

The background is a solid dark blue. Overlaid on this are several lighter blue geometric shapes. A central, darker blue silhouette of a person's head and shoulders is prominent. To the right, there are angular shapes that suggest a flag or a piece of equipment. The overall aesthetic is modern and graphic.

TWO ROOMS AND A BOOM

TM

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CHARACTER GUIDE

AGENT

Private Reveal Power, Verbalization

AGENT

You have the **AGENT** power: 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 using my AGENT power. You **must** card share with me."

Note: The AGENT power works even on characters that normally can't card share (e.g. Shy Guy).

- + Characters that have card share powers or restrictions recommended.
- 10 players or fewer not recommended. Contains character exceptions.

AGORAPHOBE

You win as long as you never leave your initial room.

- + *Traveler* recommended.
- Difficult to win with characters that force room changes (e.g. *Bouncer*).

AHAB



MOBY

You win if *Moby* is in the same room as the **Bomber** at the end of the game and you are not.

- + Literary references at their finest!
- Playing without the *Wife* and *Mistress* may provide **Red Team** with an advantage.

AMBASSADOR

Condition

AMBASSADOR

As soon as you are dealt your card, announce "I am an Ambassador!" Your card is permanently publicly revealed. You have the **"immune"** condition. Players with the **"immune"** condition are immune to all powers and conditions. *Ambassadors* can walk freely between the 2 rooms. *Ambassadors* are never considered a part of a room's population. Therefore, *Ambassadors* can never take part in any vote, be hostages, be leaders, and they can never be targeted by abilities.

Note: Ambassadors don't count towards the player count in the game. This means if you have 18 players including the Ambassadors, you should be playing a 16 player game. Ambassadors don't count for or against Team Zombie's win objective.

- + 11 or more players recommended.
- Do not bury Ambassadors. There must be 2 Ambassadors for proper game balance.

ANARCHIST

You win if your vote helped successfully usurp a leader during a majority of the rounds. For example, in a 3 round game, you must have usurped a leader 2 of the 3 rounds.

- + *Minion* recommended.
- Not recommended for those that can't start a movement. The *Minion* is your natural enemy.

ANGEL

Acting, Condition

ANGEL

You begin with the **"honest"** condition. Players with the **"honest"** condition must always verbally tell the truth. This means that you are permitted to lie as long as it is not verbally.

Note: If a player with the "honest" condition were to acquire the "liar" condition, the 2 conditions would cancel one another, leaving the player with neither condition.

- + *Demon* recommended.
- Pathological liars may have a difficult time as this character.

BLIND

Acting, Condition

BLIND

You begin with the **"blind"** condition. Players with the **"blind"** condition must do their best to never open their eyes during the game. Don't worry, it is a short game.

- + Players that aren't maniacal douchebags recommended.
- Tuesday Knight Games is not responsible for injuries during play. *Mummy* not recommended.

BLUE TEAM

You are on the *Blue Team*. You win If the *President* does not gain the **"dead"** condition.

Note: Any character card that has the star icon on it is considered to be on the Blue Team.

- + Works well for first time players.
- Can bore experienced players.

RED TEAM*

*Recommended



BOMB-BOT

QUEEN*

*Recommended

You win if you are in the same room as the **Bomber** but the **President** is not.

- + Makes a natural ally for **Blue Team**.
- You were designed to get exploded.

BOMBER



PRESIDENT

You are a primary character. Everyone in the same room as you at the end of the game gains the “**dead**” condition. The **Red Team** wins if the **President** gains the “**dead**” condition.

*Note: if the **Bomber** receives the “**dead**” condition before the end of the game then the **Bomber** does not provide the “**dead**” condition to everyone in the same room.*

- + Grey characters that need to know you are your natural allies.
- The entire **Red Team** is depending on you.

BOUNCER

Private Reveal Power, Odd Player Count, Verbalization

BOUNCER

You have the **BOUNCER** power: 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. The **BOUNCER** power does not work during the last round or between rounds.

- + Great when there are an odd number of players.
- Can lead to bouncing players back and forth until the round time expires.

BUTLER



MAID

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

- + **Romeo** and **Juliet** recommended when playing with 15 or more players.
- Playing without the **Romeo** and **Juliet** may provide **Blue Team** with an advantage.



CLONE

You win if the first player with whom you card share or color share wins. If you fail to share with any player by the end of the game, you lose.

Note: if the first person with whom you share is the Robot, and the Robot's first share was with you... you both lose.

- + This card encourages initial card and color sharing as others lie about being the *Clone*.
- This character (and the *Robot*) can unbalance teams.

CLOWN

Acting

CLOWN

Do your best to smile at all times.

- + Research suggests it is near impossible to smile and not be simultaneously happy.
- Some players can't stand being this character.

CONMAN

Color Share Power

CONMAN

You have the **CONMAN** power: when a player agrees to color share with you, private reveal instead. They must private reveal their card too.

- + Players will be less willing to color share.
- Useless with 10 or fewer players.

COYBOY

Psych Condition

COYBOY

You begin with the **“coy”** condition. Players with the **“coy”** condition may ONLY color share unless a character's power forces otherwise.

Note: The “coy” condition is a psych condition and can be cured by a Psychologist.

Another Note: If a player with the “coy” condition were to acquire the “foolish” condition, the 2 conditions would cancel one another, leaving the player with neither condition.

- + *Spy* and *Negotiator* recommended.
- Pointless with 10 players or fewer as this essentially makes the *Coy Boy* “shy.”



CRIMINAL

Card Share Power

CRIMINAL

You have the **CRIMINAL** power: 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.

*Note: If a player with the “**foolish**” condition were to acquire the “**shy**” condition, the 2 conditions would cancel one another, leaving the player with neither condition.*

- + Psychologist, **Engineer**, and **Doctor** recommended.
- Private Eye, Mastermind, or **Zombie** are not recommended.

CUPID

Private Reveal Power, Verbalization

ERIS*

*Recommended

You have the **CUPID** power: once per game, you may privately reveal your card to 2 players. You must verbally tell your target players, “You are in love with each other.” Those 2 players gain the “**in love**” condition. Players with the “**in love**” condition replace their original win objective with the following win objective: Be in the same room with the player with whom you are “**in love**” at the end of the game or fail to win. The CUPID power cannot be used on yourself.

*Note: If a player with the “**in love**” condition were to acquire the “**in hate**” condition, the 2 conditions would cancel one another, leaving that specific player with neither condition.*

- + Win the game for the **Red Team** by using your power on the **President** and **Bomber**.
- It can be difficult to corral 2 players together in order to use your power.

DEALER

Card Share Power

DEALER

You have the **DEALER** power: any player that card shares with you gains the “**foolish**” condition. Players with the “**foolish**” condition can never turn down an offer to card or color share.

*Note: If a player with the “**foolish**” condition were to acquire a contradictory condition (e.g. “**shy**” or “**coy**”), the 2 conditions would cancel one another, leaving the player with neither condition.*

- + **Criminal** recommended.
- Information can get very public very quickly.





You win if the *Sniper* shoots you at the end of the last round.

- + Winning feels amazing as the *Decoy*.
- Winning is much more difficult for you than the average character.

DEMON

Acting, Condition

DEMON

You begin with the “**liar**” condition. Players with the “**liar**” condition must always verbally tell lies. This means that you are permitted to tell the truth as long as it is not verbally.

Note: If a player with the “liar” condition were to acquire the “honest” condition, the 2 conditions would cancel one another, leaving the player with neither condition.

- + Angel recommended.
- Beware of spontaneously combusting pants.

DOCTOR

Card Share Power

ENGINEER*

**Recommended*

When playing with the *Doctor*, the *Blue Team* has the following additional win condition: the *President* must card share with the *Doctor* before the end of the game or the *Blue Team* loses. At the end of the game, the *President* will be asked if he/she card shared with the *Doctor*. At that time both players will verify or deny having card shared.

When playing with the *Engineer*, the *Red Team* has the following additional win condition: the *Bomber* must card share with the *Engineer* before the end of the game or the *Red Team* loses. At the end of the game, the *Bomber* will be asked if he/she card shared with the *Engineer*. At that time both players will verify or deny having card shared.

Note: remember that if the President or Bomber character ever switches player control (perhaps due to the Hot Potato), then the new President/Bomber must card share with the Doctor/Engineer to prevent losing.

- + Characters with card share powers recommended with *Engineer* and *Doctor*.
- Games with the *Doctor* and *Engineer* may lead to a game where all players lose.

DR. BOOM

Card Share Power

TUESDAY KNIGHT*

*Recommended

You have the **BOOM** power: if you card share with the *President*, everyone in the same room as you instantly gains the “**dead**” condition and the game ends.

Note: the BOOM power never works on the President's Daughter. If the President is buried, the BOOM power is never used.

- + Characters with card share powers recommended.
- Games can last less than 30 seconds. Without *Tuesday Knight*, *Red Team* has an advantage. Doesn't work well with characters that pause the game.

DRUNK

Card Swap

Before characters cards are dealt but after they are shuffled, randomly remove a character card. This is the “sober” character card. Place the “sober” card facedown in a location easily accessible to all players (usually between the 2 rooms). Then shuffle the *Drunk* card into the remaining deck of character cards. At the beginning of the last round of the game, the *Drunk* character should trade their *Drunk* card with the “sober” card. Assume all powers and responsibilities associated with the “sober” character card. You lose if you forget or are unable to trade your card for the “sober” card.

Note: The “sober” card is always cleansed when it is first retrieved, meaning it has no acquired conditions.

Another Note: If you don't retrieve the “sober” card at the beginning of the last round, you're still considered to be the “sober” character.

- + This is a crowd favorite card.
- Subtly trading the *Drunk* card for the “sober” card is difficult.

ENFORCER

Private Reveal Power, Verbalization

ENFORCER

You have the ENFORCER power: once per round, you may privately reveal your card to 2 players. You must verbally tell your target players, “You must reveal your cards to one another.” Those 2 players must card share with one another (not to you). You cannot use this power on yourself, but another Enforcer can use their power on you.

Note: The ENFORCER power works even on characters that normally can't card share (e.g. Shy Guy).

- + Recommended with 11 or more players.
- Doesn't work well with 10 players or fewer.

ENGINEER

Card Share Power

DOCTOR*

*Recommended

See Doctor on page 7.

ERIS

Card Share Power, Verbalization

CUPID*

*Recommended

You have the **ERIS** power: once per game, you may privately reveal your card to 2 players. You must verbally tell your target players, “You hate each other.” Those 2 players gain the “**in hate**” condition. Players with the “**in hate**” condition replace their original win objective with the following win objective: be in the opposite room of the player with whom you are “**in hate**” at the end of the game or fail to win. You cannot use this power on yourself.

*Note: If a player with the “**in hate**” condition were to acquire the “**in love**” condition, the 2 conditions would cancel one another, leaving that specific player with neither condition.*

- + Win the game for the *Blue Team* by using your power on the *President* and *Bomber*.
- It can be difficult to corral 2 players together in order to use your power.

GAMBLER

Pause Game 10

At the end of the last round, before all players reveal their cards, you must publicly announce which team (*Red Team*, *Blue Team*, or neither) you think won the game. Win only if you are correct.

*Note: You have a pause game number of 10. Only pause the game and make your announcement after all characters with a lower pause game number (e.g. *Private Eye*) have finished their announcements.*

- + A great character for the basic game to even out teams if there are an odd number of players.
- Sometimes players forget that the game is suppose to pause before everyone reveals.

HOT POTATO

Card Share Power, Card Swap, Color Share Power

You have the **HOT POTATO** power: any player that card shares or color shares with you immediately trades cards with you. Both you and the other player assume the powers and the allegiance of the newly acquired cards. The Hot Potato loses at the end of the game.

*Note: Due to the cleanse rule (see page 13), any previously acquired conditions (e.g. “**cursed**”) are lost when receiving a new character card.*

- + Recommended with the Privacy Promise rule variant and more players.
- Doesn't work well with characters that have the “foolish” condition.

IMMUNOLOGIST

Condition

IMMUNOLOGIST

You begin with the “**immune**” condition. Players with the “**immune**” condition are immune to all powers and conditions without exception.

*Note: Players should never lie about having the “**immune**” condition.*

- + Characters that have card share powers recommended.
- *Zombie* is not recommended as *Team Zombie* now has a huge handicap.

INTERN

VICTIM*

**Recommended*

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

- + *Rival*, *Survivor*, and *Victim* recommended.
- Without the *Victim*, Intern may provide *Blue Team* with an advantage.

JULIET

ROMEO

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

- + *Maid* and *Butler* with 15 or more players recommended
- Playing without the *Maid* and *Butler* may provide *Red Team* with an advantage..

LEPRECHAUN

Card Share Power, Card Swap, Color Share Power, Condition

You begin with the “**foolish**” condition. Players with the “**foolish**” condition can never turn down an offer to card or color share. You also have the **LEPRECHAUN** power: Any player that card shares or even color shares with you immediately trades cards with you. Both you and the other player assume the powers and the allegiance of the newly acquired cards. At the end of the game, the *Leprechaun* wins. A single player can only ever be the *Leprechaun* once per game. If a player is about to become the *Leprechaun* character for the second time, they must communicate that they can’t receive the *Leprechaun* card.

*Note: Due to the cleanse rule (see page 13), any previously acquired conditions (e.g. “**cursed**”) are lost when receiving a new character card.*

*Another Note: If a player with the “**foolish**” condition were to acquire a contradictory condition (e.g. “**shy**” or “**coy**”), the 2 conditions would cancel one another, leaving the player with neither condition.*

- + Works well with more players and with the Privacy Promise rule variant.
- Can cause a whole lot of confusion.

MAID

BUTLER

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

- + *Romeo* and *Juliet* recommended when playing with 15 or more players.
- Playing without the *Romeo* and *Juliet* may provide *Blue Team* with an advantage.

MARTYR

Bury

You are the backup character for the *Bomber*. If the *Bomber* card is buried you must carry out all *Bomber* responsibilities (i.e. ending the game in the same room as the *President*, card sharing with the *Engineer*, etc.).

- + If the *Bomber* is buried, you're a big deal. If the *Bomber* isn't buried, you can act like you're a big deal.
- If the *Bomber* is not buried, you're just another *Red Team* player.

PRESIDENT'S DAUGHTER*

Recommended

MASTERMIND

You win if you are a room's leader at the end AND you were the leader of the opposing room at some point during the game.

- + *Usurper* and *Minion* recommended.
- A difficult character, especially when playing with the *Usurper* and *Minion*.

MAYOR

Public Reveal Power

If your room has an even number of players, you may publicly reveal your card when attempting to usurp a leader. Your vote to usurp counts as 2 votes instead of 1 unless the opposing Mayor also publicly reveals their card.

- + Rooms that have an even number of players recommended.
- Pointless in games with 6, 10, 14, 18, 22, 26, or 30 players.

MAYOR



MEDIC

Card Share Power

MEDIC

You have the **MEDIC** power: any player that card shares with you has all “**conditions**” removed. This does not make yourself immune to acquiring conditions. The opposing *Medic* can remove your acquired conditions.

- + Characters that provide and start with conditions recommended.
- *Zombie* not recommended.

MI6

You win if you card share with the *Bomber* and the *President* before the end of the game.

- + Works in games with an odd number of players to even out the teams.
- It is difficult to win without making deals with opposing teams.

MIME

Acting

MIME

Do your best to not make any noise.

- + Works well with *Mummy*. Best when played with folks who love charades.
- Players who hate charades will hate this character.

MINION

You win if a leader is never usurped in the same room as you.

- + *Mastermind* and *Usurper* recommended.
- Can get boring if paired with a very stable leader. Tough to win when the *Usurper* is in play.

MISTRESS

WIFE

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

- + Feel the power in being the other woman.
- Without *Ahab* and *Moby*, *Blue Team* may have an advantage.





You win if *Ahab* is in the same room as the *Bomber* at the end of the game and you are not.

- + Attempt to win one for the whales!
- Playing without the *Wife* and *Mistress* may provide *Red Team* with an advantage.

MUMMY

Card Share Power

MUMMY

You have the **MUMMY** power: any player that card shares with you gains the “**cursed**” condition. Players with the “**cursed**” condition must do their best to not make any noise.

*Note: Because of the **MUMMY** power, “cursed” players are prevented from using any powers or abilities that requires a verbalization (e.g. Agent, Enforcer, etc.).*

- + *Mime* and *Medic* recommended. Best when played with folks who love charades.
- *Blind* not recommended. Forces players to play charades.

NEGOTIATOR

Condition

NEGOTIATOR

You begin with the “**savvy**” condition. Players with the “**savvy**” condition may only card share. You may not publicly, privately, or color share.

Note: It is possible for “savvy” players to acquire conditions that prevent card sharing (e.g. the “coy” or “shy” condition). If this happens, then the “savvy” player can’t do anything with their card.

- + Characters with card share powers recommended.
- 10 players or fewer not recommended as the *Negotiator* role is redundant.

NUCLEAR TYRANT

Condition

At the end of the game, you are asked if you shared your card with both the *President* and the *Bomber*. You win if the *President* and the *Bomber* did not card share with you by the end of the game. If you win, all other players lose. You begin with the “**foolish**” condition. Players with the “**foolish**” condition can never turn down an offer to card share.

Note: If a player with the “foolish” condition were to acquire a contradictory condition (e.g. “shy” or “coy”), the 2 conditions would cancel one another, leaving the player with neither condition.

- + Works well with *MI6*.
- *Criminal* and characters with card swap abilities (e.g. *Hot Potato*) not recommended.

NURSE

Bury, Card Share Power

You are the backup character for the *Doctor*. If the *Doctor* card is buried, you must carry out *Doctor* responsibilities (i.e. card sharing with the *President*).

- + Feel the power of being a doctor if the *Doctor* card is not in play.
- Feel like a regular *Blue Team* member if the *Doctor* card is in play.

TINKERER*

Recommended

PAPARAZZO

Acting, Public Reveal Power

PAPARAZZO

Do your best to make sure there are no private conversations. Be as intrusive and nosy as possible without actually physically manipulating others. If playing with the **Privacy Promise** rule variant, ignore the rule as long as you publicly reveal your card to prove to others that you are permitted to be invasive.

- + **Privacy Promise** variant recommended. Gives you an excuse to be annoying.
- You're annoying.

PARANOID

Psych Condition

PARANOID

You begin with the “**paranoid**” condition. Players with the “**paranoid**” condition may only card share. Moreover, they may only card share once per game.

*Note: If a “**paranoid**” player is forced to card share by a power (e.g. the **AGENT** power), this does not count as the “**paranoid**” player’s only card share.*

*Another Note: The “**paranoid**” condition is a psych condition and can be cured by a Psychologist.*

*Another Note: If a player with the “**paranoid**” condition were to acquire the “**foolish**” condition, the 2 conditions would cancel one another, leaving the player with neither condition.*

- + *Psychologist* recommended. Great with groups that share too much information.
- Requires honesty as It is easy to lie about how many times you’ve shared your card.

PRESIDENT



BOMBER

You are a primary character. *Blue Team* wins if you do not gain the “**dead**” condition.

- + Grey characters that need to know you are your natural allies.
- You are a big deal and your entire team is counting on you to live.

PRESIDENT'S DAUGHTER

Bury

MARTYR

You are the backup character for the *President*. If the *President* card is buried you must carry out all responsibilities associated with the *President*.

- + You are the heir, a huge deal if the *President* card is buried.
- No, this character should not be the Vice President. Shut up and laugh already.

PRIVATE EYE

Pause Game 05

At the end of the last round, before all players reveal their character cards, you must publicly announce the identity of the buried card. Win only if you are correct.

Note: You have a pause game number of 5. Only pause the game and make your announcement after all characters with a lower pause game number have finished their announcements.

- + 10 players or less recommended.
- Characters that restrict information sharing not recommended (e.g. *Criminal*).

PSYCHOLOGIST

Card Share Power, Private Reveal Power

PSYCHOLOGIST

When you privately reveal your card to a character with a psych condition (e.g. “**shy**”, “**coy**”, etc.), that character may then immediately card share with you. If they do, their psych condition is removed.

- + Characters that provide or begin with psych conditions recommended.
- Without psych conditions, this character is like man nipples... nearly pointless.

QUEEN

BOMB-BOT*

*Recommended

You win if you are NOT in the same room as the *President* or the *Bomber* at the end of the game.

- + Makes a natural ally for *Red Team*.
- You were designed to rule.

RED TEAM

BLUE TEAM

*Recommended

You are on *Red Team*. You win if the *President* gains the “**dead**” condition.

*Note: Any character card that has the bomb icon on it is considered to be on the *Red Team*.*

- + Works well for first time players.
- Can bore experienced players.

RIVAL

SURVIVOR*

*Recommended

You win if you are NOT in the same room as the *President* at the end of the game.

- + *Intern*, *Survivor*, and *Victim* recommended.
- Without the *Survivor*, *Rival* may provide *Blue Team* with an advantage.

ROBOT

You win if the first player with whom you card share or color share fails to achieve all of their win objectives. If you fail to share with any players by the end of the game, then you lose.

Note: if the first person with whom you share is the Clone, and the Clone's first share was with you... you both lose.

- + This card dissuades initial card and color sharing.
- This character (and the *Clone*) can unbalance teams.

ROMEO



JULIET

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

- + *Maid* and *Butler* with 15 or more players recommended.
- Playing without the *Maid* and *Butler* may provide *Red Team* with an advantage.

SECURITY

Public Reveal Power, Verbalization

You have the **TACKLE** power: publicly reveal your card, immediately pick any player in the room (besides yourself), then verbally tell them, "You're going nowhere." However, your card must **permanently** remain publicly revealed for the rest of the game. This means that you can only use this power once. The target of your **TACKLE** power can't leave as a hostage this round.

- + Players will not likely need to guess the other room's hostage.
- Unfortunately, this character is slightly more powerful for the *Blue Team*.

SECURITY



SHY GUY

Psych Condition

SHY GUY

You begin with the “**shy**” condition. Players with the “**shy**” condition may not reveal any part of their card to any player.

*Note: The “**shy**” condition is a psych condition and can be cured by a Psychologist.*

*Another Note: If a player with the “**shy**” condition were to acquire the “**foolish**” condition, the 2 conditions would cancel one another, leaving the player with neither condition.*

- + Works well with *Psychologist* and *Criminal*.
- Most players love the *Shy Guy*, but most hate being “**shy**.”

SNIPER

Pause Game 15



TARGET



DECOY

At the end of the last round, before all players reveal their character cards, you must publicly announce which player you are shooting. The selected player does not have to be in the same room as you. You win if the player you selected is the *Target*.

*Note: You have a pause game number of 15. Only pause the game and make your announcement after all characters with a lower pause game number (e.g. *Private Eye*) have finished their announcements.*

- + This is a tough character to be, but shooting the *Target* player feels amazing.
- Characters that card swap not recommended.

SPY

SPY

This is a special character card that is the color of the opposite team. This means that the red *Spy* has an allegiance to the *Red Team*, but their card is blue.

- + Works well with *Coy Boy*.
- Games without the “**coy**” players and games with fewer than 10 players not recommended.

SURVIVOR

RIVAL*

Recommended

You win if you are NOT in the same room as the *Bomber* at the end of the game.

- + *Victim*, *Rival*, and *Intern* recommended.
- Without the *Rival*, *Survivor* may provide *Red Team* with an advantage.

TARGET



SNIPER



DECOY

You win if the *Sniper* does not shoot you at the end of the last round.

- + Feel the tension of being hunted.
- Not recommended with too many players.

THUG

Card Share Power

THUG

You have the **THUG** power: any player that card shares with you acquires the “**coy**” condition. Players with the “**coy**” condition may only color share even when a character’s power might force a card share.

Note: If a player with the “foolish” condition were to acquire the “coy” condition, the 2 conditions would cancel one another, leaving the player with neither condition.

- + *Psychologist, Spy, Engineer, and Doctor* recommended.
- *Private Eye* and fewer than 11 players not recommended.

TINKERER

Bury, Card Share Power

NURSE*

Recommended

You are the backup character for the *Engineer*. If the *Engineer* card is buried you must carry out all *Engineer* responsibilities (i.e. card sharing with the *Bomber*).

- + Make the *Bomber* more explosive if the *Engineer* is not in play.
- Feel like a regular *Red Team* shmoe if the *Engineer* card is in play.

TRAVELER

You win if you are sent to a different room as a hostage at the end of MOST rounds. For example, in a 3 round game, you must change rooms twice to win.

- + *Agoraphobe* recommended.
- The last round can be boring since you’ll know if you won or lost.



TUESDAY KNIGHT

Card Share Power

DR. BOOM*

*Recommended

You have the **HUG** power: if you card share with the **Bomber**, everyone in the same room as you, except the **President**, gains the “**dead**” condition and the game instantly ends.

*Note: the **HUG** power never works on the **Martyr**. If the **Bomber** is buried, the **HUG** power is never used.*

- + Characters with card share powers recommended.
- Games can last less than 30 seconds. Without **Dr. Boom**, **Blue Team** has the advantage.
Doesn't work well with characters that pause the game (e.g. **Sniper**, **Private Eye**, etc.).

USURPER

Public Reveal Power

USURPER

You have the **USURPER** power: during any round but the last, you may publicly reveal your card and become the leader. However, your card must permanently remain publicly revealed for the rest of the game. This means that you can only use this power once. You cannot be usurped during the same round in which you used your **USURPER** power, not even by another *Usurper*. If 2 *Usurpers* use their power in the same room during the same round, whichever *Usurper* used their power first remains the leader, the other *Usurper* wasted their power.

- + *Mastermind* and the *Minion* recommended.
- After using **USURPER** power, traditional card sharing and revealing can't be done.

VICTIM

Public Reveal Power

INTERN*

Recommended

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

- + *Survivor*, *Rival*, and *Intern* recommended.
- Without the *Intern*, the *Victim* may provide **Red Team** with an advantage.



ZOMBIE

Card Share Power, Color Share Power, Condition, Contagious

You begin with the “**zombie**” condition. The “**zombie**” condition provides a replacement win condition. Players with the “**zombie**” condition win if *Team Zombie* wins. *Team Zombie* wins if all players without the “dead” condition at the end of the game are on *Team Zombie*. Any player that card shares or color shares with a player that has the “**zombie**” condition gains the “**zombie**” condition.

*Note: “zombie” players without a **Zombie** character card must indicate to players with whom they card share or color share that they now also have the “zombie” condition. Typically this is done by saying something like, “I’m a Zombie, and now so are you.”*

- + *Doctor* and *Engineer* and **Privacy Promise** rule variant recommended.
- *Medic* and *Immunologist* not recommended.

