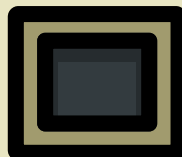


Witness Protection

Role Reversal Division

How to Play



Create new
identities for
witnesses in
need of
disguises.

Each witness
has a **disguise
goal**



Get the
disguise score
as close as you
can to the
disguise goal.

You do this by
using disguise
cards (see next
page).



Disguise cards consist of 3 things:

Cost

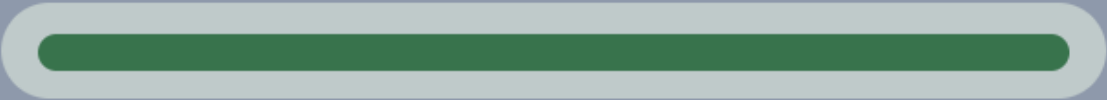
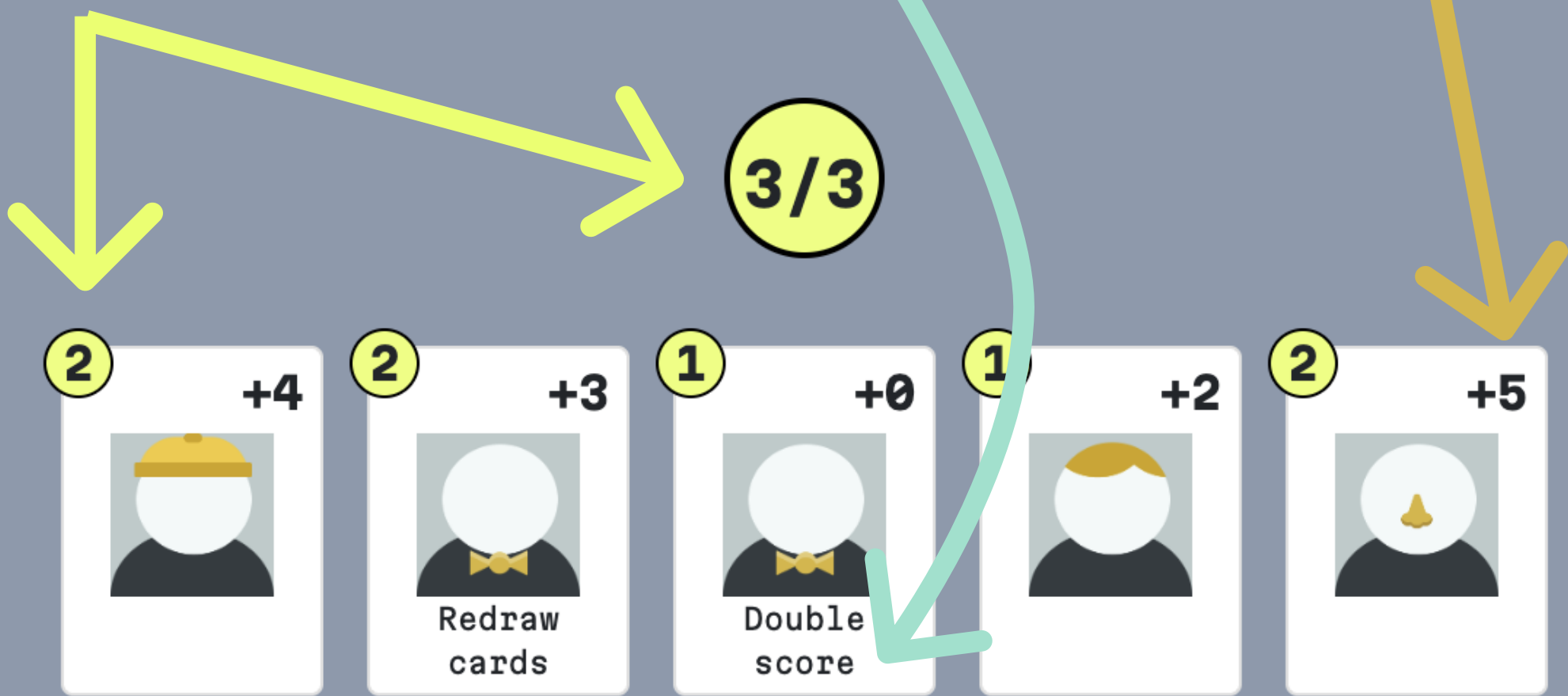
How much energy it
takes to use that card
(You have 3 energy per turn)

Ability

An event that occurs
when you play that
card

Points

How many points are
added to your disguise
score



Reputation

Next Witness

Your **reputation** as an Witness Protection agent depends on your ability to provide good disguises.

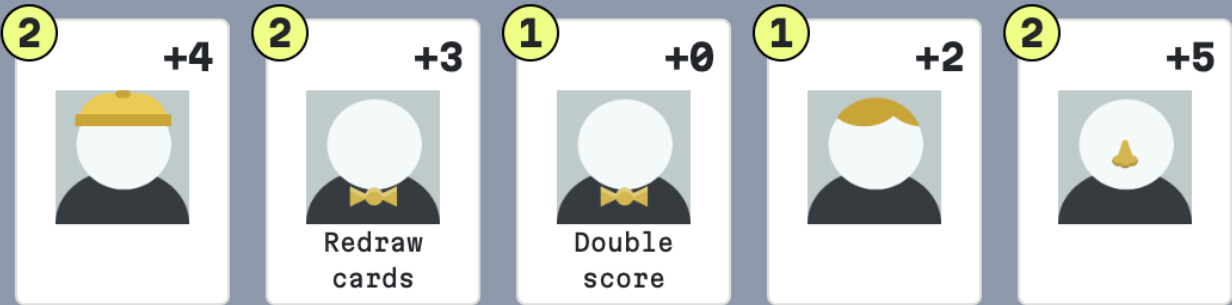
You lose reputation points when the disguise score and goal don't match.

The closer the score is to the goal, the less reputation you lose

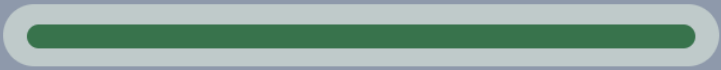
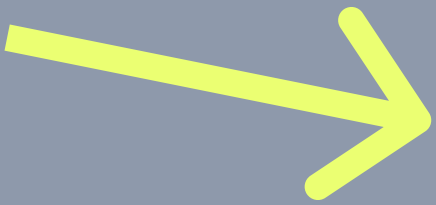


Here, 4 is only 1 away from 5, so you only 1 reputation is lost

3/3



Pay attention to your reputation



Reputation

Next Witness

Create disguises for each witness
until you're out of energy.

See how many witnesses you can
help before you've ruined your
reputation and need a disguise of
your own!



CREDITS

CODE

Stephen Michie

Nick Hintze

ART

Nick Hintze

SOUND

Mik Hintze

INSPIRATION

Patrick Pollock

Sam Goodnight