

FREEMAN	GADIANTON ROBBER	FREEMAN	GADIANTON ROBBER	FREEMAN
CHIEF JUDGE	KISHKUMEN	AGENT	AGENT	ANGEL
FREEMEN win if you avoid being with KISHKUMEN after the end of the last round.	The GADIANTION ROBBERS win if you are with the CHIEF JUDGE after the end of the last round.	Once per round , you may force a player to co-reveal with you. Note: Does not work on a SHY player.	Once per round , you may force a player to co-reveal with you. Note: Does not work on a SHY player.	You must always tell the truth (unless you're seduced, hypnotized , or you have any other condition that may influence your ability to tell the truth).
GADIANTON ROBBER	FREEMAN	GADIANTON ROBBER	FREEMAN	GADIANTON ROBBER
ANGEL	FOOL	FOOL	DEVIL	DEVIL
You must always tell the truth (unless you're seduced, hypnotized , or you have any other condition that may influence your ability to tell the truth).	You can never turn down an offer to co-reveal .	You can never turn down an offer to co-reveal .	You must always lie (unless you're seduced, hypnotized , or you have any other condition that may influence your ability to tell the truth).	You must always lie (unless you're seduced, hypnotized , or you have any other condition that may influence your ability to tell the truth).

FREEMAN	GADIANTON ROBBER	FREEMAN	GADIANTON ROBBER	FREEMAN
SHY GUY	SHY GUY	ROBBER SPY	FREEMAN SPY	AMBASSADOR
You begin with the shy condition. You may not reveal in any way, including to an AGENT .	You begin with the shy condition. You may not reveal in any way, including to an AGENT .	You are a GADIANTON ROBBER (even though your card says FREEMAN).	You are a FREEMAN (even though your card says GADIANTON ROBBER).	Announce that you are the Ambassador at the beginning. You can move whenever you want between the rooms. You can't vote. You can't be forced to change rooms.
GADIANTON ROBBER	FREEMAN	GADIANTON ROBBER	DEATH	GAMBLER
AMBASSADOR	HELMAN'S SERVANT	GADIANTON	INSTANT DEATH	
Announce that you are the Ambassador at the beginning. You can move whenever you want between the rooms. You can't vote. You can't be forced to change rooms.	MUST card share AND be in the same room with the Chief Judge after the last round. If he does both, Kishkumen FAILS and the Freemen win .	MUST card share with Kishkumen before the end of the game or Kishkumen's plan is flawed and he FAILS and the Freemen win .	If ANYONE Color shares with you, you instantly win and ALL others lose.	Before the final exchange, announce who you think will win. If who you pick wins, so do you.

FREEMAN	GADIANTON ROBBER	FREEMAN	GADIANTON ROBBER	FREEMAN
DEALER	DEALER	CRIMINAL	CRIMINAL	COY BOY
Any player you card share with gains the Foolish Condition and then MUST never turn down an offer to card share.	Any player you card share with gains the Foolish Condition and then MUST never turn down an offer to card share.	Any player you card share with gains the Shy Condition and then MUST never reveal any part of their card to any other player.	Any player you card share with gains the Shy Condition and then MUST never reveal any part of their card to any other player.	You may ONLY color share with other players. You may not reveal any other part , including to an AGENT .
GADIANTON ROBBER	FREEMAN	GADIANTON ROBBER	FREEMAN	GADIANTON ROBBER
COY BOY	ENFORCER	ENFORCER	INTERROGATOR	INTERROGATOR
You may ONLY color share with other players. You may not reveal any other part , including to an AGENT .	Once per round , you may privately reveal your card to two other players and they must card share with each other . Will be wasted on a Shy Guy .	Once per round , you may privately reveal your card to two other players and they must card share with each other . Will be wasted on a Shy Guy .	Once per round , you may force any player to answer a yes/no question. The player must honestly indicate yes, no, or I don't know.	Once per round , you may force any player to answer a yes/no question. The player must honestly indicate yes, no, or I don't know.

FREEMAN	FREEMAN	FREEMAN	FREEMAN	FREEMAN
CITIZEN	CITIZEN	CITIZEN	CITIZEN	CITIZEN
No special powers or victory conditions.	No special powers or victory conditions.	No special powers or victory conditions.	No special powers or victory conditions.	No special powers or victory conditions.
FREEMAN	FREEMAN	FREEMAN	FREEMAN	FREEMAN
CITIZEN	CITIZEN	CITIZEN	CITIZEN	CITIZEN
No special powers or victory conditions.	No special powers or victory conditions.	No special powers or victory conditions.	No special powers or victory conditions.	No special powers or victory conditions.

GADIANTON ROBBER	GADIANTON ROBBER	GADIANTON ROBBER	GADIANTON ROBBER	GADIANTON ROBBER
ROBBER	ROBBER	ROBBER	ROBBER	ROBBER
No special powers or victory conditions.	No special powers or victory conditions.	No special powers or victory conditions.	No special powers or victory conditions.	No special powers or victory conditions.
GADIANTON ROBBER	GADIANTON ROBBER	GADIANTON ROBBER	GADIANTON ROBBER	GADIANTON ROBBER
ROBBER	ROBBER	ROBBER	ROBBER	ROBBER
No special powers or victory conditions.	No special powers or victory conditions.	No special powers or victory conditions.	No special powers or victory conditions.	No special powers or victory conditions.

	1	2	3	4	5		1	2	3	4	5
6-10	-	-	1	1	1	6-10	-	-	1	1	1
10-13	2	2	2	1	1	10-13	2	2	2	1	1
14-17	3	2	2	1	1	14-17	3	2	2	1	1
18-21	4	3	2	1	1	18-21	4	3	2	1	1
22+	5	4	3	2	1	22+	5	4	3	2	1