

TREACHERY

Treachery is an alternate way to play competitive multiplayer games (of fantasy card games). It changes how the game is played. It was originally developed by people who play *Magic: the Gathering*.

What is it?

This is a way of adding social deduction to the politics of multiplayer card games. One player is known to be the leader, and all other players have secret identities—they are allied with the leader as a “guardian,” allied with “assassins,” or a “traitor” who has to defeat everyone else.

HOW TO PLAY

1. Win conditions

Each identity has a unique win condition:

- **Leader** – They must defeat everyone other than a “guardian.” Their identity is known.
- **Assassin** – They must defeat the leader. Their identity is hidden.
- **Traitor** – They must defeat everyone else. Their identity is hidden.
- **Guardian** – The leader must win. Their identity is hidden.

Also note that even though some players are on the same team, the main game rules should *treat everyone as an opponent*. For example, if you play a card that says, “each opponent draws a card,” then all other players will draw a card.

The traitor is encouraged to pretend to be an assassin or guardian in order to build a temporary alliance, but everyone with a secret identity will want to keep their identity a secret for a while.

2. Treachery cards

Cards can be shuffled and dealt to each player to determine their identity. The player count determines what identities are used:

- **Four players** – The leader, two assassins, and one traitor (or guardian).
- **Five players** – The leader, two assassins, one traitor, and one guardian.
- **Six players** – The leader, three assassins, one traitor, and one guardian.

Only reveal your identity card when you are the leader or at the end of the game.

