

P Rulebook

PASSENGERS



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

These lands however, are not for you. Nor for your colleagues. You are charged with the simple task of ferrying those deserving to the safety of the golden shores beyond. Maybe, someday, you will be able to join them. But only when your debt is deemed repaid.

There is, however, a promise of a shortcut. Dark whispers have let you know that, if enough demons can be smuggled into the Afterlands, a new order will be established. An order that 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 offer has ever been presented. So you wonder, would you ever be persuaded to take the deal? Have the others taken it already?

Content



12 Souls
4 green, 4 red, 4 blue



12 Demons
4 green, 4 red, 4 blue



1 Yaesther



15 Voices



10 Gift cards
for 5+ players



10 Gift cards
for 4 players



1 blue Mask
1 green Mask
1 red Mask



8 Voting tokens
& 1 Master Coin



3 Wolf boats
3 Raven boats



Setup

Playing with 4 players, some changes in Set-up and gameplay apply
 Read the green boxes if this is your player count

- Place the **first 2 boats** (marked *I* in the lower left corner) 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, within reach of all players



At 5 - 8 players
 use Gifts set I



At 4 players, use
 the special 4 player Gift set



Prepare the Passenger cards

Put the **Yaester** to the side. For a 5 or 7 player game, place it back in the box.

For a 5 or 6 player game, take out 1 Soul and 1 Demon from each color.

Make a **facedown** pile containing **only Souls** and another containing **only Demons**. Shuffle both piles. From the Soul and Demon pile make a third, mixed pile containing:



Number of players	Souls 	Demons 	Yaester
4	2	1	1
5	3	2	
6	3	2	1
7	4	3	
8	4	3	1

4 players: create the 'Shadow pile'

Make a fourth pile with 3 random Souls and 3 random Demons
 Shuffle the cards and place the Shadow pile next to the boats

Factions

Shuffle the mixed pile and deal one card to each player. The Passenger type they receive determines their faction.



Soul Guides



Players who receive a Soul will try and work with the other Soul Guides to get as many Souls to the Afterlands as possible

Demon Smugglers



Players who receive a Demon will work in secret with the other Demon Smuggler(s) to try and sneak Demons into the Afterlands



Yaesther



The player who received the Yaesther will play solo. This player scores a set amount of points at the end of the game (see p.10). To win, they must try to prevent the other factions from scoring too many bonus points.

The Demon's Gaze

At 4 players, skip this step

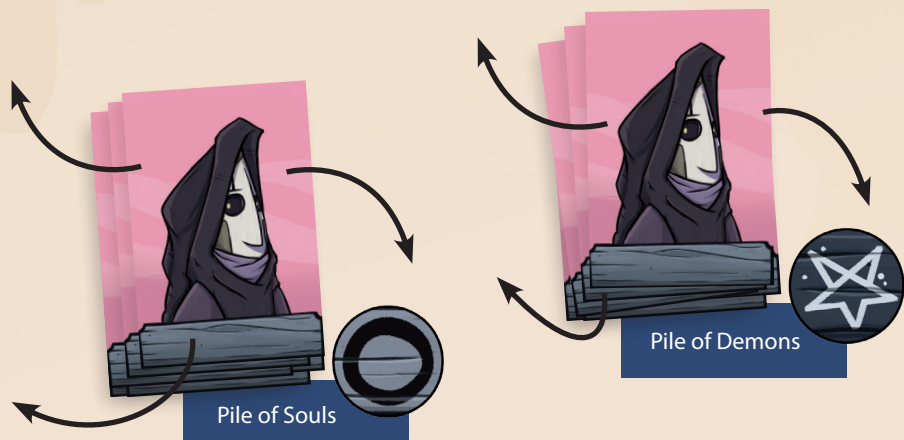
During the game only the Demon Smugglers will know who their partners are. They reveal themselves to each other in a secret meeting called the Demon's Gaze.

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 **Yaesther player is NOT a Demon Smuggler.**

Three Passengers

From the Soul pile, deal one card to each player. Then deal one card from the Demon pile to each player, so **every player holds 3 cards**.



The Master Coin

Give a random player the Master Coin. The Coin can change owner each Round. The player that holds the Coin starts the round and breaks ties in voting and end-scoring.



Overview and goal

Passengers is played over 3 rounds, consisting of 3 phases. Each round, two boats will get filled with Passengers, then special actions are taken granted by the Gifts collected at the boats. Finally all players vote on which boat should to be ferried to the Afterlands.

After 3 rounds, 3 boats have reached the Afterlands and all Passengers are revealed. Scoring starts. All Souls and Demons are counted, along with any bonus points that can be gained by cleverly placing the right color Passenger in the right spot. Faction with the most points wins! (see page 9-10).

In Passengers, you will need to carefully consider what you communicate and when. It is up to you to decide who you trust, when to bluff and when to hold your tongue. But certainly do not forget to share information about the color of the Passengers, because that's how your team gain vital bonus points.

How to play

Phase 1: Placing a Passenger

4 players: Placing a Shadow Passenger

Before the start of the Round, the player sitting to the right of the player with the Master Coin places the top card of the Shadow pile on any space on a boat of their choice.

Next, the player sitting to their right places the top card of the Shadow pile on a space on the other boat. Keep these cards face down

Starting with the player holding the **Master Coin**, and going clockwise around the table, players place one of their Passengers face down on an available space in one of the two boats.

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

NOTE! At 4, 5 or 6 players, a **maximum of 3 Passengers** can be placed per boat.

This phase ends when all players have placed 1 Passenger.



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

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

Phase 2: Using Gifts

In the second phase, the player holding the Gift with the lowest number goes first. Turns then continue ascending numerical order.

On your turn, perform the unique action as described on your card. This phase ends when the Gift with the highest number is used by the last player.



5 player game example

The player who chose the Chromatis goes first and performs the action on the card. This is followed by the player holding the Hamsa Hand, then the one holding the Scroll, then the player holding the Mask. After the action on the Master Coin is taken, the phase ends.

Phase 3: Voting

All players use their Voting token to secretly vote for either the Raven, 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 gets placed above the boat from round 1. The boat chosen in round 3 gets placed above the boat of round 2.

The boat and its Passengers that lost the vote is placed to the side. All cards 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 and place them in the center of the table. Return all the Voices and Gifts to 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. Souls and Demons now total their scores.

Scoring for the Soul Guides

Each Soul in the Afterlands is worth **1 point**. Soul Guides score bonus points for Souls of the same color in the same boat:

+ 1 for each boat with **2 Souls of the same color** in it

+ 2 for each boat with **3 Souls of the same color** in it

+ 3 for each boat with **4 Souls of the same color** in it



1

5

3

The Soul Guides score a total of 9 points

The Power of the Yaesther

The Yaesther player always scores a set amount of points, depending on player number.

- 4 player game = **6.5 points**
- 6 player game = **6.5 points**
- 8 player game = **8.5 points**

The Yaesther does not have to be in the Afterlands for this player to score points

Scoring for the Demon Smugglers

Each Demon in the Afterlands 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. They **do NOT** get a bonus points from adjacent Demons.



This Blue Demon is worth 1 point. The Soul she is adjacent to is now red because of the Mask, so she earns no bonus points



This Green Demon gets 1 bonus point, for a total of 2, because he is adjacent to a Green Soul



The red Demon is worth 3 points total, scoring a second bonus point from the masked Soul in the upper boat

The Yaesther Passenger counts as both a Soul AND a Demon. He will therefore score a point for the Soul Guides AND the Demon Smugglers if he is in the Afterlands.

Yaesther has NO color and can therefore only yield bonus points for any faction if he is wearing a Mask

Breaking ties

In case of a tie, the faction with the player holding the Master coin wins. If the Master Coin is not held by the tied factions, the Soul Guides win.

Tips for Demon Smugglers

Work together with you partner smuggler(s). Try to find out what colour Passenger they've played, use Gifts in a smart way to forge a plan without letting the other players know. Try to get others to confess what Passenger they've played without revealing what you are up to.

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.

Tips for the Yaesther player

The Yaesther needs to make sure neither the Soul Guides nor the Demon Smugglers get the too many of their Passengers across. Try to get a feel for which team is getting ahead.

Furthermore, try to prevent both other teams from getting too many bonus points. Disrupt this by creating confusion and distrust!

In some situations it is preferable to get the Yaesther to the Afterlands, in others it is better to prevent this by voting against the boat you have placed him in.

As with the Demon Smugglers, it is best to keep your identity hidden as long as you can. If you are uncovered, you still have a chance to win though!

A closer look

Terms

- **Passengers** Every Souls, Demons and Yaesther is considered a Passenger
- **Peek** Secretly look at a facedown Passenger in play, then return it face down
- **Secret** Do not communicate specific information to the other players
- **Reveal** Flip a Passenger card face up, for all to see
- **Silence** You are not allowed to communicate with the other players
- **In play** Boats and Passengers that have been played in the current Round
- **Afterlands** All boats that won the vote are considered to be in the Afterlands
- **Type** There are 3 types of Passengers; Souls, Demons and Yaesther
- **Confess** If you must confess, you are not allowed to lie or bluff
- **Shadow Passenger** Passenger placed blindly at the start of the Round

Reminder! In a 4, 5 or 6 player game, there is a maximum of **3 Passengers per boat**



Yaesther

The Yaester counts as both a Demon and a Soul, also when scoring for Soul Guides and Demons Smugglers.

He has no color, but can gain one by if he is wearing a Mask.

Masks

Passengers wearing a Mask in the Afterlife take on the color of the Mask and lose their original color.

