

Passengers

rulebook v. 0.6

On the riverbanks of Limbo one can peer through the small slits of their burial mask to just make out the glow on the other side of the watery divide. Simply a boatride away lies eternal bliss. It is known by many names, but 'Afterlands' will suffice.

These lands however, are not for you. Nor for your colleagues. They are only meant for the good souls that are eagerly waiting for a gesture from you, allowing them to take a seat in your vessel that's bobbing patiently on the oddly colored water.

Your charge is simply to ferry them safely to the golden shores beyond, where maybe, someday, you will join them. But only when your debt is deemed payed.

There is, however, a promise of a shortcut. Demonic whispers have let you know that, if enough demons can be smuggled into the Afterlands, a new rule will be established. A rule the will, hand on black heart, allow you into the heavenly lands much faster.

In all the ages you have served as a Soul Guide, no such event has ever taken place. You do wonder however, will you ever be persuaded to take the deal? Have the others taken it already?

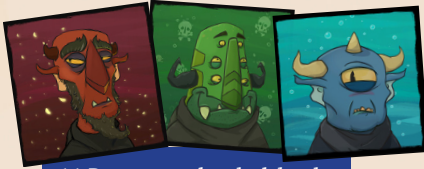
Content



12 Souls with a light border



1 Yaesther only appears in 6 and 8 players games



11 Demons with a dark border



10 Gift cards



8 Voting tokens



1 blue Mask
1 green Mask
1 red Mask



1 Master Coin



15 Voices



3 Raven boats and 3 Wolf boats

Setup

- Place the **first 2 boats, marked I**, in the center of the table
- Each player receives a **Voting token**
- Place the **Voices** near the boats, within reach of all players
- Place the cards for the **Gifts** near the boats.
- Prepare the Passenger tiles:

Put the Yaester tile to the side. This will come into play at 6 or 8 player games.

Remove from the game, all the tiles that have a number in the upper right corner that is higher than the number of players. For example, in a 6 player game, remove all tiles with a 7 and 8 in the upper right corner. Make two facedown piles. One containing only Soul tiles, the other only Demon tiles. Shuffle both piles.

From the Soul and Demon pile make a third, mixed pile containing:

5 players: 3 Soul tiles and 2 Demon tiles

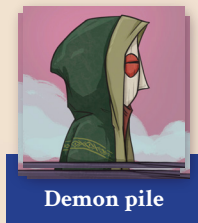
6 players: 1 Soul tiles and 2 Demon tiles, the Yaester tile

7 players: 4 Soul tiles and 3 Demon tiles

8 players: 4 Soul tiles and 3 Demon tiles, the Yaester tile

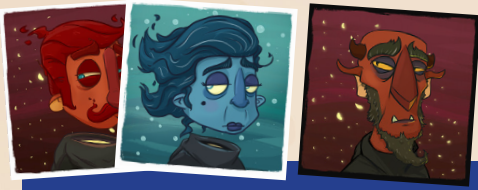
Shuffle the mixed pile also.

You should end up with 3 piles, all consisting of as many tiles as there are players. From each pile, deal **1 passenger** to each player. Keep your hand secret from the other players.



Your faction

- Players who received **2 Souls** (and 1 Demon) belong to the **Soul Guides**.
- Players who received **2 Demons** (and 1 Soul) belong to the secretive **Demons Smugglers**.
- The player who received the **Yaester** plays solo.



Players who receive 2 Souls will try and work with the other Soul Guides to get the most Soul-Power at the end of the game.



Players who receive 2 Demons work in secret with the other Demon player(s) to try and get the most Demon-Power at the end of the game.



In a 6 or 8 player game: The player who receives Yaester has no allies. This player tries to win by making sure that both the Soul Guides and Demon Smugglers score low. NOTE: Yaester is NOT considered a Demon or a Soul.

The Demon's Gaze

During the game only the Demon Smugglers will know who their partners are. They reveal themselves to each other in a secret meeting called the Demon's Gaze.

All players put their hands in front of their closed eyes. The oldest player counts down from 3 to 1 and says: **Demon Smugglers, reveal yourselves to each other.** The Smugglers open their eyes and find each other. The oldest player gives these players about 8 seconds for this (whether they are a Smuggler themselves or not). They then say: **'All, close your eyes.'** Count once more from 3 to 1 and say: **'Everybody, open your eyes.'**

You are now ready to play. Remember, the Yaester player is NOT a Demon Smuggler.

Overview

Passengers is played in 3 rounds. Each round, players place a Passengers in one of the two available boats. Then, players use the Gift their passenger has collected from them. At the end of each round, all players will vote on which boat gets to take its Passengers to the Afterlands and which boat gets removed from play.

After the third round, all passengers are revealed and the Power of each faction is scored (by quantity and color, see p8). Players belonging to the faction with the most power win the game.

How to play

The Master Coin



Randomly determine the first player and give that player the Master Coin. The Coin will likely change owner each Round. The player that holds the Coin starts the round.

Also, the Coin breaks ties in voting and end-scoring.

Phase 1: Placing a Passenger

Starting with the player holding the Master Coin, players place one of their passengers face down on an available space in one of the 2 boats.

Take the Gift and the number of Voices associated with that space and place them in front of you. The Gift and the amount of Voices you have is open information to everyone.

The turns continue clockwise around the table.

This phase ends when all players have placed 1 Passenger.



Placing a Passengers here yields the Mask Gift and 2 Voices.

The tile cannot be placed on a space occupied by another passenger



The Hamsa hand has two cards available. If you are the first player to get one, choose wisely.

Phase 2: Use your Gift

Starting with the Gift with the lowest number (top left corner), players take turns performing the unique action as described on their card. Players cannot skip this action. Once you've used your Gift, return it to the center of the table, for all to access. The turn now passes to the player holding the Gift with the following number.

This phase ends when all Gifts are used.



Phase 3: Voting

All players take their Voting token and secretly vote for either the Raven boat, or the Wolf boat to be ferried to the Afterlands. The player with the Master coin uses this instead of their regular token.

Take the Voting token in your hand, put your choice face up, close you hand and hold it out to the middle of the table.

When all players have made their choice, everybody reveals their choice at the same time.

Resolving the vote

Add together all the Voices from the players who voted for the Raven boat.
Add together all the Voices from the players who voted for the Wolf boat.

The boat that received the most Voices wins the vote and is placed to the right side of the table, in the Afterlands. The boat from round 2 to gets placed above the boat from round 1. The boat from round 3 gets places above the boat of round 2. The boat and its Passengers that lost the vote is placed to the side. All tiles are kept face down.

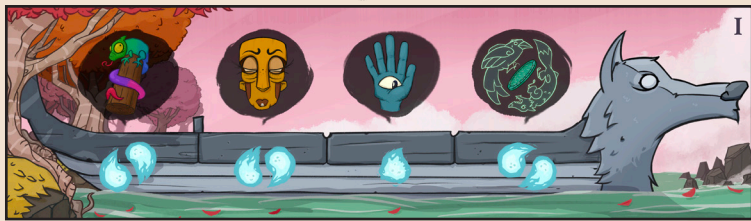
If both boats receive an equal amount of Voices, the boat chosen on the Master coin wins.



*3 players voted for the Raven boat.
Their total number of Voices is 4.*

*2 players voted for the Wolf boat.
Their total number of Voices is 5.*

*The Wolf boat gets ferried to the
Afterlands.
The Raven boat, with all its
passengers remaining face down is
set to the side.*



A new round

Take 2 new boats marked with the next Round number (top right corner) and place them in the center of the table. A new round starts, with the player holding the Master Coin going first.

End of the game: Reveal

When the third boat arrives at the Afterlands, reveal all Passengers by flipping them face up. The Passengers revealed earlier remain as they are. Both factions now score their total Power.

Power of the Soul Guides

Each Soul is worth **1 point**. The Soul Guides also receive:

- **1 bonus point** for each boat that has 2 Souls of the same color in it.
- **2 bonus points** for each boat that has 3 or more Souls of the same color in it.

Power of the Demon Smugglers

Each Demon by itself is worth 1 point. Demons receive **1 bonus point** for each Soul of the same color they are adjacent to, both vertically and horizontally. If there is no Passenger directly adjacent, cross the gap in a straight line to the next Passenger.

A Yaester Win

In a 6 player game, Yaester wins if both the Soul Guides and the Demon Smugglers have a **score of 6 or lower**. In an 8 player game, both scores must be **9 or lower** for Yaester to Win.

Otherwise the faction with the heighest power wins the game. **In case of a tie**, the faction with the player holding the Master coin wins (this can be Yaester as well!).

A total of **5 Souls** reached the Afterlands



The Soul Guides have a total score of 6 Power. The Demon Smugglers also score a total of 6 Power. In this case, the game is won by the faction holding the Master Coin

6 player game example, Yaester joins the party

A total of **5 Souls** reached the Afterlands



*Both the Soul Guides and the Demon Smugglers score a total of 6 Power.
Since both other factions scored less than 7 points, The Yaester player wins the game!*

Game design:

Joost Das

Art & Graphic design:

Joost Das

A closer look

Remember! The Yaester tile in neither Demon nor Soul. It has no color either.



No special action. You'll get the most voting power, but you'll be dependant on others to give you information.



Name a color, red, green or blue. All other players that have a Passenger in their hand of this color have to raise their hand. You don't have to.



Secretly look at any Passenger that has been placed in a boat this round. It is up to you to share this information, bluff or lie about it or say nothing.



Take an available Mask and place it on a facedown Passenger. When revealing this Passenger, whether Soul or Demon their color changes to that of the Mask's. When placed on Yaester it has no effect.



Select 2 other players. They must hand you 1 of their Passengers to inspect. Afterwards, hand the Passengers back to their owners, without others seeing.



Take 1 Voice from another player. That player may then secretly look at any Passenger played this round and place it back.



Reveal a Passenger that has arrived in the Afterlands by a boat (voted on in a previous round). You may not reveal a Passenger with a Mask token placed on it.



Give 1 of your Voices to another player. That player must truthfully announce to every player at the table, either the color or the faction (Soul, Demon or Yaester) of one of their Passengers. They may not lie.



Take the Master Coin. Then choose any player, other than you, to receive it.

Oh no! They know I'm a Demon Smuggler now.

While it is advantageous to hide your alliance to the Demons as long as possible, your team can definitely still win when you, or all your teammates get unmasked.