



THE TRAITORS

THE OFFICIAL BOARD GAME EXPANSION PACK RULES

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Game idea, design and development: Team Identity Games.

Colours and content may vary.



WARNING! This is an expansion to **THE TRAITORS: The Official Board Game** and cannot be played separately. Adventures can be played in any order.

THE TRAITORS: THE OFFICIAL BOARD GAME

EXPANSION PACK

RULES

The quest to uncover the Traitor continues in this expansion pack for **THE TRAITORS: The Official Board Game!** This expansion pack contains 6 thrilling new adventures, filled with surprising missions and armoury assignments.

HOW TO PLAY THIS EXPANSION PACK

The expansion pack is played according to the game rules of the board game, with 2 slight changes; during step 7 of the set-up: 7. **ROLE CARDS Adjustments:**– Replace the 5 Faithful Role Cards from the board game with those included with this expansion pack. Note: these new 5 Faithful Role Cards must replace the old Faithful Role Cards, as these may show some variations compared to the newer Traitor cards from the expansion pack. Instead of choosing an adventure deck that was included with the board game, choose one of the new adventure decks from this expansion pack. The Traitor Role Card should be on top. Do not turn the deck over or shuffle it! The rest of the set-up remains the same. Good luck and enjoy playing this expansion pack!