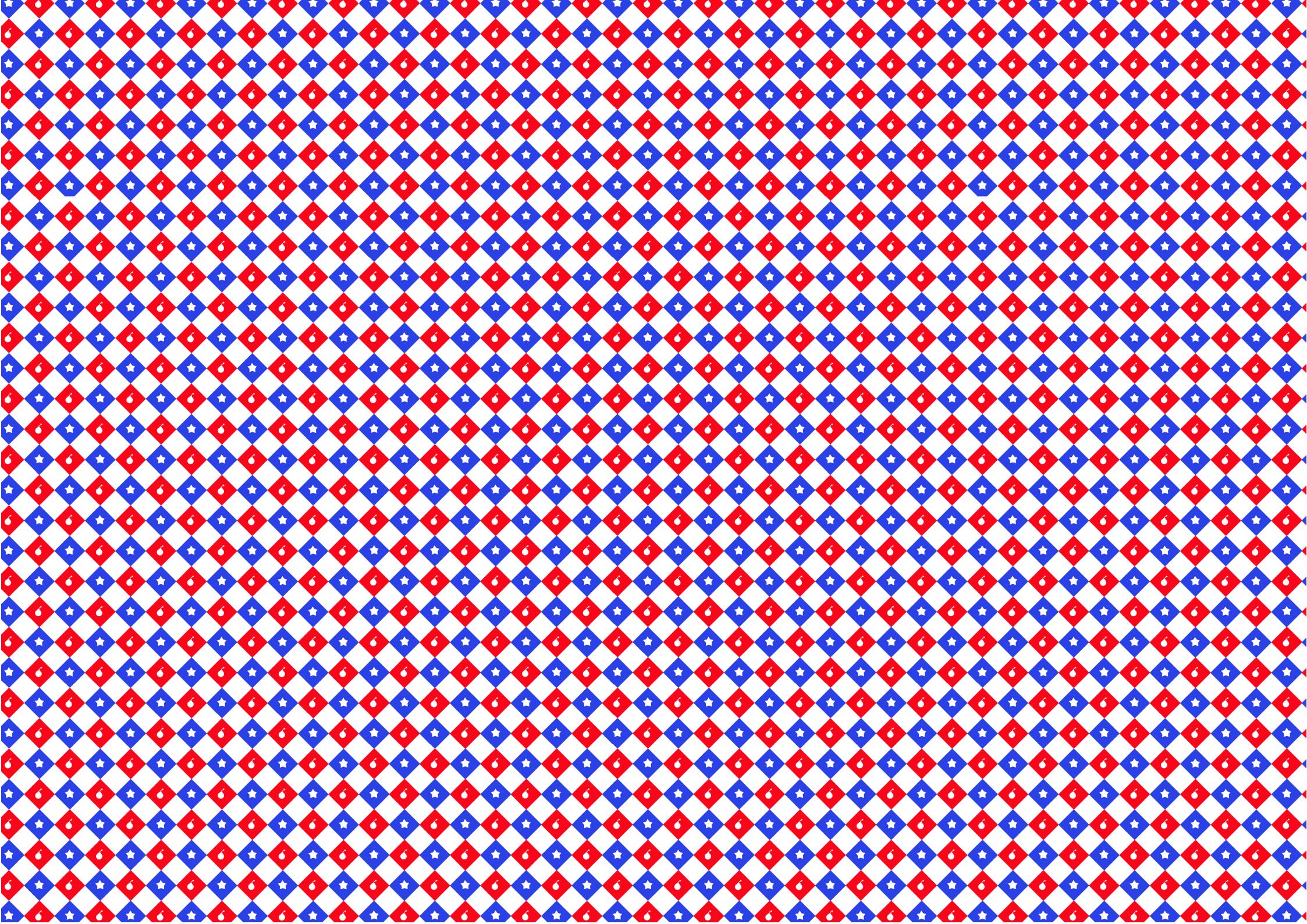
YOU ARE THE
ROMEO

GREY TEAM

?







<p>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.</p> <p>GREY TEAM ?</p> <p>YOU ARE THE GAMBLER</p>	<p>AT YOUR SERVICE. You win if you are in the same room as the Maid and President at the end of the game.</p> <p>GREY TEAM ?</p> <p>YOU ARE THE BUTLER</p>	<p>AT YOUR SERVICE. You win if you are in the same room as the Butler and President at the end of the game.</p> <p>GREY TEAM ?</p> <p>YOU ARE THE MAID</p>	<p>SEE IN TO THE FUTURE... Before the last hostage exchange, you must publically announce what player is coming into your current room. You win if you are correct.</p> <p>GREY TEAM ?</p> <p>YOU ARE THE TELEPATH</p>
<p>HOT, HOT, HOT!!! You lose at the end of the game</p> <p>Any player that card shares, or even color reveals, with you must immediately exchange his card for yours: You gain his card, and assume his previous role. He becomes the Hot Potato.</p> <p>GREY TEAM ?</p> <p>YOU ARE THE HOT POTATO</p>	<p>MY NEMISIS!!!! You win if you are <i>not</i> in the same room as the President when the game ends.</p> <p>GREY TEAM ?</p> <p>YOU ARE THE RIVAL</p>	<p>I'M A SURVIVOR, I'M NOT GON' GIVE UP... You win if you do not gain the "dead" condition.</p> <p>GREY TEAM ?</p> <p>YOU ARE THE SURVIVOR</p>	<p>DO YOUR BEST! You win if you are in the same room as the President when the game ends.</p> <p>GREY TEAM ?</p> <p>YOU ARE THE INTERN</p>

