

WITNESS

8-30 players
Ages 12 and up

Roles

Essential Roles

Witness: Your goal is to not be found. Leave ahead of the rest of the group and hide somewhere in the designated area. You cannot call out to players or purposely make noise. If found, you can tell them you are a witness (rather than a dead or hiding player) but not that you are the real one. Only when you have been found by three citizens, a murderer, or a judge can you reveal yourself.

Murderer: Your goal is to find the witness or to kill enough of the citizens that it is impossible for them to win. This would mean that there are less than three citizens left alive and that none of them are the judge. You kill someone by touching the front of their throat. Be gentle, as it is easy for people to get hurt if you aren't careful.

Judge: You are a citizen, and your goal is to find the witness. Instead of needing two other citizens to help you, you can find the witness by yourself. If you find the witness, the game is over.

Doctor: You are a citizen, and your goal is to find the witness. You have the power to raise players from the dead by touching their hand. You may not bring murderers back to life.

Lawyer: You are a citizen, and your goal is to find the witness. However, you can choose to play on the murderer's team instead. You have the power to bring murderers back to life by touching their hand. If there is only one murderer left in the game, you only have five seconds to bring the murderer back to life before the game ends and the citizens win.

Phoenix: You are a citizen, and your goal is to find the witness. You get one extra life to use during the game. There is no limit to how long you can wait before coming back to life, but you can only use it once.

Ghost: You are a citizen, and your goal is to find the witness. When you die, you may continue to move around and speak, rather than laying on the floor like other dead players. You may reveal who the murderer is to other players. However, you do not count as a citizen when finding the witness.

Mortician: You are a citizen, and your goal is to find the witness. You are also the only one with the power to move things, such as furniture and dead bodies. To move a dead body, you do not have to physically drag the player; just tell them where you want them to be. Be careful when moving things, as you need to leave an escape route in the case of an emergency.

Extra Roles

False Witness: Your goal is to not be found. Leave ahead of the rest of the group and hide somewhere in the designated area. You cannot call out to players or purposely make noise. If found, you can tell them you are a witness (rather than a dead or hiding player) but not that you are the fake one. Only when you have been found by three citizens, a murderer, or a judge can you reveal yourself. If you are found by the citizens, you are allowed get up and walk around just like a regular citizen. However, if you know where the real witness hid, you cannot help find them. If another citizen finds them, you can count as one of the three needed in order to win.

Assassin: You are a citizen, and your goal is to find the witness. You also have the power to kill murderers and can win by eliminating all murderers. If you are killed by a murderer, you have five seconds to touch the front of their throat. If you do so, they die and you become the murderer. Remember, this only happens if the murderer kills you first. If you kill the

murderer first, they die and you continue as the assassin. Be careful, as this situation can easily become dangerous if you fight back.

Executioner: You are a citizen, and your goal is to find the witness. You have one kill to use on whomever you choose during the game. Use this kill by touching the front of the target's throat. Be careful. If you choose to, you can turn on the citizens by using your kill on the witness. However, the witnesses cannot reveal to you whether they are real or fake until after you have used your power.

Shapeshifter: You are a citizen, and your goal is to find the witness. However, you can change roles into any other role by touching the top of the player's head. When you do this, you become that role and they become the shapeshifter. That person cannot shapeshift you back, but once someone else becomes the shapeshifter, you are no longer immune. You can shapeshift dead people.

Freelancer: You have the power to choose any role in the game apart from the real witness. You must do this quickly, before anyone goes into the designated area. If you choose to play as a false witness, leave with the other witnesses as if you had drawn one of the witness cards. If you choose any other role, wait with everyone else and play as your role once the game begins. You cannot switch roles once you have begun the game, and if someone shapeshifts you, they become that role rather than getting to choose again.

Citizen: Your goal is to find the witness. You have no special powers, but that doesn't mean you're not special! When you and two other citizens find the witness, you win the game!

Rules of the Game

Before the game

1. Begin the game at a separate staging area from where you will be playing. Set boundaries for what the playing area will be, and be clear about where players are allowed to go. Make sure the playing area is dark and that it is large enough that players will not all be visible to one another. There needs to be plenty of places to hide.
2. Count how many players you have and include that many cards in your deck. Include the basic eight cards first, which have the logo in the upper right hand corner, and then add in extra roles until you get the number you need.
3. Shuffle your deck, and deal every player one card. You may not reveal this card to anyone else, but you can look at it immediately to see what role you have for the game.
4. Once everyone has gotten a card, the witnesses - real and fake - reveal that they are witnesses and leave the staging area to go to the playing area. They do not reveal whether they are real or fake.
5. After a few minutes have passed and the witnesses have had adequate time to hide, the rest of the players leave to the playing area. Powers activate as soon as everyone has entered the area.

During the Game

1. If someone with the power to kill you touches the front of your throat, you die. You may run away if someone tries to do this, but for safety reasons, do not fight back.
2. Lights of any kind are not allowed. If you must use a light to read your card, be very careful to keep the light hidden and not use it to light the area.
3. Unless you are the mortician, you are not allowed to move furniture or dead bodies.
4. If you find a witness, they cannot tell you whether they are the real or fake witness until you have the appropriate number of people to win.

5. The game ends when the real witness is found, enough citizens are dead that they cannot find the real witness, or the murderer is dead. If multiple murderers have been added, such as the freelancer choosing to be a murderer, all murderers must be dead in order for the citizens to win (in the situation where the witness cannot be found).

After the Game

1. When something happens to end the game (the witness is found by the judge or 3 citizens or when the murderer(s) is dead), announce loudly that the game has ended and who won.
2. Make your way back to the staging area and ensure that all players are accounted for.
3. Games can often be very short, so if you want to play again, collect all of the cards and re-deal for the next round.

Tips and Tidbits

- The phoenix and the executioner have powers that can only be used once. If someone shapeshifts into one of these roles and the power has already been used, they do get to use it once themselves. However, if you have already used the power, become the shapeshifter, and then shapeshift back into that role at a later point, you do not get another use of the power.
- In a basic game, there is only one murderer. Depending on the choices players make, you can end up with multiple. More murderers can be added to the game via the freelancer or the assassin.
- It is suggested that players wear closed-toe shoes for safety and dark clothing for better hiding purposes.
- Be creative with your roles. There are a lot of ways to use your powers that might not be obvious upon first learning the game. For example, if the mortician and doctor work together, the mortician can help find and carry dead bodies to the doctor.

Witness

Goal: Don't be found!

- Leave ahead of everyone else
- You may reveal yourself as a witness but not the witness until the end of the game.

Murderer

Goal: Kill the witness or judge and all of the citizens.

Power: Kill by touching the front of the player's throat—**Be Gentle!**

- Use discretion when killing; there are people that could kill you if they know your role!

Doctor

Goal: Find the Witness

Power: Raise players from the dead by touching their hand

- You may not bring murderers back to life.

Phoenix

Goal: Find the Witness

Power: One extra life

- You can only use your power once

Mortician

Goal: Find the Witness

Power: Move things, such as furniture and dead bodies

- You do not have to physically drag players; just tell them where you want them to be.
- Be sure to leave an escape route in case of an emergency.

False Witness

Goal: Don't be found!

- Leave ahead of everyone else
- You may reveal yourself as a witness but not the false witness until the end of the game.

Judge

Goal: Find the witness

Power: You can win the game without the help of citizens

- Once you have found the witness, the game is over!

Lawyer

Goal: Find the Witness

Power: Bring murderers back to life by touching their hand

- You only have five second to bring the murderer back to life before the citizens win and the game ends

Ghost

Goal: Find the Witness

Power: When you die, you may continue to move around and speak

- You may reveal who the murderer is to other players.
- You do not count as a citizen when finding the witness.

Assassin

Goal: Find the Witness

Power: Kill murderers; If you are murdered, you have 5s to touch the front of their throat—You are now the murderer & they die

- **Be Gentle!**
- You can win by eliminating all murderers.

Executioner

Goal: Find the witness.

Power: One kill to use on whomever you choose by touching the front of the target's throat.

- **Be Gentle!**
- You can turn on the citizens by using your kill on the witness.

Freelancer

Power: Choose any role except the witness; there would be 2 players in that role

- You must do this before anyone goes into the designated area.
- If you choose to play as a false witness, leave with the other witnesses. If not, wait with everyone else.

Citizen

Goal: Find the Witness

- Win by finding the Witness with two other citizens

Citizen

Goal: Find the Witness

- Win by finding the Witness with two other citizens

Citizen

Goal: Find the Witness

- Win by finding the Witness with two other citizens

Shapeshifter

Goal: Find the Witness

Power: Change roles by touching the top of the player's head—he or she is now the shapeshifter

- That person cannot shapeshift you back, but once someone else becomes the shapeshifter, you are no longer immune.
- You can shapeshift dead people.

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