

# Joost Das

# PASSENGERS



*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 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. 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 repayed.*

*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 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 with a light border



1 Yaesther. Appears in 4, 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 (1)**, 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.

## Prepare the Passenger tiles

Put the **Yaester tile** to the side. This will come into play at 4, 6 or 8 player games. In a 5 or 7 player game, place it back in the box.

The changes in a 4 player game can be found on page 10 - 11.

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

Make a facedown pile containing only the 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
5	3	2	
6	3	2	1
7	4	3	
8	4	3	1

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



## Your Faction



### Soul Guides

Players who receive a Soul (white border) 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 (black border) 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). They must try to prevent the other factions from scoring too many bonus points.

From the Soul pile, deal one tile to each player. Then deal one tile from the Demon pile to each player, so every player holds 3 Passenger tiles.

## 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 Yaesther player is NOT a Demon Smuggler.

# How to play

## The Master Coin

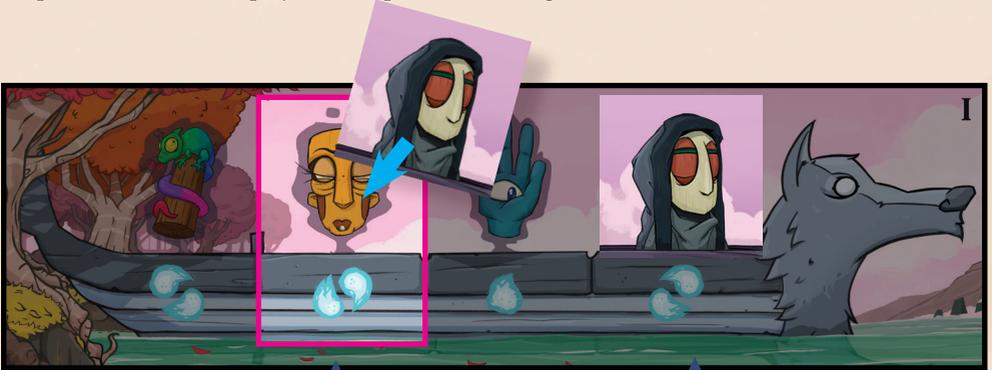


Give a randomized player the Master Coin. The Coin can change owner each Round. The player that holds the Coin starts the round and breaks ties in voting and end-scoring.

### 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 two boats. Take the Gift and the number of Voices corresponding with that space and place them in front of you. The Gift and the amount of Voices you have is open information to everyone. Play continues 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 use their Voting token to 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.

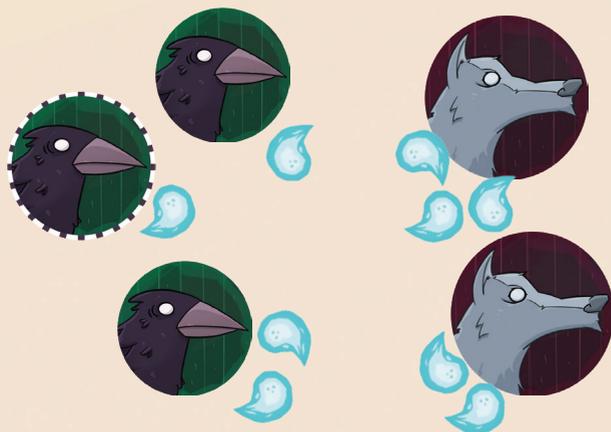
When all players have made their choice, everybody reveals their choice at the same time.

## 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 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 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 and place them in the center of the table. Return all the Voices 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 (in 4, 6 and 8 player games)

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

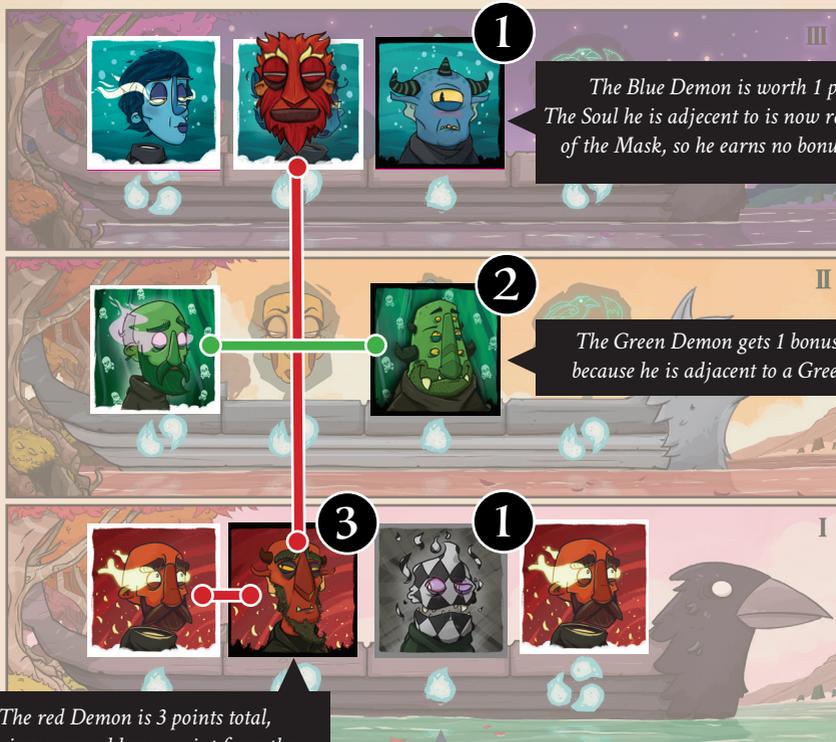
- 4 player game = **8 points**
- 6 player game = **7 points**
- 8 player game = **8 points**

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 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.



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

2  
The Green Demon gets 1 bonus point because he is adjacent to a Green Soul

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

1  
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 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.

## Changes for 4 players

At 4 players, Passengers gets another dynamic. No teams are formed. Instead, each player tries to achieve their own secret agenda, resulting in only one, individual winner.

### Setup

Use all the tiles in the game. Make 2 facedown piles. One containing only Demons, one containing only Souls. Put the Yaester tile aside.

Now form 4 unique **facedown** sets by taking tiles from the Soul, Demon or Yaesther piles.

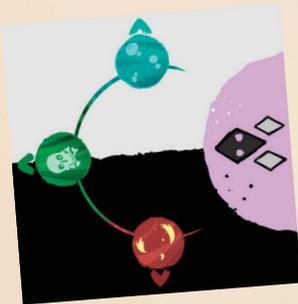
	Souls	Demons	Yaesther
<i>Soul Guide</i>	2		
<i>Demon Smuggler</i>		2	
<i>Tribalist</i>	1	1	
<i>Yaesther</i>	1		1



Randomize all 4 sets by having several players shuffle them. Every player takes one set and looks at them to find out what they are, a Soul Guide, a Demon Smuggler, the Tribalist or Yaesther. Deal 2 tiles from both the **Soul** and the **Demon** pile to each player, so that everyone has 6 passengers in hand.

### Your Agenda

Depending on the Passengers you receive, you will have a different agenda. Place your Agenda card facedown in front of you in such a way that yours points to the center of the table.



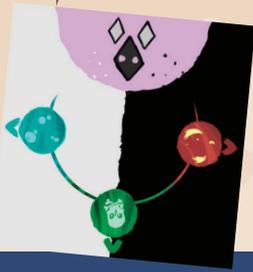
#### The Tribalist

*1 Souls and 1 Demons*

Chooses 1 color (red, green or blue) at the start of the game and points it to the center of the table.

Wins immediately if the Souls and Demons of the chosen color score higher than the other colors.

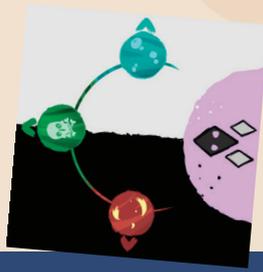
If the chosen color ties with another color, the Tribalist cannot win



### The Yaesther

*1 Soul and Yaesther*

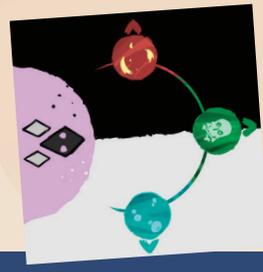
Points Yaesther symbol to the center of the table  
Always scores 9 points



### The Soul Guide

*2 Souls*

Points white side to center  
Wins if Souls score the highest



### The Demon Smuggler

*2 Demons*

Point black side to center  
Wins if Demons score the highest

## Gameplay changes

- Skip the 'Demon's Gaze' ritual, since there is only one Demon Smuggler.
- Each Round, players place 2 Passengers instead of 1. Starting with the player holding the Master coin and going around the table twice, players place one Passenger on their turn.
- Players now collect 2 Gifts, so they will be able to perform two actions per round.
- Collected Voices are added together

## End of the game: Reveal

All players reveal their Agenda card. Make sure that you flip horizontally, so that your agenda remains pointing toward the center of the table. Then, all Passengers are revealed and scored as normal.

A Tribalist win.

- For each color, score the points earned by the Souls and the Demons.
- If the color chosen by the Tribalist scores the highest, the Tribalist wins. If this is tied for highest with another color, the Tribesman cannot win.

If the Tribalist did not win, score the Souls and Demons as normal (see page 8)

The Yaesther player always scores 9 points.

Player with most points wins. In case of a tie, player with the Master Coin wins. If that does not break the tie, the Soul Guide player wins.

## A closer look



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. Masks are the only way to give Yaester a color.



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.



Switch the position of two Passengers in play (not in the Afterlands), without flipping over the tiles.



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 reveal the Passenger they have played this round.



Take the Master Coin. The give it to any player, other than yourself.



## Yaesther

The Yaester tile counts as both a Demon and a Soul. He has no color.

## Masks

Passengers wearing a Mask in the Afterlife lose their original color. Masks are the only way to give Yaesther a color.



## Terms

- **Passengers** Souls, Demons and Yaesther in all colors
- **Secretly** Actions and Interactions performed without revealing information to other players
- **Reveal** Flip a Passenger tile face up
- **Afterlands** All boats that won the vote are considered in the Afterlands
- **In play** The Wolf and the Raven boat that are active in the current Round and all Passengers placed there are considered **'in play'**.

## 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.