

QUICK REFERENCE — ROLES

THE BOSS

Open Role

You count the Diamonds in the bank as if they're yours.

Action → You can Threaten people if you have The Evidence.

THE COP

Open Role

Action → Flip your Item card. If it's The Evidence and you have six or more Diamonds, you win the game.

THE COURIER

Open Role

You win the game if the Boss wins the game.

Action → Take a Diamond from another player and put it into the bank.

THE HEAVY

Open Role

Action → Threaten someone with a weapon. They can give you half their Diamonds to buy you off. If you're not bluffing, you take all their Diamonds.

THE SCHMUCK

Open Role

Action → Ask someone what item they're holding. They have to answer you, then reveal their item. If they're wrong, they give you two Diamonds.

THE AMATEUR

Hidden Role

Action → If you have a Weapon, you can take three Diamonds from the Bank.

THE DETECTIVE

Hidden Role

Action → You and the Boss flip your cards. If you have the Gun or the Badge, and she has the Evidence, you win the game.

THE GOON

Open Role

When you Hurt someone, you get a Diamond.

Action → Hurt someone.

THE GRIFTER

Hidden Role

Whenever you Hurt someone, flip this card and give them one of your Diamonds.

You only need six Diamonds to win.

THE HITTER

Hidden Role

Remember who first swapped an item with you. If you take that player out, you get six Diamonds.

THE IMPOSTER

Hidden Role

When you die, you win the game.

Action → Hurt someone if your item is a Weapon.

THE RIVAL

Hidden Role

If the Boss has no diamonds in her possession, you win the game.

If the Boss loses the game, you win the game.

QUICK REFERENCE — ITEMS

THE BADGE

If you're the Cop or Detective and someone calls your bluff while you're holding this, you don't have to give them any Diamonds.

Action → Threaten someone.

THE CROWBAR

Weapon

Action → You get a Diamond.

THE DOG

When someone Hurts you, you can reveal this and not be Hurt.

Action → Another player gives you one of their Diamonds.

THE GUN

Weapon

Action → Reveal this card. Hurt someone.

THE IOU

If someone Hurts you, you can flip this card and swap it with their item instead of getting Hurt.

Action → You get two Diamonds out of the bank.

THE BOOKS

If you show this item to the Detective or the Cop, you lose all your diamonds.

Action → You get a Diamond from the Bank.

THE BOTTLE

When someone Threatens you, you can flip this, then swap it with their card instead of giving them Diamonds.

Action → Swap two players' cards.

THE EVIDENCE

If you show this card to the Detective or the Cop, you lose all your Diamonds.

Action → You get a Diamond.

THE FAKES

If you have this when you declare yourself winner, discard all your Diamonds.

Action → You get a Diamond.

THE MASK

If you call the bluff of someone with a Weapon, you Hurt them.

Action → Reveal this card. You can't lose this card. Every turn you Hurt someone instead of taking any other action.

THE REPLICA

Weapon

This weapon can't threaten the Hitter, the Goon, or the Cop and can't Hurt anyone.

Action → Threaten someone.

THE SHAME

If you have this card, you can't win the game.

Action → Threaten someone. You can't say you're using this card to do it.