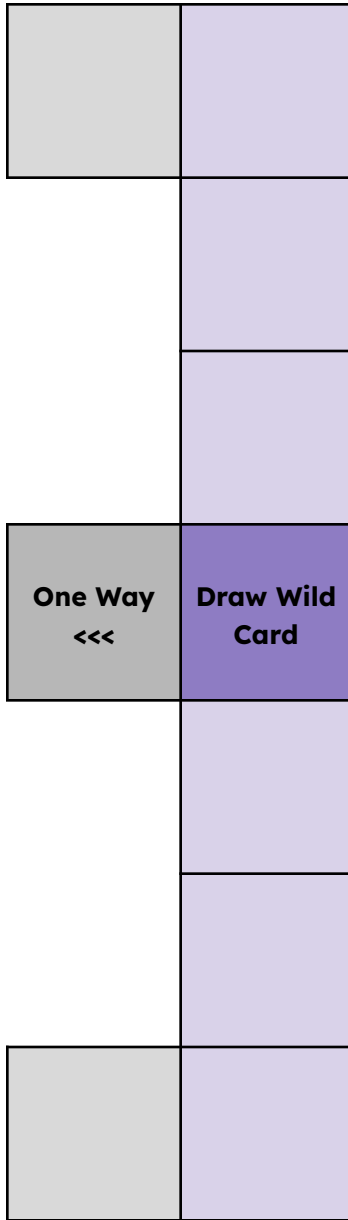
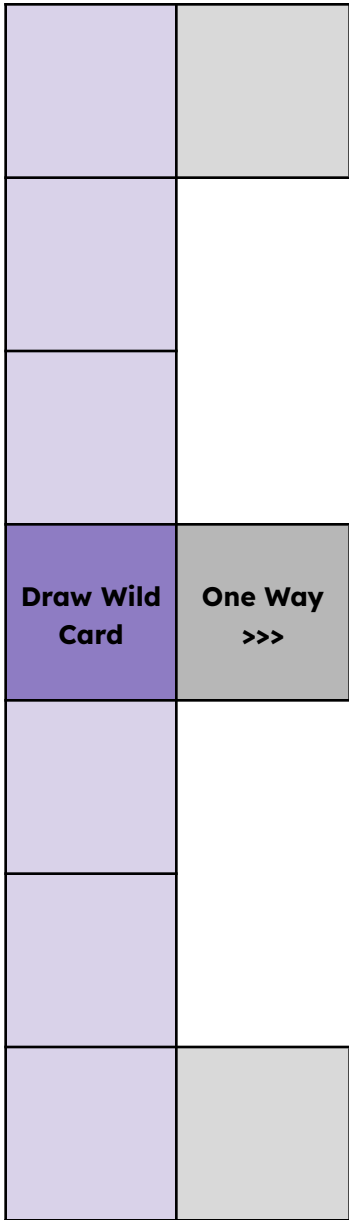


				Vent				
				Crewmate Starting Side				



Crewmate	Crewmate	Imposter	Imposter
B	B	B	B
B	B	B	B
B	B	B	B
G	G	G	G
G	G	G	G
T	T	T	T
S	S	S	S

RULES:

Setup:

First, shuffle the Event, Imposter, Crewmate, and Wild Card decks

Two teams of Two:

Two players play as **Imposter**, Two play as **Crewmate**.

At the start of the game, each player draws two of their respective cards, then they take hold of a Crewmate or Imposter player piece.

Then players flip over a card from the Event Deck. This card contains rules for the following round of the game.

Round Start:

Rounds will have Crewmates and Imposters competing for victory based on the specific rules described in the Event Deck.

Unless stated otherwise by the card from the Event Deck, the rules for the events are as follows:

1. To start the game, players place their pieces on the board: First, Imposters pick a bright red tile to start on, then Crewmates pick a dark green tile to start on.
2. Crewmates and Imposters take turns moving their pieces, starting with Imposters.
3. Crewmates and Imposters may move 2 tiles per turn each. They may not move through the bold lines on the board (walls). The Imposters may move through dotted walls
4. Crewmates and Imposters can only move to cardinal adjacent tiles, but may combine movements to move diagonally. Crewmates can move over other pieces, but cannot land on top of them. Imposters can not land on top of the Emergency Meeting tile.
5. Imposters can kill crewmates by moving on top of them, removing them for the duration of the event.
6. At any time before or during a round (even when the other team is moving), players may play “Crewmate” or “Imposter” cards. Cards played in response to an action take effect before the action happens. Cards played in response to other cards resolve in a stack order. Cards played the most recently take effect before cards played prior.
7. If Crewmates land on the Emergency Meeting tile, the round ends, and the “Crewmate Victory” action on the Event card is enacted. The round also ends in a Crewmate Victory if both Imposters are killed during the event.
8. If Imposters kill both Crewmates, the round ends, and the “Imposter Victory” action on the Event card is enacted.
9. The winning team claims the Event card for their team. Which is worth as many victory points as is stated on the Event Card.
10. A team wins the game if they acquire 5 or more points.
11. If no team has 5 or more points, the game continues; all players draw one of their respective team cards. Teammates are allowed to exchange cards during this phase.
12. Players flip over the next Event Card, repeating these rules.
- 13. Rules stated on Event Cards and Player Cards always override the rules stated above.**

Special Tiles (Placeable Tiles):

- (B—Bear Trap)
Imposters and Crewmates moving through these tiles are immediately killed.
- (T—Task)
Crewmates can collect these tiles by landing or passing them. Imposters are not allowed to land on top of them.
- (S—Sabotage)
Imposters can collect these tiles by landing or passing them. Crewmates are allowed to land on top of them.
- (G—Glue)
Crewmates and Imposters are allowed to land on these tiles, but are not allowed to pass over them.

Wild Card Tiles:

- At the start of each Event, place a Wild Card adjacent to these tiles unless they already have an adjacent Wild Card.
- When a player lands on the Wild Card tile, they may draw the adjacent Wild Card.

Vent Tiles:

- Imposters can travel between any vents without spending movement.
- Imposters cannot travel to vents that have Crewmates on them.

One Way Tiles:

- Players can only move through a one way tile in the direction the arrow points in.
- Players cannot land on top of a one way tile.

Crewmate, Imposter, and Wild Card decks

- Crewmates can only hold and use Crewmate and Wild Cards.
- Imposters can only hold and use Imposter and Wild Cards.
- Players can only hold 5 cards. If they draw a card while holding 5 cards, they must choose to discard one.
- After the Crewmate, Imposter, or Wild card decks run out of cards, reshuffle all discarded cards back into their decks.

EVENT CARD (+1 Point)

Task!

Imposters place 2 (T) pieces on any blue tile.

Crewmates win after collecting 2 (T) pieces.

Crewmates landing on Emergency meeting results in a Tie.

Crewmate Victory

Crewmates gain a Crewmate Card.

Imposter Victory

Imposters gain a Wild Card

Tie

Crewmates gain a Wild Card

EVENT CARD (+1 Point)

Asteroid Impact!

Crewmates and Imposters both place 2 (B) pieces on any tile, but not on top of other pieces.

Crewmate Victory

Crewmates gain a Crewmate Card.

Imposter Victory

Both Imposters may draw an Imposter Card.

Tie

Imposters gain a Wild Card

EVENT CARD (+1 Point)

Oxygen Sabotage!

Crewmates place 2 (S) pieces on any blue or gray tile.

Imposters win after collecting 2 (S) pieces.

Crewmate Victory

Crewmates may draw a Crewmate Card.

Imposter Victory

If Imposters won by collecting the 2 (S) pieces, they may both draw a Wild Card

Tie

Imposters gain an Imposter Card

EVENT CARD (+1 Point)

Freshly Iced Floors!

Players cannot change the direction of their movement mid-turn (all movement points must be spent in the same direction).

Crewmate Victory

Crewmates pick a card at random from an Imposter's hand. If the card is a Wild Card, keep it. If the card is an Imposter Card, discard it.

Imposter Victory

Imposters pick a card at random from a Crewmate's hand. If the card is a Wild Card, keep it. If the card is a Crewmate Card, discard it.

Tie

Imposters and Crewmates gain a Wild Card

EVENT CARD (+1 or +2 Points)

Voting Time!

All players discard as many cards as they want. Whichever team discards the most cards wins this Event Card immediately!

Crewmate Victory

Crewmates gain a Crewmate Card.

Imposter Victory

This card counts as +2 Points for the Imposter team.

Tie

Crewmates may draw a Crewmate Card.

EVENT CARD (+1 Point)

Hide and Seek!

Only one Imposter may play in this round.

Crewmates may move through vents as if they were Imposters.

Crewmates win after both reaching a Dark Red tile. Once a Crewmate has landed on a Dark Red tile, they may not be taken out. If only one Crewmate makes it: results in a Tie. Crewmates cannot land on Emergency meeting.

Crewmate Victory

Crewmates gain a Wild Card.

Imposter Victory

Imposters gain 2 Imposter Cards.

Tie

Imposters gain an Imposter Card.

EVENT CARD (+1 Points)

Card Ban!

No cards can be played by either team this round!

Crewmate Victory

Imposters gain an Imposter Card.

Imposter Victory

Crewmates gain a Crewmate Card.

Tie

All players discard a card of their choice.

EVENT CARD (+1 Point)

Switcheroo!

Imposters swap their hands with Crewmates. The roles of the Crewmates and the Imposters switch for the round. At the end of the round return each hand to their original owner. The winning team draws from the pile associated with their original team.

Crewmate Victory

Crewmates gain a Wild Card.

Imposter Victory

Crewmates draw a Wild Card.

Tie

No cards are drawn.

EVENT CARD (+1 Point)

Iso!

Only one Imposter and one Crewmate may play in this round.

Crewmates can now land on Imposter Pieces, killing them. If an Imposter lands on a Crewmate piece, it still kills the crewmate.

If only Crewmates remain, they win the round. If only Imposters remain, they win the round. Either player may land on the Emergency Meeting Button to Tie the round.

Crewmate Victory

The participating Imposter must discard a card.

Imposter Victory

The participating Crewmate must discard a card.

Tie

Both participating players must discard a card.

EVENT CARD (+1 Point)

Weapon Shipment!

Everyone draws two cards from their team's deck and one wild card. Players do not have a maximum card limit for this round. At the end of the round players return to the maximum card limit of 5.

Crewmate Victory

Imposters discard cards until they have three or less cards in their hands.

Imposter Victory

Crewmates discard cards until they have three or less cards in their hands.

Tie

All players discard cards until they have three or less cards in their hands.

EVENT CARD (+1 Point)

Privacy Breach!

Every player must reveal their cards to all other players for the duration of the round.

Crewmate Victory

Pick any number of cards in your hand, discard them and redraw an equal amount.

Imposter Victory

Pick any number of cards in your hand, discard them and redraw an equal amount.

Tie

Teammates are no longer allowed to share and swap cards for the rest of the game.

EVENT CARD (+1 Point)

Broken Mic!

Players are not allowed to speak during this round. Everytime a player speaks they must drop one card from their hand.

Crewmate Victory

Crewmates gain a Wild Card.

Imposter Victory

Crewmates gain a Wild Card.

Tie

EVENT CARD (+1 Point)

Crewmate Victory

Imposter Victory

Tie

EVENT CARD (+1 Point)

Unlimited Munitions!

Any card played this round is flipped over instead of discarded.

Crewmate Victory

Crewmates gain all flipped over Crewmate and Wild Cards.

All flipped over Imposter cards are discarded.

Imposter Victory

Imposters gain all flipped over Imposter and Wild Cards.

All flipped over Crewmate cards are discarded.

Tie

All flipped over cards are discarded.

EVENT CARD (+1 Point)

Air Force Sus

All players may move 3 tiles during their turn instead of 2.

Crewmate Victory

Imposters gain a Wild Card.

Imposter Victory

Crewmates gain a Wild Card.

Tie

All players discard their entire hand.

EVENT CARD (+1 Point)

Among Us!

This event card has no special effects.

Crewmate Victory

Imposters gain an Imposter Card.

Imposter Victory

Crewmates gain a Crewmate Card.

Tie

All players gain a Wild Card.

EVENT CARD (+1 Point)

Default Game!

This event card has no special effects.

Crewmate Victory

Crewmates gain a Crewmate Card

Imposter Victory

Imposters gain an Imposter Card

Tie

All players gain a Wild Card.

EVENT CARD (+1 Point)

Broken Ankles

All players move only 1 tile during their turn instead of 2.

Crewmate Victory

Imposters gain an Imposter Card.

Imposter Victory

Crewmates gain a Crewmate Card.

Tie

All players gain a Wild Card.

EVENT CARD (+2 Point)

Salty Run-It Back!

Play this round with the same rules as the previous event card. The previous event card no longer counts for any points.

Crewmate Victory

Imposters gain a Imposter Card

Imposter Victory

Crewmates gain a Crewmate Card

Tie

Everyone gains a Wild Card

EVENT CARD (+1 Point)

Wild Revolution!

Players discard all non Wild Cards and draw cards equal to the amount discarded.

Crewmate Victory

Imposters gain a Wild Card.

Imposter Victory

Crewmates gain a Wild Card.

Tie

All players discard their entire hand.

EVENT CARD (+1 Point)

UNO!

All players may only play one card this round.

Crewmate Victory

Imposters gain a Wild Card

Imposter Victory

Crewmates gain a Wild Card

Tie

Everyone gains a Wild Card

EVENT CARD (+1 Point)

Killer Queen!

Each team selects one player to be the King and one player to be the Queen. Queens can move 5 tiles. Kings can move 1 tile. Teams win when a King lands on the Emergency Meeting Button or the Queen kills the enemy King.

Kings cannot kill other players.

Players may not vent this round.

Crewmate Victory

Crewmates gain a Wild Card

Imposter Victory

Imposters gain a Wild Card

Tie

Everyone gains a Wild Card

EVENT CARD (+1 Point)

Bad Connection!

Cards played this round cannot be played on an opponent's turn and are first played face down. The card does not activate until the start of that player's next turn.

Crewmate Victory

Crewmates gain a Crewmate Card

Imposter Victory

Imposters gain an Imposter Card

Tie

All players gain a Wild Card.

EVENT CARD (+1 Point)

Mirror Image!

All cards played this round count as if they were played twice

Crewmate Victory

Crewmates gain a Wild Card

Imposter Victory

Imposters gain a Wild Card

Tie

All players gain a Wild Card

EVENT CARD (+1 or +2 Points)

Starcrossed!

Crewmates each pick one imposter to be their lover. They cannot pick the same person. The Imposters cannot kill their lovers.

Crewmate Victory

Crewmates gain a Crewmate Card.

Imposter Victory

This card counts as +2 Points for the Imposter team.

Tie

Everyone gets up and does a group hug.

EVENT CARD (+1 Point)

Rabbit and the Hare!

Crewmates can take two turns immediately. Imposters this round can move 3 tiles.

Crewmate Victory

Crewmates gain a Crewmate Card

Imposter Victory

Imposters gain an Imposter Card

Tie

All players gain a Wild Card.

EVENT CARD (+1 Point)

Crewmate Victory

Imposter Victory

Tie

EVENT CARD (+1 Point)

Crewmate Victory

Imposter Victory

Tie

<p>Imposter CARD</p> <p>Dash!</p> <p>When played, move any Imposter one tile.</p>	<p>Crewmate CARD</p> <p>Dash!</p> <p>When played, move any Crewmate one tile.</p>	<p>Wild CARD</p> <p>Shove!</p> <p>When played, move any player one tile.</p>
<p>Imposter CARD</p> <p>Dash!</p> <p>When played, move any Imposter one tile.</p>	<p>Crewmate CARD</p> <p>Dash!</p> <p>When played, move any Crewmate one tile.</p>	<p>Wild CARD</p> <p>Shove!</p> <p>When played, move any player one tile.</p>
<p>Imposter CARD</p> <p>Dash!</p> <p>When played, move any Imposter one tile.</p>	<p>Crewmate CARD</p> <p>Dash!</p> <p>When played, move any Crewmate one tile.</p>	<p>Wild CARD</p> <p>Shove!</p> <p>When played, move any player one tile.</p>

<p>Imposter CARD</p> <p>Door Sabotage!</p> <p>Place a (B) piece onto an empty gray, blue, or purple tile.</p>	<p>Crewmate CARD</p> <p>Barricade!</p> <p>Place a (B) piece onto an empty gray, blue, or purple tile.</p>	<p>Wild CARD</p> <p>Glue Trap!</p> <p>Place 4 (G) pieces onto any empty gray, blue, or purple tiles.</p>
<p>Imposter CARD</p> <p>Double Door Sabotage!</p> <p>Place 2 (B) pieces onto any empty gray, blue, or purple tiles.</p>	<p>Crewmate CARD</p> <p>Double Barricade!</p> <p>Place 2 (B) pieces onto any empty gray, blue, or purple tiles.</p>	<p>Wild CARD</p> <p>Final Repairs!</p> <p>All Special Tiles on the board at the end of <u>this round</u> remain on the board for subsequent rounds.</p>
<p>Imposter CARD</p> <p>Triple Door Sabotage!</p> <p>Place 3 (B) pieces onto any empty gray, blue, or purple tiles.</p>	<p>Crewmate CARD</p> <p>Triple Barricade!</p> <p>Place 3 (B) pieces onto any empty gray, blue, or purple tiles.</p>	<p>Wild CARD</p> <p>Scrap the Map!</p> <p>Remove all Special Tiles from the board!</p>

<p>Imposter CARD</p> <p>Tactical Explosives!</p> <p>Destroy 3 Special Tiles anywhere on the board.</p>	<p>Crewmate CARD</p> <p>Drill Gun!</p> <p>Destroy 3 Special Tiles anywhere on the board.</p>	<p>Wild CARD</p> <p>Ghost!</p> <p>During <u>this round</u>, you may move through walls. You may choose to ignore the effects of special tiles.</p>
<p>Imposter CARD</p> <p>Short Kill Cooldown!</p> <p>You may only play this card after killing a Crewmate.</p> <p>When played, move any Imposter two tiles.</p>	<p>Crewmate CARD</p> <p>Long Kill Cooldown</p> <p>You may only play this card after a Crewmate dies.</p> <p>When played, move any Crewmate two tiles.</p>	<p>Wild CARD</p> <p>Ghost!</p> <p>During <u>this round</u>, you may move through walls. You may choose to ignore the effects of special tiles.</p>
<p>Imposter CARD</p> <p>Shortest Kill Cooldown!</p> <p>You may only play this card after killing a Crewmate.</p> <p>When played, move any Imposter three tiles.</p>	<p>Crewmate CARD</p> <p>Longest Kill Cooldown</p> <p>You may only play this card after a Crewmate dies.</p> <p>When played, move any Crewmate three tiles.</p>	<p>Wild CARD</p> <p>Ghost!</p> <p>During <u>this round</u>, you may move through walls. You may choose to ignore the effects of special tiles.</p>

<p>Imposter CARD</p> <p>Push!</p> <p>When played, move any Crewmate one tile.</p>	<p>Crewmate CARD</p> <p>Push!</p> <p>When played, move any Imposter one tile.</p>	<p>Wild CARD</p> <p>Shield!</p> <p>You may only play this card if an opponent plays a card against you.</p> <p>Your opponent's card is immediately discarded, and its effect is negated.</p>
<p>Imposter CARD</p> <p>Push!</p> <p>When played, move any Crewmate one tile.</p>	<p>Crewmate CARD</p> <p>Push!</p> <p>When played, move any Imposter one tile.</p>	<p>Wild CARD</p> <p>Shield!</p> <p>You may only play this card if an opponent plays a card against you.</p> <p>Your opponent's card is immediately discarded, and its effect is negated.</p>
<p>Imposter CARD</p> <p>Push!</p> <p>When played, move any Crewmate one tile.</p>	<p>Crewmate CARD</p> <p>Push!</p> <p>When played, move any Imposter one tile.</p>	<p>Wild CARD</p> <p>Shield!</p> <p>You may only play this card if an opponent plays a card against you.</p> <p>Your opponent's card is immediately discarded, and its effect is negated.</p>

<p>Imposter CARD</p> <p>Sabotage Weapons!</p> <p>During <u>this round</u>, Crewmates may not play Crewmate Cards. They may still play Wild Cards.</p> <p>Crewmate Cards played prior remain in effect.</p>	<p>Crewmate CARD</p> <p>Repairman!</p> <p>During <u>this round</u>, Imposters may not play Imposter Cards. They may still play Wild Cards.</p> <p>Imposter Cards played prior remain in effect.</p>	<p>Wild CARD</p> <p>Equalize the Playing Field!</p> <p>All players discard cards until they have the same amount as the current player with the lowest number of cards.</p>
<p>Imposter CARD</p> <p>Seer!</p> <p>Choose a Crewmate to reveal their hand for <u>the round</u>.</p>	<p>Crewmate CARD</p> <p>Spy!</p> <p>Choose an Imposter to reveal their hand for <u>the round</u>.</p>	<p>Wild CARD</p> <p>Mind Reader!</p> <p>Choose a player, reveal their hand for <u>the round</u>.</p>
<p>Imposter CARD</p> <p>Thick Carapace!</p> <p>You may only play this card in response to a Crewmate Card.</p> <p>The Crewmate Card is immediately discarded, and its effect is negated.</p>	<p>Crewmate CARD</p> <p>Bulletproof Vest!</p> <p>You may only play this card in response to an Imposter Card.</p> <p>The Imposter Card is immediately discarded, and its effect is negated.</p>	<p>Wild CARD</p> <p>Dual Ejection!</p> <p>When played, immediately kill a Crewmate and an Imposter.</p> <p>If there are no Imposters left after this, the round ends in a Tie.</p>

<p>Imposter CARD</p> <p>Surprise Attack!</p> <p>During <u>this round</u>, you travel through vents even when Crewmates are on top of them.</p>	<p>Crewmate CARD</p> <p>Engineer!</p> <p>During the <u>round</u>, you may move through vents as if you were an Imposter.</p> <p>You cannot land on top of other pieces.</p>	<p>Wild CARD</p> <p>Balanced, As All Things Should Be!</p> <p>When played, immediately kill a Crewmate and an Imposter.</p> <p>If there are no Imposters left after this, the round ends in a Tie.</p>
<p>Imposter CARD</p> <p>Sabotage Reactor!</p> <p>During <u>this round</u>, the Crewmates can only win if both of their players land on the Emergency Button (does not have to be at the same time). If only one Crewmate remains, they must press the button again to Tie.</p>	<p>Crewmate CARD</p> <p>Outvoted!</p> <p>During the <u>round</u>, Imposters cannot kill Crewmates adjacent to other Crewmates, unless both Crewmates are taken out on the same turn by different Imposters.</p>	<p>Wild CARD</p> <p>Jester!</p> <p>You may only play this card if an opponent plays a card against you.</p> <p>When played, you die. This card counts for +1 Point. You may place it alongside your Event Cards.</p>
<p>Imposter CARD</p> <p>Charisma!</p> <p>During <u>this turn</u>, you can now land on top of the Emergency Meeting button.</p> <p>If you land on top of it, you may force the round to end in a Tie.</p>	<p>Crewmate CARD</p> <p>Sheriff!</p> <p>During <u>this turn</u>, you can now land on top of Imposter pieces to kill them.</p>	<p>Wild CARD</p> <p>Skip Vote!</p> <p>When played, the Event is immediately considered to end in a Tie.</p>

<p>Imposter CARD</p> <p>Faking Tasks!</p> <p>During <u>this turn</u>, Crewmates can not land on the Emergency Meeting Button.</p>	<p>Crewmate CARD</p> <p>Vent Repairs!</p> <p>During <u>this round</u>, Imposters may not travel through Vents.</p>	<p>Wild CARD</p> <p>Victory Point!</p> <p>This card counts for +1 Point. You may place it alongside your Event Cards.</p>
<p>Imposter CARD</p> <p>Fake Report!</p> <p>You may only play this card after killing a Crewmate.</p> <p>For <u>this round</u>, you can now land on top of the Emergency Meeting button, causing the round to end in an Imposter Victory.</p>	<p>Crewmate CARD</p> <p>Excellent Report!</p> <p>You may only play this card after an Imposter kills a Crewmate.</p> <p>For <u>this round</u>, you may land on that Imposter to end the round in a Crewmate Victory.</p>	<p>Wild CARD</p> <p>Magic Button Teleporter!</p> <p>Move the Emergency Meeting button to any orange tile.</p> <p>Can be used in response to a player landing on the button, nullifying its effect.</p>
<p>Imposter CARD</p> <p>Crewmates have trapped this Card!</p> <p>When revealed, discard this card immediately.</p>	<p>Crewmate CARD</p> <p>Imposters have trapped this Card!</p> <p>When revealed, discard this card immediately.</p>	<p>Wild CARD</p> <p>Nothing!</p>

<p>Imposter CARD</p> <p>Sabotage Comms!</p> <p>Crewmates cannot talk <u>this round</u>.</p>	<p>Crewmate CARD</p> <p>Report Body!</p> <p>You may only play this card after an Imposter kills a Crewmate.</p> <p>For <u>this round</u>, you can now land on top of Imposter pieces to kill them.</p>	<p>Wild CARD</p> <p>Kamikaze!</p> <p>Place a (B) piece on the board on your location</p> <p>When played, all players with 4 movements of your piece are killed immediately, including yourself.</p>
<p>Imposter CARD</p> <p>Sabotage Lights!</p> <p>During <u>this round</u>, Crewmates may not play Wild Cards. They may still play Crewmate Cards.</p> <p>Wild Cards played prior remain in effect.</p>	<p>Imposter CARD</p> <p>Fixed Electrical!</p> <p>During <u>this round</u>, Imposters may not play Wild Cards. They may still play Imposter Cards.</p> <p>Wild Cards played prior remain in effect.</p>	<p>Wild CARD</p> <p>Time Master!</p> <p>When played, return all Imposters and Crewmates to their starting positions.</p>
<p>Imposter CARD</p> <p>Juggernaut!</p> <p>When played, kill your teammate.</p> <p>You may now move double the distance <u>this round</u>.</p>	<p>Crewmate CARD</p> <p>Medic!</p> <p>When played, if your teammate is dead, they may come back on any Green tile.</p>	<p>Wild CARD</p> <p>Double Time!</p> <p>All cards played <u>this round</u> count as if they were played twice.</p>

<p>Imposter CARD</p> <p>This is a Robbery!</p> <p>When played, steal a Wild Card from a Crewmate.</p>	<p>Crewmate CARD</p> <p>Firearm Restrictions!</p> <p>When played, all players with over 2 cards must discard down to 2 cards.</p>	<p>Wild CARD</p> <p>No U!</p> <p>You may only play this card if an opponent plays a Wild Card against you.</p> <p>Steal the Wild Card, negating its effect, then immediately play it.</p>
<p>Imposter CARD</p> <p>This is a Burglary!</p> <p>When played, force both Crewmates to discard a Crewmate Card.</p>	<p>Crewmate CARD</p> <p>Portal Master!</p> <p>You may only play this card after an Imposter kills a Crewmate.</p> <p>That Imposter must return to their starting position.</p>	<p>Wild CARD</p> <p>Immortalize!</p> <p>When played, pick any card in your hand and attach it to this card for the rest of <u>the game</u>.</p> <p>For the rest of <u>the game</u>, this card and the card attached to it are not discarded when played, but can only be played once <u>per round</u>.</p>
<p>Imposter CARD</p> <p>Arson!</p> <p>Choose a Crewmate to play Rock-Paper-Scissors with.</p> <p>If you win, the Crewmate discards their entire hand. If you lose, you must discard an additional card.</p>	<p>Crewmate CARD</p> <p>Blind Vote!</p> <p>Choose an Imposter to play Rock-Paper-Scissors with.</p> <p>If you win, the Imposter discards their entire hand. If you lose, you must discard an additional card.</p>	<p>Wild CARD</p> <p>Settle With a Duel!</p> <p>Choose an opponent to play one round of Rock-Paper-Scissors with. If you win, the Event is immediately considered a victory. If you lose, it is immediately considered a loss.</p>

<p>Imposter CARD</p> <p>Delayed Kill!</p> <p>You may only play this card if you have yet to move <u>this turn</u>.</p> <p>When played, you cannot move <u>this turn</u>, draw an Imposter Card and a Wild Card.</p>	<p>Crewmate CARD</p> <p>Inting!</p> <p>You may only play this card if you have yet to move <u>this turn</u>.</p> <p>When played, you cannot move <u>this turn</u>, draw a Crewmate Card and a Wild Card.</p>	<p>Wild CARD</p> <p>GG Go Next!</p> <p>When played, the Event is immediately considered to end in a Tie.</p>
<p>Imposter CARD</p> <p>Under Construction!</p> <p>You may only play this card if you have not moved <u>this turn</u>.</p> <p>When played, you may move to any vents regardless of where you are.</p>	<p>Crewmate CARD</p> <p>Lovers!</p> <p>Pick an Imposter, for <u>this round</u>, that Imposter is your Lover. Your Lover may not kill you.</p>	<p>Wild CARD</p> <p>It's Rewind Time!</p> <p>Everyone discards their entire hand. Shuffle all decks.</p> <p>All players draw 2 cards of their team type.</p>
<p>Imposter CARD</p> <p>Mercy Main!</p> <p>When played, if your teammate is dead, they may come back on any Red tile.</p>	<p>Crewmate CARD</p> <p>Destiny Bond!</p> <p>You may only play this card after an Imposter kills you.</p> <p>Immediately kill that Imposter.</p>	<p>Wild CARD</p> <p>Mindfreak!</p> <p>Force an opponent to play all the cards in their hand that they can. They immediately take effect.</p>

