

P 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



Souls can be recognised
by this icon



1 Yaesther



12 Demons
4 green, 4 red, 4 blue



Demons can be recognised
by this icon



10 Gift cards
for 5+ players



10 Gift cards
for 4 players



17 Voices



1 blue Mask
1 green Mask
1 red Mask



8 Voting tokens
& 1 Master Coin



3 Wolf boats
for Round I, II and III



3 Raven boats
for Round I, II and III

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



5+ player Gifts set I



At 4 players, use
 the special 4 player Gift set

Prepare the Faction deck

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

Make a **facedown** deck containing **only Souls** and another containing **only Demons**. Shuffle both decks. From the Soul and Demon deck, make the **Faction deck** containing:



Playercount	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 **Faction deck** and deal one card to each player. The Passenger type they receive from this deck 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 mischievous Yaesther will play solo. They will have to make sure that a balanced amount of Souls and Demons cross over to the Afterlands and that not too many bonus points are scored by the other factions

Three Rounds, three Passengers

Deal 1 card from the **Soul deck** to each player. Then deal 1 card from the **Demon deck** to each player. Place the left-over cards back in the box.

Each player should now have 3 passengers in total, one for each round of the game.



*For example: Soul Guides have
2 Souls and 1 Demon*

NOTE. You will use all 3 Passenger cards during the game, and they can be played in any order. The Passengers from the Faction deck has no special role while playing.

The Demon's Gaze

At 4 players, skip this step

The Demon Smugglers now reveal themselves to each other, without the Soul Guides and the Yaesther finding out who they are. This is done in the ritual of 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: ***Everybody, close your eyes.*** Count once more from 3 to 1 and say: ***Everybody, open your eyes.***



The Master Coin

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

You are now ready to play!

Overview and goal

Passengers is played over 3 rounds. Each round consists of 3 phases.

Each round, players will place a passengers in one of the 2 available boats. This grants them a certain **Gift** and a number of **Voices**. Then, players perform special actions, granted by their **Gift**. Finally all players use the power of their **Voices** to 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 (see p9-10). Faction with the most points wins!

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. Share too much and your faction might be in trouble. Share too little and you might miss out on 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 holding 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 in the other boat. Keep these cards face down. **Do not** collect Gifts or Voices when placing Shadow Passengers.

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. This phase ends when all players have placed 1 Passenger.

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

During this round you are free to tell the other players about the color and the type of passenger you have played, but you do not have to be honest about it. Sometimes it is better to not say anything yet.

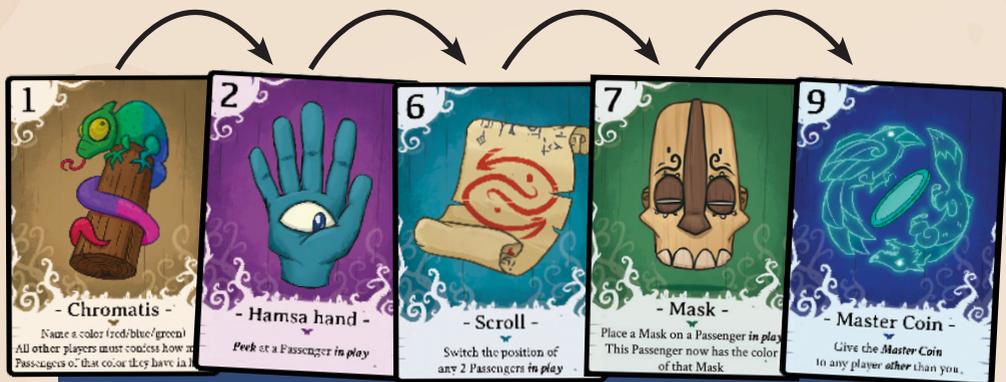


Placing a passenger here yields the Mask Gift and 2 Voices.

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

Phase 2: Using Gifts

Now, players use their obtained Gifts in ascending order. The player holding the Gift with the lowest number goes first, followed by the player with the second lowest number and so on. 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 has the **Chromatis** goes first and performs the action on the card. This is followed by the players holding the **Hamsa Hand**, the **Scroll** and then the **Mask**. The phase ends when the action of **Master Coin** card is performed by the last player.

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 holding 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. This part of the table is the Afterlands. If both boats receive an equal amount of **Voices**, the boat chosen on the Master coin wins.

The boat from round II gets placed above the boat from round I. The boat chosen in round III gets placed above the boat of round II.

The boat and its **Passengers** that lost the vote are discarded, along with any **Masks**.

All cards on both boats are kept face down.



*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 is set to the side.*

All passengers remain face down



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

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 bonus point for each boat with **2 Souls of the same color** in it

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

3 bonus points 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
When scoring, the Yaesther counts as both a Soul and a Demon, but has NO color.

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.



The Demon Smugglers score a total of 7 points

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.

Example Round

In this example round, we follow the actions of 5 players **Adrian**, **Brandon**, **Cloé**, **Darron** and **Evie**. Read what they **'SAY'** and **'what they think'**.

Passenger phase: Adrian holds the Master Coin, so he starts the round by placing a passenger from his hand in the Raven boat. He grabs the Canteen card and 3 Voices. The turn then passes to Brandon etc.



'Be honest with me everybody, I have all the voting power!'

1. Adrian

'I want to have a lot of influence in the voting phase'



'You can all trust me. Really. I've put a gentle Soul in the Wolf boat'

2. Brandon

I think we might get some bonus points if I cleverly place a Mask'



'I'm going full Sherlock Holmes! I'll find those Smugglers, easy'

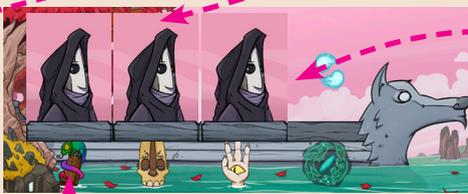
'I'll put my Soul next to yours Brandon. I trust you'

5. Evie

'Maybe Cloé can secretly show me which passenger she plans to play next round'

3. Cloé

'I'll try to convince Brandon into Masking my Demon here'



4. Darron

'For the upcoming rounds, I want to have an idea what colors the others are playing'



'I don't think we can trust Brandon, but I'll place my passenger next to his anyway'



Gift phase:

In numerical order, each player performs the special action described on their Gift card



'Everybody, tell me what you played please!'



Confession time!
Who's feeling blue?

Adrian

'The Canteen doesn't allow me to take a special action this round'

Darron

'I've got 2 blue Souls left in my hand. I need to know who might have a blue Demon'

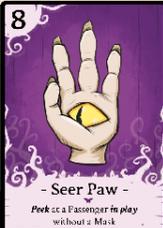


'I'm calling out Brandon and Cloé'



Evie

'I'll have Cloé show me a card, then I know what she might play next round'



'Evie played a Soul y'all!
You can trust her'

'Getting good vibes from Cloé.
I trust her'

Cloé

So my partner played a Demon. So she has 1 Soul and 1 Demon left for the coming rounds

Brandon

I'll place the red Mask on Cloé's Passenger, so we'll get bonus points for the same colored Souls

Voting phase:

Each player secretly chooses a boat to vote on and reveals their choice once everyone is ready



Adrian

'I'm only sure about the Soul I placed in the Raven boat'



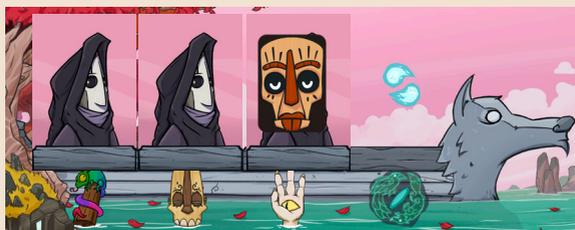
Brandon

'With the Mask I placed on Cloé's Passenger, I think the Wolf boat will score big for us'



Evie

'Cloé seems to have a plan, I think I should vote Wolf'



Cloé

'I tricked Brandon into masking my Demon. I will definitely vote Wolf'



Darron

'I got rid of my only Demon in the Wolf boat. I'm going Raven'



Both boats received 5 Voices, so the tie is broken by Adrian's Master Coin.



The Raven boat is placed in the Afterlands (right side of the table)
The Wolf boat gets discarded

Tips for Soul Guides

- Closely watch the decisions the others at the table make. What boat did they choose? And which Gift? Challenge them on their motivations.
- Know when to honestly share information on the Passenger you have played. Share too much too early and you might help the Smugglers. Share too little and you miss out on vital bonus points.



Tips for Demon Smugglers

- Closely watch what your partners do. What could they plan with the Gift they chose? What did they say during the round?



- Try to find out where the Souls are placed and what color they are. Clever positioning of your demons is very important!
- While it is advantageous to hide your alliance to the Demons as long as possible, your team can still win when you, or all your teammates, get unmasked.

Tips for the Yaesther player

- Try to balance the amount of Souls and Demons crossing the river. Voting on the right boat can be crucial.
- If there is distrust or confusion about the color of the passengers in play, there is a lower chance that any of the other factions will score bonus points. That's good!
- Since the Yaesther has no color, he can prevent both teams from scoring bonus points. Try to figure out if he should go to the Afterlands or not.



Terms

- **In play** Both boats and the passengers that have been played in the current round
- **Passengers** Souls, Demons and the Yaesther
- **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
- **Afterlands** All boats that won the vote are considered to be in the Afterlands. They are **not** considered to be *in play*
- **Type** There are 3 types of passenger. 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

Reminders!

- Unless revealed by in-game effects, **passengers remain face down** until scoring.
- In a 4, 5 or 6 player game, there is a **maximum of 3 Passengers** per boat.
- You cannot retain any Voice(s) from one round to the next.
- Each color Mask can only be used once per game.
- The Yaesther is both a Demon and a Soul and will score 1 point for the Soul Guides and the Demon Smugglers if he is in the Afterlands.
- The Yaesther has **no color**, but can attain a color when wearing a mask.

