

## ADVANCED CHARACTER CARDS

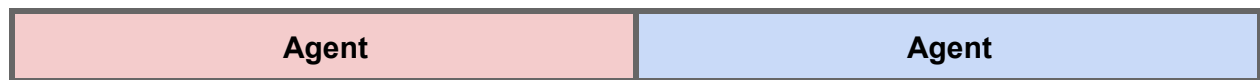
Experienced players can choose to replace **Blue Team** or **Red Team** members with special characters. Every game must contain the "primary cards" (the **President** and the **Bomber**). Characters can be selected publicly before the start of the game or by a single player. Special characters have different powers, allegiances, win objectives, and starting conditions that can drastically change the play of the game. All characters and their powers are described below in the **CHARACTERS** section. If there are any discrepancies between the rules and a character's description, the description text governs.

*NOTE: in the final version, character descriptions will be printed on the cards*

**[ WARNING: the following characters are still in their prototype stage. Please send all suggestions or discovered errors to [feedback@TuesdayKnightGames.com](mailto:feedback@TuesdayKnightGames.com) ]**

## CHARACTERS (not all yet available in PnP, stay tuned)

Every game **must contain** the **President** and the **Bomber**. Other than that, the choice is yours!



private reveal power

**r/b 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 reveal your card to me."

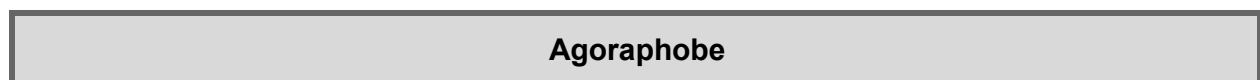
*Note: If used on a character that is unable to card share (e.g. has the "shy" condition or is a Paranoid character that has already card shared), the power is wasted. The target must prove they can't card share by verbally saying (even if "cursed") "I can't because (provide specific and honest (even if a Demon reason))."*



works well with *Hunter*, *Zombie*, *Medic*, and other cards with card share powers.



doesn't work well with 10 players or less.



grey **Agoraphobe** - you win if you are never sent to a different room by anyone.




works well with the *Traveler*.



difficult with the *Bouncer* or *Tentacles*.

<b>Ahab</b>	<b>Moby</b>
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grey **Ahab** - you win if *Moby* gains the "dead" condition and you do not.

 must be played with *Moby*. Strongly recommended to be played with *Wife* and *Mistress*.

 without *Wife* and *Mistress*, **Red Team** may have an advantage.

<b>Alchemist</b>	<b>Eggineer*</b>
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card share power

\*recommended

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

*Note: remember that if the King character ever switches player control (perhaps due to the Hot Potato), then the new King must card share with the Alchemist.*

 works well with *Eggineer* and characters with card share powers (e.g. *Dr. Boom*).


 games with the *Alchemist* and *Eggineer* may lead to a game where all players lose.


<b>Alien</b>	<b>Alien</b>
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card share power

r/b **Alien** - you have the ABDUCTION power: you must keep the card of any character that card shares with you. You are not permitted to do anything with acquired cards, including showing the cards to others or using powers associated with the card. Players whose cards were stolen maintain their powers and allegiance, but have obviously lost all ability to share their cards with others or use any power that requires them to private, public, color or card share.

*Note: if an Alien card shares with the other Alien, then both players lose their cards to the other, thus losing their ABDUCTION ability.*

 works well 11 or more players and with the **Privacy Promise** variant.

 doesn't work well with *Zombie* or *Hot Potato*. Can be difficult to hide all acquired cards.


## Ambassador


## Ambassador

**r/b Ambassador** - before the game begins, but after character cards have been dealt, you must publicly announce "I am an Ambassador!" and keep your card publicly revealed for the rest of game. This public reveal is permanent. *Ambassadors* have the "immune" condition. Players with the "immune" condition are immune to all powers and conditions without exception.

*Ambassadors* can walk freely between the two rooms. *Ambassadors* can never take part in any vote (e.g. voting to nominate or usurp a leader). *Ambassadors* can never be picked by leaders to be transferred into another room (or by other characters with such powers) as they are never actually counted as part of a room's population.

*Note: because Ambassadors are never considered a part of a room's population, they don't count towards the player count in the game and they don't count for or against Team Zombie's win objective. This means if you have 18 players including the Ambassadors, you should be playing a 16 player game.*


 works well 11 or more players.


 there must be 2 *Ambassadors* for proper game balance. Do not bury *Ambassadors*.  
Not recommended with *Mad Scientists*, or *Zombies*.

## Amnesiac

pauses game 50

**purp Amnesiac** - this character card can only used with a buried card. At the end of the last round, before all players reveal their character cards, you must declare which team you are on by saying, "I remember which team I am on. I am on the \_\_\_\_\_." You must choose the **Red Team**, the **Blue Team**, or neither team. To win you want to guess the team allegiance of the buried card. If you choose the correct team (the team of the buried card), but your team loses, you lose too. If you say, "I am on nobody's team," and the buried card is not on the **Red Team** or the **Blue Team**, you win.

 works well to add flavor in a game with few amount of players.

 works poorly with too many greys, lots of players, *Ninjas*, and *Conspirators*

## Anarchist

**grey 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.

 works well with *Born Leader* and *Minion*.



<b>Angel</b>	<b>Angel</b>
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condition, acting

**r/b Angel** - you begin with the "honest" condition. Players with the "honest" condition must always verbally tell the truth (unless you're "seduced", "hypnotized", or any other condition that may influence your ability to 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 two conditions would cancel one another, leaving the player with neither condition.*



works well with *Devil*.



gets confusing when paired with the *Hypnotist* and *Vampire*.

<b>Apprentice</b>	<b>Fanatic*</b>
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card share power

\*recommended

**blue Apprentice** - you are the backup character for the *Alchemist*. If the *Alchemist* card is buried or the *Alchemist* receives the "dead" condition before the end of the game, you must carry out all responsibilities associated with the *Alchemist* (card sharing with the *King*).



requires *Alchemist*.



## Beholder

condition

**green Beholder** - before the game begins, but *after* character cards have been dealt, you must publicly announce "I am the *Beholder!*" and keep your card **permanently** publicly revealed for the rest of game. Do your best to make sure there are no private conversations. You may try to be as intrusive as possible, including looking over players' shoulders at their cards, and even getting on the ground to see the bottoms of cards being passed between players. You can't physically manipulate other players, nor should they try to physically manipulate you. If playing with the **Privacy Promise** rule variant, you ignore the rule.

You have the "immune" condition. Players with the "immune" condition are immune to all powers and conditions without exception. The *Beholder* can walk freely between the two rooms. The *Beholder* can never take part in any vote (e.g. voting to nominate or usurp a leader). The *Beholder* can never be picked by leaders to be transferred into another room (or by other characters with such powers) as they are never actually counted as part of a room's population.

**Win Objective:** if you see any part of a player's card face (color or character), audibly and loudly declare what you've seen right there and then to win the game. If you win, all other players lose. Guessing is not allowed. If you publicly declare a color or card that you've seen and you are wrong, then you instantly lose.

*Note: because the Beholder is never considered a part of a room's population, they don't count towards the player count in the game and they don't count for or against Team Zombie's win objective. This means if you have 18 players including the Beholder, you should be playing a 15 player game.*



works well with the **Privacy Promise** variant.



good luck playing with any characters that have a public reveal power (like the *Ambassador*)

## The Black

color share power

black **Black, the** - your character card is completely black. If any player color shares with you then **you win and all other players lose.**



works well with *Spies*, *Coy Boys*, and a group that shares too much information too often.





pointless with fewer than 11 players.

<b>Blind</b>	<b>Blind</b>
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condition, acting

**r/b Blind** - you begin with the "blind" condition. Players with the "blind" condition must do their best best to never open his or her eyes during the game. Don't worry, it is a short game. *Note: Blind players can still acquire conditions and have powers used upon them, but they should not be lied to about it.*


 works well with players that aren't maniacal douchebags.

 requires some coordination. Designers are not responsible for injuries during play. Using *Blind* in combination with the *Mummy* character is strongly discouraged.

<b>Blue Drone</b>	<b>Red Fist</b>
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**blue Blue Drone** - you are a primary character. The **Blue Team** wins if you are in the same room as the **Red Fist** at the end of the game. *Note: The Blue Drone and Red Fist cards add additional win conditions to the game, adding complexity and greatly altering the standard win conditions.*

 must be played with **Red Fist**. *Judge* or *Informant* recommended (not both).


 can cause a confusing end game result. This role may be too complex for newer players.

<b>Blue Firecracker</b>	<b>Red Foot</b>
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bury

**blue Blue Firecracker** - you are a secondary character. You are the backup character for the **Blue Drone**. If the **Blue Drone** card is buried or the **Blue Drone** receives the "dead" condition before the end of the game, you must carry out all responsibilities associated with the **Blue Drone**.


 requires **Blue Drone**.

 if burying a card, consider not burying the *Informers* or *Judge*.

<b>Blue Team</b>	<b>Red Team*</b>
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\*recommended

**Blue Team** - you are on the **Blue Team**. If the *President* does not gain the "Dead" condition, you win. Note: any character card that has the white star icon on it is considered to be on the **Blue Team**.

 works well for first time players.

 can bore experienced players.

<b>Body Snatcher</b>	<b>Body Snatcher</b>
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card share power

**Body Snatcher** - you have the BODY SNATCHER power: if anyone card shares with your Body Snatcher card, they must give you their character card. Cards captured in this way are considered your **face cards**. You may show any face card you wish in future private, public, color, and card shares as long as you still have a *Body Snatcher* card (even if it is not your own). However, you gain neither the allegiance nor the powers of any acquired face cards, including any characters with powers that activate during a reveal. Players whose cards were stolen maintain their powers and allegiance, but have obviously lost all ability to share their cards with others or use any power that requires them to private, public, color or card share.


*Note: if a Body Snatcher card shares with the other Body Snatcher, and both used their Body Snatcher card when doing so, then both players lose their Body Snatcher cards to the other.*

*However, both of these players may continue to show other players the face cards they've acquired, but neither player can continue to collect cards.*

*Another more confusing note: when using face cards that have powers, you should not allow players to believe your power has influence over them.*

*Note about primary characters: remember that characters still retain their abilities and powers.*

*This means that the **Bomber** still provides everyone with the "dead" condition at the end of the game with or without his/her card. The **President** is still the **President** with or without his/her card.*

 works well 11 or more players and with the **Privacy Promise** variant.

 doesn't work well with *Zombie* or *Hot Potato*. Can be difficult to hide all acquired cards.

<b>Bomber</b>	<b>President</b>
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**red Bomber** - 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: it is possible that the Bomber receives the "dead" condition before the end of the game. If this happens, then the Bomber does not detonate, failing to provide the "dead" condition to everyone in the same room at the end of the game.*



Survivor, Victim, Moby, and Ahab are your natural grey allies.



<b>Born Leader</b>
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grey **Born Leader** - you win if you are a room's leader at the end of the game.



recommended to play with at least 1 other *Born Leader*. Also *Anarchist* makes it interesting.



3 *Born Leaders* is fun, but devious.

<b>Bouncer</b>	<b>Bouncer</b>
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private reveal power, odd player count

**r/b 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. You may do this at any time EXCEPT FOR THE LAST ROUND. This can be done limitlessly, but never to a room's leader. *Note: this card should only be included in the roleset if the two rooms do not have the same number of players in them.*



can lead to the "ping pong" effect of continually bouncing a player back and forth until time runs out.



<b>Bully</b>	<b>Bully</b>
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color share power

**r/b Bully** - you have the BULLY power: when a player agrees to color share with you, private reveal instead. They must private reveal their card too.

*Note: The Bully forces a private reveal, not a card share.*



<b>Butler</b>	<b>Maid</b>
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grey **Butler** - you win if you are in the same room as the *Maid* and the *President* at the end of the game.

must be played with *Maid*. works well with *Romeo* and *Juliet*

doesn't work well 10 players or fewer.

<b>Capitalist</b>	<b>Socialist*</b>
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card share power, card swap

\*recommended

**blue Capitalist** - any player that card shares with you must trade in their character card for a Blue Team card before the beginning of the next round and before revealing any part of their card to another player. Your power has no effect any of the primary characters, secondary characters, or any character that is not aligned with either red or blue.

works well with the *Socialist*.

doesn't work well without the *Socialist*.

## Centipede

## Centipede

card share power

**Centipede** - you have the CENTIPEDE power: any player that card shares with you gains the "attached" condition. Any "attached" player that becomes separated from you (meaning they are no longer in the same room as you) loses the "attached" condition and replaces it with the "torn" condition. Players with the "torn" condition must **permanently** publicly reveal their card regardless of any powers or acquired conditions. Heck, they might as well just stick their card on their forehead.

*Note: if a player is no longer the Centipede (e.g. after card sharing with the Leprechaun), players with the "attached" condition remain "attached" to you.*



doesn't work well with 10 players or fewer

## Changer

card swap

**Changer** - when playing with the *Changer*, create a "Fun Deck." Take any number of character cards that are not being used for the current game and shuffle them together to create a "Fun Deck." At any point before the end of the game, you, the *Changer*, must change your card for a random card from the "Fun Deck." This can only be done once, unless the random card selected is another *Changer* card. If you forget to exchange your card by the end of the game or if you are unable to, then you fail to win your objective.

*Note: the card retrieved from the "Fun Deck" is always cleansed when it is first drawn, meaning it has no acquired conditions.*



oh man, best Fun Deck ever has *Hot Potato* and *Leprechaun*.



works poorly with a broken "Fun Deck" or the *Mastermind*(v1).

## Cleaner

## Cleaner

card share power

**Cleaner**- you have the CLEANSE power: you cleanse any player that card shares with you. This means that any player that card shares with you has all of their acquired conditions removed from them. For example, a player who has been "cursed" by a *Mummy* would no longer have the "cursed" condition after card sharing with you. This does not make yourself immune to acquiring conditions, as you might need to find the opposing *Cleaner*.





works well with characters that cause conditions.



Upon card sharing, a *Cleaner* with a contagious condition (see *Werewolf* and *Zombie*) will first use their CLEANER power, then provide the contagious condition.

**Clone**



grey **Clone** - you win if the first player with whom you card share or color share wins, succeeding at all of their win objectives.

-  *Robot recommended*
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<b>Clown</b>	<b>Clown</b>
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acting

**r/b 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.

<b>Conspirator</b>	<b>Conspirator</b>
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card share power

**r/b Conspirator** - you have the CONSPIRATOR power: any player that card shares with you and has the opposite team's win objective (example: blue *Conspirator* card sharing with a red aligned character) gains the "traitor" condition. A player with the "traitor" condition has their win objective changed to that of the opposing team. For example, a *Blue Team* player with the "traitor" condition wins if the *President* gains the "dead" condition (which is the win objective of the *Red Team*). The CONSPIRATOR power does not work on players that are not red or blue aligned, primary characters, and secondary characters (e.g. grey character, *President*, *Bomber*, *President's Daughter*, *Martyr*, *Blue Drone*, etc.).

*Note: a single player can only gain a single "traitor" condition.*

-  works well with *Loyalist*, *Negotiator*, and *Thug*.
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<b>Coy Boy</b>	<b>Coy Boy</b>
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condition

**r/b Coy Boy** - you begin with the "coy" condition. Players with the "coy" condition may ONLY color share even when a character's power might force a card share. A *Coy Boy* can't card share, privately reveal, or publicly reveal their card or their color.

*Note: "Coy" players can card share their cards to Psychologists after a Psychologist player has privately revealed their card to the "coy" player. Another Note: If a player with the "foolish" condition were to acquire the "coy" condition, the two conditions would cancel one another, leaving the player with neither condition.*



works really well with the *Spy*. Also works with *Negotiator*.



doesn't work well with 10 players or fewer as this essentially makes the *Coy Boy* "shy."

<b>Criminal</b>	<b>Criminal</b>
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card share power

**r/b 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 two conditions would cancel one another, leaving the player with neither condition.*



works well with *Psychologist*, *Hunter*, *Engineer*, and *Doctor*.



doesn't work well with the *Private Investigator*, *Mastermind*, or with 10 players.

<b>Cult Leader</b>
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color share power, card share power, condition, contagious

**grey Cult Leader** - you begin with the "cultist" condition. Any player that card shares or color shares with a player with the "cultist" condition (i.e. a cultist" player) then also gains the "cultist" condition. Players with the "cultist" condition lose the game if the *Cult Leader* gains the "dead" condition. This is an **additional** win objective and does not replace or change a player's original win condition. If the *Cult Leader* gains the "dead" condition, so do all players with the "cultist" condition.

*Note: It is important for players to indicate that they are have the "cultist" condition when card sharing or color sharing with another player. This is usually done by whispering something along the lines of, "I'm a cultist. Make sure our leader \_\_\_\_\_ stays alive."*



works with the **Privacy Promise** variant.



almost requires the **Privacy Promise** variant.

<b>Cupid</b>	<b>Eris*</b>
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card share power

\*recommended

**red Cupid** - you have the CUPID power: once per game, you may privately reveal your card to two players. You must verbally say to your target players, "You are in love with each other." Those two 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 your objective. 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 two conditions would cancel one another, leaving the player with neither condition.*

 works well with *Eris*.





<b>Dealer</b>	<b>Dealer</b>
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card share power

**r/b 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 share.

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

 works well with *Criminal*.

 information can get very public very quickly.

<b>Decoy</b>	<b>Sniper</b>	<b>Target</b>
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**grey Decoy** - you win if the *Sniper* shoots you at the end of the last round.

 requires the *Sniper* and the *Target*.




<b>Demon</b>	<b>Demon</b>
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acting, condition

**r/b Demon** - you begin with the "liar" condition. Players with the "liar" condition must always verbally tell the lie (unless you're "seduced", "hypnotized", or any other condition that may influence your ability to tell the truth). This means that you are permitted to communicate the truth as long as it is not verbally. *Note: If a player with the "honest" condition were to acquire the "liar" condition, the two conditions would cancel one another, leaving the player with neither condition.*

 works well with *Angel*.

 gets confusing when paired with the *Hypnotist* and *Vampire*. *Tough to pull off.*

<b>Doctor</b>	<b>Engineer*</b>
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card share power

\*recommended

**blue Doctor** - 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.

*Note: see **Doctor/Engineer section** (insert page #) for more clarification.*

*Another Note: remember that if the *President* character ever switches player control (perhaps due to the *Hot Potato*), then the new *President* must card share with the *Doctor*.*

 works well with *Engineer* and characters with card share powers (e.g. *Dr. Boom*).

 games with the *Doctor* and *Engineer* may lead to a game where all players lose.

<b>Dragon</b>	<b>King</b>
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**red Dragon** - you are a primary character. Everyone in the same room as you at the end of the game gains the "toast" condition. The **Red Team** wins if the *King* gains the "dead" condition.

*Note: it is possible that the *Dragon* receives the "dead" condition before the end of the game. If this happens, then the *Dragon* does not breathe, failing to provide the "dead" condition to everyone in the same room at the end of the game.*

 *Survivor, Victim, Moby, and Ahab* are your natural grey allies.



<b>Dragon Egg</b>	<b>Fat Princess</b>
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bury

**red Dragon Egg** - you are a secondary character. You are the backup character for the *Dragon*. If the *Dragon* card is buried or the *Dragon* receives the “toast” condition before the end of the game, you must carry out all responsibilities associated with the *Dragon* (for example: ending the game in the same room as the *King*, card sharing with the *Eggineer*).



<b>Dr. Boom</b>	<b>Tuesday Knight*</b>
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card share power

\*recommended

**red Dr. Boom** - you have the BOOM power: if you card share with the *President*, the game immediately ends. **Red Team** wins.

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



works well with *Engineer* and characters with card share powers.

games can last less than 30 seconds, greatly limiting game play time.

<b>Drunk</b>
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card swap

**purp Drunk**- this character card requires the following setup: before characters cards are dealt but after they are shuffled, randomly remove a character card. This is the **sober** character card. The sober card needs to be placed face down in a location that is easily accessible to all players, regardless of room locations (usually between the 2 play areas). The *Drunk* card is then placed into the deck of character cards. Reshuffle the character cards. At the beginning of the last round of the game, the *Drunk* player should replace their *Drunk* card with the sober card. If they lost their *Drunk* character card (e.g. the *Body Snatcher* stole it), the sober card should still be retrieved. The player assumes all powers and responsibilities associated with the sober character card.

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



## Easter Bunny

**pink Easter Bunny** - this is complicated, but fun. Have all players gather into a circle. Spin the *Easter Bunny* card in the center of the player circle. To whichever player the *Easter Bunny*'s ear points is the *Easter Bunny*. Prepare a typical game with a shuffled character deck. All players, except the *Easter Bunny* should close their eyes. The *Easter Bunny* then hides half of the cards in one of the rooms, and the other half of the cards in the other room, always being careful to keep the cards facedown. After this is done, the *Easter Bunny* rushes back and joins all the other players. At the beginning of the game, players evenly split into the two rooms as per usual. However, now players have to find a character card. Once a player finds a character card, they claim that card **and only that card**. That is their character for the game. If a player fails to find a character card by the end of the game, they lose. The player that was the *Easter Bunny* has an **additional** win objective besides the one included with their non-*Easter Bunny* character. If all players find their character cards, then the *Easter Bunny* loses. For every player that fails to find a card, the *Easter Bunny* player **must** find the missing cards. If the *Easter Bunny* can't find these lost cards, then the *Easter Bunny* loses (because man... where the heck are those cards!?)



## Eggineer


## Alchemist\*

card share power

\*recommended

**red Eggineer** - when playing with the *Eggineer*, the **Red Team** has the following additional win condition: the *Dragon* must card share with the *Eggineer* 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 *Eggineer*. At that time both players will verify or deny having card shared.

*Note: remember that if the Dragon character ever switches player control (perhaps due to the Hot Potato), then the new Dragon must card share with the Eggineer.*

 works well with *Doctor* and characters with card share powers (*Mummy*, *Vampire*, etc.).

 games with the *Doctor* and *Engineer* may lead to a game where all players lose.




<b>Enforcer</b>	<b>Enforcer</b>
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private reveal power

**r/b Enforcer** - you have the ENFORCER power: once per round, you may privately reveal your card to two players. You must verbally say to your target players, "You *must* reveal your card to one another." Those two players must card share to one another (not to you). You cannot use this power on yourself, but another *Enforcer* can use their power on you. *Note: If used on a character that is unable to card share (e.g. has the "shy" condition), the power is wasted. The target must prove they can't card share by verbally saying (even if "cursed") "I can't because I am (name specific condition)."*

 works well with *Hunter*, *Agent*, and 11 or more players.

 doesn't work well with 10 players or less.


<b>Engineer</b>	<b>Doctor*</b>
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card share power

\*recommended

**red Engineer** - 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: see **Doctor/Engineer section** (insert page #) for more clarification. Note: remember that if the **Bomber** character ever switches player control (perhaps due to the Hot Potato), then the new **Bomber** must card share with the *Engineer*.*

 works well with *Doctor* and characters with card share powers (*Mummy*, *Vampire*, etc.).

 games with the *Doctor* and *Engineer* may lead to a game where all players lose.

<b>Enlisted</b>	<b>Enlisted</b>
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public reveal power

**r/b Enlisted** - you have the ENLIST power: during any round but the last, you may publicly reveal your card and automatically become one of the hostages for the end of that round. 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 *Enlisted* must be a hostage during the same round in which the ENLIST power was used. If 2 *Enlisted* characters use their power in the same room during the same round and there is only 1 hostage position available, whichever *Enlisted* used their power first is to be the hostage, the other *Enlisted* character wasted their ENLIST power.



 after using the ENLIST power, traditional card sharing and revealing can't be done.

<b>Eris</b>	<b>Cupid*</b>
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card share power

\*recommended

**blue Eris** - you have the ERIS power: once per game, you may privately reveal your card to two players. You must verbally say to your target players, "You hate each other." Those two 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 this objective. You cannot use this power on yourself.

*Note: If a player with the "in hate" condition were to acquire the "in love" condition, the two conditions would cancel one another, leaving the player with neither condition.*


 *Cupid* strongly recommended.



<b>Exhibitionist</b>	<b>Exhibitionist</b>
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condition

**r/b Exhibitionist** - you begin with the "flashing" condition. Players with the "flashing" condition may ONLY publicly reveal even when a character's power might force a card share. A *Exhibitionist* can't card share or privately reveal their card or their color.

 is part of the "paraphilia" set (*Voyeur*, *Frotteur*, and *Prude*)




<b>Fanatic</b>	<b>Apprentice*</b>
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bury, card share power

\*recommended

**red Fanatic** - you are the backup character for the *Eggineer*. If the *Eggineer* card is buried or the *Eggineer* receives the "dead" condition before the end of the game, you must carry out all responsibilities associated with the *Eggineer* (card sharing with the *Dragon*).

 requires the *Eggineer*.




<b>Father</b>	<b>Mother*</b>
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private reveal power

\*recommended

grey **Father** - you have the FATHER power: during the first round of the game you **must** privately reveal your card to 2 players and verbally say to these 2 target players, "You are my children." You do not have to privately reveal your card to both of these 2 target players simultaneously. You win if these 2 target players end in the same room as the president.

 feel the pride that a father might.



<b>Fat Princess</b>	<b>Dragon Egg</b>
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bury

blue **Fat Princess** - you are a secondary character. You are the backup character for the *King*. If the *King* card is buried or the *King* receives the "toast" condition before the end of the game, you must carry out all responsibilities associated with the *King* (for example: ending the game in the same room as the *King*, card sharing with the *Alchemist*).




<b>Firefighter</b>	<b>Pyrotech*</b>
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card share power

\*recommended

blue **Firefighter**- you have the FIREFIGHTER power: card sharing with the *President* provides the *President* the "fireproof" condition. If the *President* has the "fireproof" condition, then, at the end of the game, all players in the same room as the *President* also gain the "fireproof" condition. Players with the "fireproof" condition do not gain the "dead" condition from the "firebomb" condition.

 almost requires *Pyrotech*.





<b>Fool</b>	<b>Fool</b>
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condition

**r/b Fool** - you begin with the "foolish" condition. Players with the "foolish" condition can never turn down an offer to card share or color share.

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

 works well with *Zombie*, *Nuclear Tyrant*, and characters with card sharing powers.

 you are *Zombie* fodder. Should never be played with *Hot Potato*.

<b>Fugitive</b>	<b>One-Armed Man</b>	<b>Witness</b>	<b>Marshall</b>
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card share power


**red Fugitive** - if you card share with the *One-Armed Man*, the game immediately ends. **Red Team** wins.


 requires *Marshall*, *Witness*, and *One-Armed Man*.



<b>Frotteur</b>	<b>Prude</b>
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**grey Frotteur** (AKA: "*The Gooser*") - if you don't touch every player by the end of the game, you lose. If the *Prude* grabs your wrist, you lose.

 requires *Prude*. Is part of the "paraphilia" set (*Voyeur*, *Exhibitionist*).

 doesn't work well with 10 players or less.

<b>Gambler</b>
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pause game 25

**grey Gambler** - at the end of the last round (the 1 minute round), before all players reveal their cards, you, the *Gambler*, must publicly announce which team (**Red Team**, **Blue Team**, or neither) you think won the game. If you are correct, you win. If you are incorrect, you lose.



<b>Gargoyle</b>	<b>Gargoyle</b>
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public reveal power

**r/b Gargoyle** - you have the GARGOYLE power: whenever you are selected to leave a room (via hostage selection or a character's power) you may publicly reveal your card and verbally say, "Stone," to avoid leaving the room. This means that any character that attempts to force you to leave the room (including the leader) must immediately choose a different player to leave. The GARGOYLE power can be used repeatedly at anytime.

*Note: the GARGOYLE power can't be used while the leader is out of the room during parlay.*



works well with *Usurper*. *Gargoyle* is part of the "monster" set.



<b>Gorgon</b>	<b>Gorgon</b>
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card share power

**r/b Gorgon** - you have the GORGON power: any player that card shares with you gains the "stoned" condition. Players with the "stoned" condition may no longer vote. Rather, any time a vote is called for (e.g. in the instance of nominating/usurping a leader), "stoned" players must act stiff with their arms straight down.



works well with *Rebel*. *Gorgon* is part of the "monster" set.



<b>Grey Team</b>
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card swap

**grey Grey Team** - at some point during the game, before time expires in the final round, you must exchange your card for a *Red Team* card or a *Blue Team* card (done with the extra unused team cards). You now assume the allegiance of the team you chose. If you forget to exchange your card by the end of the game or if they are unable to, then they fail to win their objective.



works well with *Socialist* and *Capitalist*



<b>Hero</b>	<b>Villain*</b>
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\*recommended

**grey Hero** - you win if you are in the same room as the *President* and *Bomber* at the end of the game. If you win, the both Red and Blue teams lose.



you get the chance to save the *President*! *Villain* strongly recommended



if you win, the *President* is ashamed.

## Hot Potato

bury, card share power, color share power

grey **Hot Potato** - you have the HOT POTATO 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 *Hot Potato* loses. Note: characters that can inflict a status upon others (e.g. *Vampire*, *Human Centipede*, *Hypnotist*, etc.) lose their identity, but not previously established power over others when becoming the *Hot Potato*. For example, previously "seduced" players are still "seduced" by the former *Vampire* turned *Hot Potato*.

*Note: due to cleanse (see **Cleanse** rule on page #), if the **President** card, for any reason, shifts to a new player, the new **President**, must now card share with the Doctor to win REGARDLESS of the former **President's** card sharing history. This concept also applies to the **Bomber** and **Engineer**.*



works well with more players and with the **Privacy Promise** variant.



Doesn't work well with characters that can't refuse a reveal (*Fool*, *Nuclear Tyrant*)

! Remember that newly acquired characters are cleansed.

## Hunter

## Hunter

card share power

r/b **Hunter** - take a player's character card anytime they attempt to use a card share power on you. You, the *Hunter*, are not affected by that player's card share power. You are not permitted to do anything with acquired cards, including showing the cards to others or using powers associated with the card. For example, if a *Vampire* card shares with you, the *Vampire* has no effect on you, but you get to keep the player's *Vampire* card. If 2 *Hunters* card share, nothing happens. Players whose cards were stolen maintain their powers and allegiance, but have obviously lost all ability to share their cards with others. *Note: the Clone's CLONE power still works even when encountering the Hunter.*



*Hunter* is part of the "monster" set.



can be difficult to hide all acquired cards.

## Hypnotist

## Hypnotist

card share power

**r/b Hypnotist** - you have the HYPNOTIST power: any player that card shares with you gains the "hypnotized" condition. "Hypnotized" players must act as if they are the character that you suggest. You initiate hypnotism by saying, "You think you are the \_\_\_\_\_." You can only make a character suggestion at the time of the hypnotism (the card share). "Hypnotized" players do not gain nor lose their power or allegiance.

*Note: this requires a bit of acting on the part of the "hypnotized" player as they are now to believe that their character card is actually the character card the Hypnotist suggests.*



works with the **Privacy Promise** variant.



can get confusing for players quickly. This role may be too complex for newer players.

## Identity Thief

## Identity Thief

card share power, card swap

**r/b Identity Thief** - any player that card shares with you trades cards with you and then acquires the "shy" condition. Players with the "shy" condition may not reveal any part of their card to any player. The player with whom you traded cards is now considered the "*Shy Identity Thief*" and assumes the allegiance of the *Identity Thief* card. You, however, assume the powers, allegiance, win objectives, and all starting conditions of the newly stolen card as if you were dealt that character card at the beginning of the game. If the 2 *Identity Thief* characters card share with one another, they trade cards, both gain the "shy" condition, and both trade their allegiances (red becomes blue and blue become red).

*Note: "Shy" players can card share their cards to psychologists after a psychologist player has privately revealed their card to the "shy" player. Another Note: If a player with the "shy" condition were to acquire the "foolish" condition, the two conditions would cancel one another, leaving the player with neither condition.*



works with the **Privacy Promise** variant.





doesn't work well with *Psychologist* as the 2 players can infinitely switch.

! Remember that newly acquired characters are cleansed.

## illuminati

card share power

grey **illuminati**- your character card has a red side and blue side. You may show either side when color sharing or revealing. If any player card shares with you then **you win and all other players lose**.

-  works well with *Spies*, *Coy Boys*, and a group that shares too much information too often.
-  this makes for a very tense and potentially short game. Doesn't work well with "foolish" condition (see *Fool*).



## Immunologist

## Immunologist

condition

**r/b 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. If this becomes a problem an Immunologist might have to provide a private reveal to prove that they are indeed immune to a power or condition and you should get better friends.*

-  works well with characters that have card share powers.
-  doesn't work well with *Zombie*, as Team Zombie now has a huge handicap.

## Informer

## Informer

**r/b Informer** - when a player of the opposing color (i.e. red when you're blue, or blue when you're on red team) privately reveals their card to you and verbally says, "Take my card," you **MUST** take that player's card. You are not permitted to do anything with acquired cards, including showing the cards to others or using powers associated with the card. If, at the end of the last round, if the red and blue teams tie (both win or both lose) then team whose *Informer* has more cards loses. For example: Both the *Red Fist* and the *President* are destroyed by the *Blue Drone* and the *Bomber*. The red *Informer* acquired 3 cards during the game. The blue *Informer* acquired 2 cards during the game. **Red Team** loses, **Blue Team** wins.

-  requires characters that may cause a tie game (e.g. *Doctor*, *Engineer*, *Blue Drone*, *Red Fist*, etc.).
-  incompatible with *Judge*. Should not be buried.




<b>Intern</b>	<b>Victim*</b>
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\*recommended

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

 works well with the *Rival*, *Survivor*, and *Victim*.


 without the *Victim*, *Intern* may provide **Blue Team** with an advantage.

<b>Interrogator</b>	<b>Interrogator</b>
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private reveal power

**r/b Interrogator** - you have the INTERROGATE power: **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. Answering doesn't have to be verbal (though it can be). The recipient of the INTERROGATE power can answer with a simple nod of the head, headshake, or shrug of the shoulders. When using the Interrogate ability, you must verbally announce to your target player, "I am using my Interrogate ability," as you privately reveal your card to them.

*Note: asking players about what they plan to do in the future is a waste of a question. Changing your plans doesn't make you dishonest. It makes you fickle.*

 Great if you know what a yes/no question is.

 Easy to cheat by using your power more than once per round, so don't.

<b>Judge</b>
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grey **Judge** - when any player privately reveals their card to you and says, "Take my card," you **MUST** take that player's card. You are not permitted to do anything with acquired cards, including showing the cards to others or using powers associated with the cards. You have the JUDGEMENT power: at the end of the last round, if both **Red** and **Blue** teams win or lose (a tie), count the amount of red cards and blue cards you've accumulated. The team that gave you more cards of their **color** wins the game. You win if you get to use your JUDGEMENT power. However, if the game still ends in a tie (due to having an equal number of red and blue cards) you still win, but Red and Blue teams both lose.


 requires *Blue Drone* and *Red Fist* or *Engineer* and *Doctor*.

 doesn't work with *Informer*.

<b>Juliet</b>	<b>Romeo</b>
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grey **Juliet** you win if you are in the same room as *Romeo* and the *Bomber* at the end of the game. Requires

 must be played with *Romeo*. Works well with *Maid* and *Butler*.

 doesn't work well 10 players or fewer.

<b>Kangaroo</b>	<b>Kangaroo</b>
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public reveal power

**r/b Kangaroo**- you have the SWITCH-A-ROO power: during any round but the last, you may publicly reveal your card. You must then immediately leave your current room. Upon entering the opposing room, you must IMMEDIATELY choose any player, show them your publicly revealed card and verbally tell them, "I'm kicking you out." You stay, but your target player must immediately leave the current room and go into the opposing room. After using the SWITCH-A-ROO power, your card must remain **permanently** publicly revealed for the rest of the game. This means that you can only use this power once. If the player you chose to remove from the room was the leader, the leader should immediately place the leader card on the ground. At this point, a new leader is nominated in the same method as in the first round.





<b>King</b>	<b>Dragon</b>
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blue **King** - you are a primary character. **Blue Team** wins if you do not gain the "toast" condition.





## Leprechaun

card share power, card swap, color share power, condition

**green Leprechaun** - you begin with the "foolish" condition. Players with the "foolish" condition can never turn down an offer to card share or color share. *Note: If a player with the "foolish" condition were to acquire the "shy" condition, the two conditions would cancel one another, leaving the player with neither condition.* 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. This communication can be done verbally or non-verbally. *Note: characters that can inflict a status upon others (e.g. Vampire, Human Centipede, Hypnotist, etc.) lose their identity, but not previously established power over others when becoming the Hot Potato.* For example, previously "seduced" players are still "seduced" by the former *Vampire* turned *Hot Potato*.

*Note: due to cleanse (see **Cleanse** rule on page #), if the **President** card, for any reason, shifts to a new player, the new **President**, must now card share with the **Doctor** to win REGARDLESS of the former **President's** card share history. This concept also applies for the **Bomber** and **Engineer**.*



works well with more players and with the **Privacy Promise** variant..



Doesn't work well with characters that can't refuse a reveal (*Fool, Nuclear Tyrant*)

! Remember that newly acquired characters are cleansed.

## Loyalist

## Loyalist

card share power, condition

**r/b Loyalist** - you are immune to the "traitor" condition. Moreover, if anyone card shares with you they lose the "traitor" condition.



requires *Conspirator* to be any use.



pretty useless without the *Conspirator*.

<b>Mad Scientist</b>	<b>Mad Scientist</b>
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private reveal power

**r/b Mad Scientist** - you have the MAD SCIENTIST power: **once per game**, you may privately reveal your card to two players. You must verbally say to your target players, "You MUST trade cards." Those two players must trade character cards. You can **not** use this power on yourself, but another *Mad Scientist* can use their MAD SCIENTIST power on you.


 Muhahaha!

 doesn't work well with 10 players or fewer.

! Remember that newly acquired characters are cleansed.

<b>Maid</b>	<b>Butler</b>
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grey **Maid**- you win if you are in the same room as the *Butler* and the *President* at the end of the game.

 must be played with the *Butler*. Works well with *Romeo* and *Juliet*.

 doesn't work well with 10 players or fewer.

<b>Marshal</b>	<b>Fugitive</b>	<b>One-Armed Man</b>	<b>Witness</b>
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card share power

blue **Marshal** - if you card share with the *Fugitive*, the game immediately ends. **Blue Team** wins.

 requires *Witness*, *Fugitive*, and *One-Armed Man*.



<b>Martyr</b>	<b>President's Daughter</b>
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bury

red **Martyr** - you are a secondary character. You are the backup character for the *Bomber*. If the *Bomber* card is buried or the *Bomber* receives the "dead" condition before activating the bomb, you must carry out all responsibilities associated with the *Bomber* (for example: ending the game in the same room as the *President*, card sharing with the *Engineer*).





## Mastermind

pause game 95

grey **Mastermind** - your character card has a red side and blue side. You may show either side when color sharing or revealing. At the end of the last round (the 1 minute round), before all players reveal their cards, you, the *Mastermind*, must publicly announce the color of EVERY player. Traditionally, this is done by having the *Mastermind* point, one-by-one, to each player and verbally naming a color as they do so (Red, Blue, Grey, Green, or Purple). If you are able to correctly name the color of every player's character card, then **you win and all other players lose**. If you get guess just 1 player's color wrong, then you lose the game.



winning as the *Mastermind* feels amazing.



the more players, the more difficult. Throw in a character that can swap identities and you're in a nightmare.

## Mastermind (version 2)

grey **Mastermind 2** - you win if you end the game as a room's leader AND was a leader of the opposing room at some point during the game.



## Mayor

## Mayor

public reveal power

**r/b Mayor** - when you publicly reveal your card, your vote counts as two votes. This means that you can publicly reveal your card to count as two people for OR AGAINST the nomination of a new leader.




works well with rooms that have an even number of players.




<b>Medic</b>	<b>Medic</b>
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card share power

**r/b Medic** - you have the MEDIC power: any player that card shares with you has all “conditions” removed. For example, a player who has been "cursed" by a *Mummy* would no longer have the "cursed" condition after card sharing with you. This does not make yourself immune to acquiring conditions, as you might need to find the opposing *Medic*.

 works well with characters that cause conditions.

 Upon card sharing, a *Medic* with a contagious condition (see *Werewolf* and *Zombie*) will first use their MEDIC power, then provide the contagious condition.

<b>MI6</b>
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grey **MI6** - you win if you card share with the *Bomber* and the *President* before the end of the game.


 works well with *Nuclear Tyrant* and *Fool*.




<b>Mime</b>	<b>Mime</b>
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acting

**r/b Mime** - do your best to not make any noise.


 works well with *Mummy*.

 some players can't stand being this character.

<b>Minion</b>
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grey **Minion** - you win if a leader is never usurped in the same room as you.

 works well with *Born Leader*, *Gorgon*, and *Usurper*.

 can get boring if paired with a stable leader, tough to win with the *Usurper*.

<b>Mistress</b>	<b>Wife</b>
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grey **Mistress** - you win if you are in the same room as the *President* at the end of the game and the *Wife* is not.

 requires *Wife*. *Ahab* and *Moby* strongly recommended.

 without *Ahab* and *Moby*, *Blue Team* may have an advantage.

<b>Moby</b>	<b>Ahab</b>
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grey **Moby** - you win if *Ahab* gains the "dead" condition and you do not.

 requires *Ahab*. *Wife* and *Mistress* strongly recommended.


 without *Wife* and *Mistress*, *Red Team* may have an advantage.

<b>Mother</b>	<b>Step Mother*</b>
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private reveal power

\*recommended

grey **Mother** - you have the MOTHER power: during the first round of the game you **must** privately reveal your card to 2 players and verbally say to these 2 target players, "You are my children." You do not have to privately reveal your card to both of these 2 target players simultaneously. You win if these 2 target players do not gain the "dead" condition unless 1 of the 2 players is the *Bomber*. If the *Bomber* is one of the 2 target players, then you only need the other target player you deemed as your child to not gain the "dead" condition.

 feel the concern that a mother might.



<b>Mummy</b>	<b>Mummy</b>
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card share power

r/b **Mummy** - you have the MUMMY power: any player that card shares with you gains the "cursed" condition. "Cursed" players must from then on 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, Rageaholic, and even Zombie).*

 works well with *Mime*. *Mummy* is part of the "monster" set.



<b>Negotiator</b>	<b>Negotiator</b>
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condition

**r/b 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. "coy"). If this happens, then the "savvy" player can no longer perform any of the 4 types of reveals (card share, color share, private reveal, or public reveal).*



works well with *Shy Guy* and *Coy Boy*.



doesn't work well with 10 players or less as the *Negotiator* role is redundant.

<b>Ninja</b>	<b>Ninja</b>
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public reveal power

**r/b Ninja** – the *Ninja* has the NINJA power: during any round but the last, you may publicly reveal your card. You must then immediately leave your current room. Upon entering the opposing room, you must IMMEDIATELY grab any player you choose in that room. Both you and the chosen player are removed from the game (but do NOT gain the "dead" condition). In the case where the chosen player is a character who is unaffected by powers (example: the *Immunologist*), the *Ninja*'s power has been wasted and the *Ninja* leaves the game alone. Removed characters still win or lose based upon their team or character's win objective.

Backup characters become active if their corresponding characters are removed from the game (e.g. the *Nurse* becomes the *Doctor* if the *Ninja* removes the *Doctor* from the game). If the *Ninja* uses the NINJA power on a room's leader, the leader should immediately place the leader card on the ground. At this point, a new leader is nominated in the same method as the first round.

*Note: if a primary character (President or Bomber) and its corresponding backup character (President's Daughter or Martyr) are both removed from the game, the opposing team automatically wins. Another Note: If the leader of a room is removed, the room must nominate a new leader as in the first round. Note: because Ninjas and the targets of their NINJA power are removed from a room's population, the player count for the sake of hostages should always be 4 less than the amount of starting players. This means if you have 18 players including the Ninjas, you should be playing a 14 player game.*



not recommended with cards with linked characters (e.g. *Frotteur* and *Prude*). Should never be played with the *Amnesiac*.



## Nuclear Tyrant

condition

grey **Nuclear Tyrant** - 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** do not card share with you by the end of the game. If you win, all other players lose. The *Nuclear Tyrant* begins 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 the "shy" condition, the two conditions would cancel one another, leaving the player with neither condition.*



works well with *MI6*.



doesn't mix well with characters that have card swap abilities (e.g. *Hot Potato*, *Leprechaun*, etc.)

## Nurse

## Tinkerer\*

card share power, bury

\*recommended

blue **Nurse** - you are the backup character for the **Doctor**. If the **Doctor** card is buried or the **Doctor** receives the "dead" condition before the end of the game, you must carry out all responsibilities associated with the **Doctor** (card sharing with the **President**).



requires **Doctor**.



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## One-Armed Man

## Witness

## Marshal

## Fugitive

card share power

blue **One-Armed Man** - if you card share with the **Witness**, the game immediately ends. **Blue Team** wins.



requires **Marshal**, **Fugitive**, and **Witness**.



<b>Paparazzo</b>	<b>Paparazzo</b>
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acting

**r/b Paparazzo** - do your best to make sure there are no private conversations. You must try to be as intrusive as possible, including looking over players' shoulders at their cards, and even getting on the ground to see the bottoms of cards being passed between players. You can't physically manipulate other players, that is too rude. 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.



works well with the **Privacy Promise** variant.



<b>Paper</b>	<b>Rock</b>	<b>Scissors</b>
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grey **Paper** - you win if you are in the same room as the *Rock*, but not in the same room as the *Scissors*.



requires *Rock* and *Scissors*



<b>Paranoid</b>	<b>Paranoid</b>
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condition

**r/b 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.



works well with *Psychologist*.



<b>Piper</b>	<b>Piper</b>
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card share power

**r/b Piper** - you have the PIPER power: any player that card shares with you gains the "piped" condition. Characters with the "piped" condition have an **additional** win condition. If players with the "piped" condition lose if they are not in the same room as the *Piper player* that provided them with the "piped" condition.

*Note: a player can only have a single "piped" condition.*

*Another Note: it is possible that both Piper characters gain the "piped" condition.*



works well with *Negotiator*, *Hunter*, *Zombie*, *Medic*, and *Cleaner*.




doesn't work well with 10 players or less.

<b>Pirate</b>	<b>Pirate</b>
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public reveal power

**r/b Pirate**- you have the PIRATE power: you may publicly reveal your *Pirate* card, pick any player in the room (besides yourself) and verbally and loudly tell them, "Argh, walk the plank." However, your card must **permanently** remain publicly revealed for the rest of the game. This means that you can only use this power once. Your target player gains the "blasted" condition. A player with the "blasted" condition must be one of the hostages exchanged at the end of the round. If the PIRATE power is used during the last round, then that player is the single hostage.

*Note: If a player with the "blasted" condition were to acquire the "tackled" condition, the two conditions would cancel one another, leaving the player with neither condition.*

 players will not likely need to guess the other room's hostage. Recommend that just the **red Pirate** be played with just the **blue Security**.



<b>President</b>	<b>Bomber</b>
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**blue President** - you are a primary character. **Blue Team** wins if you do not gain the "dead" condition.

 *Rival, Intern, Wife, and Mistress* are your natural allies.



<b>President's Daughter</b>	<b>Martyr</b>
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bury

**blue President's Daughter** - you are a secondary character. You are the backup character for the *President*. If the *President* card is buried or the *President* receives the "dead" condition before the bomb is activated, you must carry out all responsibilities associated with the *President* (for example: ending the game in the opposite room as the **Bomber**, card sharing with the *Doctor*).

 requires *President*.



no, this character should not be the "Vice President". Shut up already and laugh.

## Private Investigator

pause game 05

grey **Private Investigator** - at the end of the last round, before all players reveal their character cards, you must publicly announce the identity of the buried card. If you are correct, you win. If you are incorrect, you lose.

*Note: if the Private Investigator is in play with any other characters that have a end-of-game public announcement (e.g. **Amnesiac**, **Gambler**, etc.) the Private Investigator must announce their guess first.*



works great with 10 players or less.



*Private Investigator doesn't work well with the **Criminal**, **Trader**, or **Changer**.*

## Professor

## Professor

card share power

**r/b Professor** - any player that card shares with you acquires the "savvy" condition. Players with the "savvy" condition may only card share. The "savvy" condition prevents the use of private reveal and color share powers. *Note: it is possible for "savvy" players to acquire conditions that prevent card sharing (e.g. "coy"). If this happens, then the "savvy" player can no longer perform any of the 4 types of reveals (card share, color share, private reveal, or public reveal).*



works well with **Negotiator**, and characters with card share powers.



doesn't work well with the **Private Investigator** or with 10 players.

## Prude

## Frotteur

grey **Prude** - You win if you grab one of the **Frotteur's** wrists by the end of the game. You may only grab one player's wrist during the game. Once you grab a player's wrist, you may not let go until the end of the game. This also means that neither you, nor the player's whose wrist you grabbed may be a hostage without the other. The only way one of the two of you can leave the room is if the other is able to leave as well.

*Note: a character that removes another character from the game (e.g. **Ninja**, **Xenohunter**, etc.) can **not** remove the Prude nor the player whose wrist the prude grabbed.*



requires **Frotteur**. Part of the "paraphilia" set.





doesn't work well with 10 players or less. Requires touching.

<b>Psychologist</b>	<b>Psychologist</b>
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card share power, private reveal power

**r/b Psychologist** - when you privately reveal your card to a character with the "shy" condition or the "coy" condition, that "shy" or "coy" character may then immediately card share with you, the *Psychologist*. If this is done, the "shy" and/or "coy" condition is removed. Furthermore, if someone with the "paranoid" condition card shares with you, the "paranoid" condition is removed.



 works well with *Criminal, Shy Guy, Thug, Paranoid, and Coy Boy*.  


<b>Pyrotech</b>	<b>Firefighter*</b>
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card share power

\*recommended

**red Pyrotech** - you have the PYROTECH power: card sharing with the *Bomber* provides the "firebomb" condition. If the *Bomber* has the "firebomb" condition at the end of the game, **all** players gain the "dead" condition (regardless of what room they are in).

 almost requires *Firefighter*.  


<b>Queen</b>	<b>Stunt Double*</b>
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\*recommended

grey **Queen** - you win the *President* gains the "dead" condition and you don't.


<b>Rageaholic</b>	<b>Rageaholic</b>
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**r/b Rageaholic** - you have an **alternative** win objective. If you...

- 1) are a room's leader
- 2) have already selected your hostages
- 3) are between rounds (the time between the end of a round and the beginning of the next round)
- 4) and are waiting for the other room's leader during parlay

... then you may begin yelling "I'm a raging one! I'm a raging two! I'm a raging three!..." and so on until either the other leader shows up for parlay or you get to "I'm a raging ten!" If you get to and complete yelling "I'm a raging ten!" then you win and all other players lose (including the opposing *Rageaholic* character).

*Note: when yelling during parlay, you should be loud enough that both rooms can hear you.*



this is great for annoying leaders that don't choose their hostages quickly.



this character sucks if you are that annoying leader that doesn't select hostages on time.

<b>Rat</b>	<b>Rat</b>
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public reveal power

**r/b Rat** - you have the RAT power: once per game you may publicly reveal your card to the entire room, then leave to the opposing room. However, your card must **permanently** remain publicly revealed for the rest of the game. While in the other room, you have the "immune" condition.

Players with the "immune" condition are immune to all powers and conditions without exception.

**While in the other room** *Rats* can never take part in any vote (e.g. voting to nominate or usurp a leader) and can never be picked by leaders to be transferred into another room (or by other characters with such powers) as they are never actually counted as part of a room's population. You must return to your original room before the end of the round or you automatically lose.



works great on the last round.



don't forget to return before the end of the round!

<b>Red Fist</b>	<b>Blue Drone</b>
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**red Red Fist** - you are a primary character. The **Red Team** wins if you are not in the same room as the *Blue Drone* at the end of the game.



must be played with *Blue Drone*. *Judge* or *Informant* recommended (not both).



can cause a confusing end game result.


<b>Red Foot</b>	<b>Blue Firecracker*</b>
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bury

\*recommended

**red Red Foot** - you are a secondary character. You are the backup character for the *Red Fist*. If the Red Fist card is buried or the Red Fist receives the "dead" condition before the bomb is activated, you must carry out all responsibilities associated with the Red Fist.

 requires *Red Fist*.


 if burying a card, consider not burying the *Informers* or *Judge*.

<b>Red Team</b>	<b>Blue Team*</b>
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\*recommended

**red Red Team** - You are on *Red Team*, if the *President* gains the "dead" condition, you win.

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

 works well for first time players.


 can bore experienced players.

<b>Rival</b>	<b>Survivor*</b>
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\*recommended

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

 works well with the *Intern*, *Survivor*, and *Victim*.

 without the *Survivor*, *Rival* may provide *Blue Team* with an advantage.

<b>Robot</b>
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grey **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 card share or color share with any players, then you lose.

 works well in combination with the *Clone*.




<b>Rock</b>	<b>Paper</b>	<b>Scissors</b>
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grey **Rock** - you win if you are in the same room as the *Scissors*, but not in the same room as the *Paper*.

 requires *Paper* and *Scissors*  


<b>Romeo</b>	<b>Juliet</b>
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grey **Romeo** - you win if you are in the same room as *Juliet* and the *Bomber* at the end of the game.

 works well with *Maid* and *Butler*.

 doesn't work well 10 players or fewer.

<b>Scissors</b>	<b>Paper</b>	<b>Rock</b>
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grey **Scissors** - you win if you are in the same room as the *Paper*, but not in the same room as the *Rock*.

 requires *Paper* and *Rock*.





## Secret Police

## Secret Police

**r/b Secret Police** - you have an **alternative** win objective. While the *Secret Police* are in play, doing any action that could be deemed gameplay between rounds is strictly prohibited. If any players discuss gameplay or attempt to do any form of card sharing or revealing, you (the *Secret Police*) may point to the player that is gameplaying between rounds, publicly reveal your card (like its a badge) and yell, "Secret Police! You're under arrest!" As long as 1 other player in the game can verify that gameplay was indeed occurring between rounds, you win and all other players lose (including the opposing *Secret Police* character).

*Note: When playing with the Secret Police it is important that all players understand when a round begins and when it ends. If players are having difficulty understanding this, remember that declaring "The round is over!" is not considered gameplay.*

*Another Note: Between rounds is the time between the end of a round and the beginning of the next round. This is the time when leaders parlay, swap hostages, and begin the next round.*

*Yet another Note: Tip: The easiest way to be sure that the Secret Police do not win is to remain silent and still between rounds.*

**Warning:** A leader selecting hostages after a round's time has expired **IS CONSIDERED GAMEPLAY!** Leader's should be well prepared.



a great character to use in groups that waste a whole lot of time between rounds.



some players claim this character is "mean" and ruins fun. This requires a disciplined group.

## Security

## Security

public reveal power

**r/b Security** - you have the TACKLE power: you may publicly reveal your Security card, pick any player in the room (besides yourself) and 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. If the target of your TACKLE power is not on the same team as you, they gain the "tackled" condition. "Tackled" players can't leave as a hostage this round. If *Security* uses the TACKLE power on a member of their own team, then that teammate player gains the "torn" condition. A player with the "torn" condition must **permanently** publicly reveal their card regardless of any powers or acquired conditions. This permanent public reveal is a punishment for choosing a member of the same team.

*Note: If a player with the "tackled" condition were to acquire the "blasted" condition, the two conditions would cancel one another, leaving the player with neither condition.*



players will not likely need to guess the other room's hostage. Recommended that just the **red Pirate** be played with just the **blue Security**.



<b>Seer</b>	<b>Seer</b>
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**r/b Seer** - before the game begins, but after character cards have been dealt, everyone is to close their eyes and publicly reveal their cards for about 30 seconds. All players are to do this regardless of their character card's abilities, powers, and starting conditions. Only the **Seer** characters may open their eyes and move freely throughout the play areas. **Seer** characters begin the game with the "shy" condition. Players with the "shy" condition may not reveal any part of their card to any player.

*Note: "Shy" players can card share their cards to psychologists after a psychologist player has privately revealed their card to the "shy" player. Another Note: If a player with the "foolish" condition were to acquire the "shy" condition, the two conditions would cancel one another, leaving the player with neither condition.*

*Tip: the best way to address Seer players getting to look at all players' cards is to have all players dealt their character cards **before** separating into the 2 separate rooms. Then have the 30 second mass public reveal, and **then** separate into separate rooms.*



works well 11 or more players.



there must be 2 *Ambassadors* for proper game balance. Do not bury *Ambassadors*.  
Not recommended with *Mad Scientists*, or *Zombies*.

<b>Shy Guy</b>	<b>Shy Guy</b>
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condition

**r/b 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: "Shy" players can card share their cards to psychologists after a psychologist player has privately revealed their card to the "shy" player. Another Note: If a player with the "foolish" condition were to acquire the "shy" condition, the two conditions would cancel one another, leaving the player with neither condition.*



works well with *Psychologist* and *Criminal*.





<b>Sniper</b>	<b>Target</b>	<b>Decoy</b>
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pause game 15

grey **Sniper** - 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*. If the player you choose is not the *Target* or the *Decoy*, then the selected player gains the "dead" condition.

*Note: a "dead" Bomber does not detonate.*



-  requires the *Decoy* and the *Target*.
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<b>Socialist</b>	<b>Capitalist*</b>
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card share power, card swap



\*recommended

red **Socialist** - any player that card shares with you must trade in their character card for a *Red Team* card before the beginning of the next round and before revealing any part of their card to another player. Your power has no effect on primary characters (*President*, *Bomber*, *Red Fist*, etc.), backup characters for primaries (*President's Daughter*, *Martyr*, *Firecracker*, etc.) or any character that is not aligned with either red or blue.

-  works well with *Capitalist*.
-  doesn't work well without the *Capitalist*.

<b>Spy</b>	<b>Spy</b>
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r/b **Spy** - this is a special character card that is the color of the opposite team. This means, for example, that the red *Spy* has an allegiance to the *Red Team*, but their card is blue.

-  works well with *Coy Boy*.
-  doesn't really work well without the *Coy Boy* or less than 10 players.

<b>Stunt Double</b>	<b>Queen*</b>
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\*recommended

grey **Stunt Double**- you win if you end in the opposite room as the *President* and if you gain the "dead" condition.

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<b>Survivor</b>	<b>Rival*</b>
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\*recommended

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



works well with the *Victim*, *Rival*, and *Intern*.



without the *Rival*, *Survivor* may provide **Red Team** with an advantage.

<b>Target</b>	<b>Sniper</b>	<b>Decoy</b>
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grey **Target** - you win if the *Sniper* does not shoot you at the end of the last round.



requires the *Decoy* and the *Target*.



<b>Telepath</b>
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public reveal power

grey **Telepath** - you win if you correctly predict the player (not character) that will be the hostage coming into your room at the end of the last round. To formalize your prediction, you must publicly reveal your card during the last round of the game and verbally name (or adequately describe) your prediction. Note: your prediction can't be the hostage leaving your current room. You must predict the hostage that will be coming INTO your room.



<b>Tentaclese</b>	<b>Tentaclese</b>
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odd player count, public reveal power

**r/b Tentaclese**- you have the TENTACLE power: if you are in a room that has fewer players than the other room, you may leave your current room. You never count as a member of the opposing room while using the TENTACLE power. Upon entering the opposing room, you must IMMEDIATELY grab any player of your choosing. Both you and that grabbed player return to the room from which you just left. In the case where the chosen player is a character who is unaffected by powers (example: the *Immunologist*), *Tentaclese's* power has been wasted and you must IMMEDIATELY grab a different player. If *Tentaclese* uses the TENTACLE power on a room's leader, the leader should immediately place the leader card on the ground. At this point, a new leader is nominated in the same method as the first round. You may use the TENTACLE power during anytime EXCEPT FOR THE LAST ROUND. This can be done limitlessly.

*Note: this card should only be included in the roleset if the two rooms do not have the same number of players in them.*



can cause tug-of-war matches, especially with the *Bouncers*

<b>Thug</b>	<b>Thug</b>
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card share power

**r/b 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 two conditions would cancel one another, leaving the player with neither condition.*



works well with *Psychologist*, *Spy*, *Engineer*, and *Doctor*.



doesn't work well with the *Private Investigator* or with 10 players or fewer.

<b>Time Lord</b>	<b>Time Lord</b>
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public reveal power

**r/b Time Lord** - you have the TIME power: publicly reveal your card at any time and verbally announce, "Time is up!" When calling the end of the round, being sure that both rooms hear the call to end the round. However, if you ever take longer than 5 minutes to call a round, you lose your TIME power.

*Note: there is no need to keep time in a game if the Time Lord characters are in play except to prove that they have exceeded 5 minutes and lose their TIME power.*




<b>Tinkerer</b>	<b>Nurse*</b>
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bury, card share power

\*recommended

**red Tinkerer** - you are the backup character for the **Engineer**. If the **Engineer** card is buried or the **Engineer** receives the “dead” condition before activating the bomb, you must carry out all responsibilities associated with the **Engineer** (card sharing with the **Bomber**).


 requires the **Engineer**.



<b>Trader</b>	<b>Trader</b>
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card swap

**r/b Trader** - you have the TRADE power: you may trade your card for the buried card. You may not peek at the buried card, only trade with it. You now assume all powers and the allegiance of your newly acquired card. A single **player** can only use the TRADE power once per round. This means that even if a **Trader** trades their card for the other **Trader** card, they can't use the TRADE power again until the next round.


 works well with *Voyeur*.

 does not work well with *Private Investigator* or *Amnesiac*.

<b>Traveler</b>
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**grey Traveler** - you win if you are sent to a different room as a hostage at the end of MOST rounds. This means in a 5 round game, you must change room 3 times to win. In a 3 round game, you must change rooms twice to win.

 works well with *Agoraphobe*.

 careful when playing with *Zombie*. *Zombie Traveler* has 2 win objectives.

<b>Tuesday Knight</b>	<b>Dr. Boom*</b>
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card share power

\*recommended

**blue Tuesday Knight** - you have the HUG power: if you card share with the **Bomber**, the game immediately ends. **Blue Team** wins. *Note: the HUG power never works on the **Martyr**. If the **Bomber** is buried, the HUG power is never used.*



works well with **Engineer** and characters with card share powers.



games can last less than 30 seconds, greatly limiting game play time.

<b>Usurper</b>	<b>Usurper</b>
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public reveal power

**r/b Usurper**- you have the USURPER power: during any round but the last, you may publicly reveal your card and automatically 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. The *Usurper* cannot be usurped during the same round in which the Usurper stole leadership, 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.



after using USURPER power, traditional card sharing and revealing can't be done.

<b>Vampire</b>	<b>Vampire</b>
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card share power

**r/b Vampire** - You have the SEDUCTIVE power: any player who card shares with you that has a color not of your own gains the "seduced" condition. All "seduced" players must do anything with their card that you ask of them **and** must vote for or against leaders as you do. This means that a "seduced" player must color share with anyone you ask them to, publicly reveal their card if you request them to, and they must even vote to usurp the current leader if you do.



*Vampire* is part of the "monster" set.




<b>Victim</b>	<b>Intern*</b>
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\*recommended

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


 works well with the *Survivor*, *Rival*, and *Intern*

 without the *Intern*, *Victim* may provide **Red Team** with an advantage.

<b>Villain</b>	<b>Hero*</b>
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\*recommended

grey **Villain**- you win if you are in the same room as the *President* and the opposite room as the *Bomber*. If you win, the both Red and Blue teams lose.


 you get the chance take over the presidency!

 if you win, the *President* is ashamed.

<b>Voyeur</b>	<b>Voyeur</b>
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**r/b Voyeur** - at any time, you may look at the buried card.

*Note: Voyeur characters should not have to prove that they are a Voyeur. If someone peeks at the buried card and they are not the Voyeur, they are cheating and should be hastily stoned.*

 is part of the "paraphilia" set (*Exhibitionist*, *Frotteur*, and *Prude*)





<b>Werewolf</b>	<b>Werewolf</b>
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card share power, color share power, contagious

**r/b Werewolf** - you are considered one of the 2 **alpha wolves** and you have the WEREWOLF power: any player that card shares or color shares with you gains the "bitten" condition. Any player that card shares or color shares with a "bitten" player is then also "bitten." All "bitten" players must answer any question EITHER of the alpha wolves ask as honestly and informatively as possible.

*Note: newly "bitten" players don't receive any special "bitten" cards or indicators. Therefore, it is important for players to indicate that they are "bitten" when card or color sharing with another. Players need to also indicate which player is the known alpha wolf. This way all a newly "bitten" player knows whose questions must be answered honestly. This is usually done by whispering something along the lines of, "I'm bitten and now so are you. Ted is one of the alpha wolves, so if he asks you any questions, answer the best you can."*

*Another Note: if you have the "bitten" condition and you believe you are being asked a question by EITHER of the players that **to your knowledge** are alpha wolves, you must do your best to answer honestly. Therefore, there is a benefit to not knowing who the other team's alpha wolf is.*

*Note: asking players about what they plan to do in the future is a waste of a question. Changing your plans doesn't make you dishonest. It makes you fickle.*



part of the "monster" set and works well with the **Privacy Promise** variant.



gets confusing with the *Medic* and characters with card swapping abilities (e.g. *Leprechaun*).

<b>Wife</b>	<b>Mistress</b>
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grey **Wife** - you win if you are in the same room as the *President* at the end of the game and the *Mistress* is not.



requires *Mistress*. *Ahab* and *Moby* are strongly recommended.



without *Ahab* and *Moby*, **Blue Team** may gain an advantage.

<b>Witness</b>	<b>Marshall</b>	<b>Fugitive</b>	<b>One-Armed Man</b>
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card share power

**red Witness** - if you card share with the *Marshal*, the game immediately ends. **Red Team** wins.



requires *Marshal*, *Fugitive*, and *One-Armed Man*.





<b>Xenohunter</b>	<b>Xenomorph*</b>
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public reveal power

\*recommended

**blue Xenohunter** - you have the XENOHUNTER power: after any member of the blue team publicly reveals their card to the entire room, you may give them your *Xenohunter* card. The player to whom you give your *Xenohunter* card is removed from the game with your card. This means that using your XENOHUNTER power will permanently remove your **card** from the game, not you.

 *Xenomorph* strongly recommended for game balance.

 does not mix well with *Spy*, *Conspirator*, *Capitalist*, or *Socialist*

<b>Xenomorph</b>	<b>Xenohunter*</b>
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card share power, color share power

\*recommended

**red Xenomorph** - you have the XENOMORPH power: the first member of the blue team that color or card shares with you gains the “impregnated” condition and you must give them your *Xenomorph* character card. This means that using your XENOMORPH power will permanently remove your **card** from the game, not you. A player with the “impregnated” condition must not do anything with the *Xenomorph* card they hold, including showing the card to others or using powers associated with the card. They just have to hold onto it. However, a player with the “impregnated” condition can still use their own card as per usual. At the end of the game, everyone in the same room as blue player with the “impregnated” condition gains the “dead” condition.


 *Xenohunter* strongly recommended for game balance.


 does not mix well with *Spy*, *Conspirator*, *Capitalist*, or *Socialist*.

<b>Yellow Assassin</b>
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card share power, color share power

**yellow Assassin** - you are on the **Yellow Team**. If the *President* does not gain the "Dead" condition and you are in the same room as the *President* **Yellow Team** wins, but **Blue Team** loses. If the the *President*, *Bomber*, and you all end in the same room, then the **Yellow Team**, **Blue Team**, and even **Red Team** lose. You also have YELLOW power. Any player that card or color shares with you joins the **Yellow Team**. New members of **Yellow Team** maintain their powers and conditions, but their allegiance (and therefore win condition) changes to **Yellow Team**. However, the YELLOW power does not work on primary characters (e.g. *President*, *Bomber*, *Red Fist*, etc.).

 works well for experience players.

 adds a layer of complexity. May often lead to a lack of winners.

## Yog Sothoth

card share power, color share power

**green Yog Sothoth** - you win if any player color or card shares with you. If you win, all other players lose.



keep players on the toes when it come to sharing information.



not recommended with the *Beholder*, *Leprechaun*, or games with the “foolish” condition.

## Zombie

card share power, color share power, condition, contagious

**green Zombie** - you begin with the "zombie" condition. The "zombie" condition changes a player's allegiance to **Team Zombie**. **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 member of **Team Zombie** gains the "zombie" condition. New members of **Team Zombie** maintain their powers and conditions, but their allegiance (and therefore win condition) changes to **Team Zombie**. This means that any previous win conditions for a player are replaced with the **Team Zombie** win condition.

*Note: newly transformed Zombie players do not exchange their current character cards for Zombie cards. Therefore, it is important for players to indicate that they are on Team Zombie when card sharing or color sharing with another player. This is usually done by whispering something along the lines of, "I'm a Zombie, and now so are you. Play it cool, man. Let's win this biznitch."*



works well with *Doctor* and *Engineer*, is part of the "monster" set, and works with the **Privacy Promise** variant.



gets confusing with the *Medic*, *Cleaner*, and *Hot Potato*. Playing with characters that have permanent public reveals is difficult as they can't gain the “zombie” condition.