

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. There, a simple boat ride away, lies eternal bliss. Back on Earth, the mortals have many names for this place, but here they are known as the 'Afterlands'.

You and your fellow Ferriers have travelled to the shores of the Afterlands countless times, but have never been allowed to set foot there. Instead, it is your eternal task to drop off deserving Souls here, and immediately return to pick up more. For years and years, ages and ages, until the gods decide to relieve you from your task.

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 been serving 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 & Set up

Playing with 4 players, some changes in Set up and gameplay apply

Read the green boxes if this is your player count



Choose a *Gift Set* (Set I is recommended for you first play)

Place all 10 cards **face up** near the boats, within reach of all players



At 4 players, use the *special 4 player Gift set*



Place the *first 2 boats* (marked *I* in the lower left corner) in the center of the table



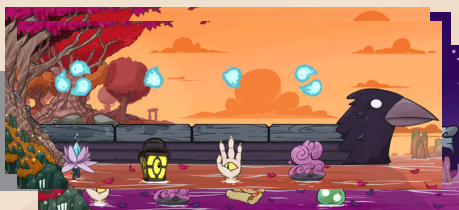
Place the 17 *Voices* next to the boats

Alternatively, you can place the *Voices* on the boats directly. Place as many as indicated



Place the 3 *Masks* near the boats

Put the 4 *remaining boats* to the side. These are used in later rounds





Give each player
1 *Voting token*



Randomly pick 1 player who
receives the Master coin

Passenger cards



Shuffle all 12 *Soul passengers* into a **face down** deck.
Souls come in green, red and blue
Souls can be recognised by the circle symbol



Shuffle all 12 *Demon passengers* into a **face down** deck.
Demons also come in green, red and blue
Demons can be recognised by the star symbol



Keep the *Yaesther passenger* separate
At 5 or 7 players, return it to the box,
he will not be used



Out of the Soul and Demon deck (and Yaesther card), create a **face down Faction deck**.
The number of passengers in the **Faction deck** should be equal to the number of players.

Playercount	Souls 	Demons 	Yaesther
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 secretly work together 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 leftover 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 passenger from the Faction deck has no special role while playing.

The Demon's Gaze

With 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.***

You are now ready to play!



The Master Coin

The player who holds the Master Coin has a more powerful position in the game. They will be the first to place a passengers at the start of a round. They also break ties in voting and final scoring. Ownership of the Master Coin can change each round however.

Overview and goal

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

Each round, players will place a passenger 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 which boat should to ferry its passengers 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). The 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.

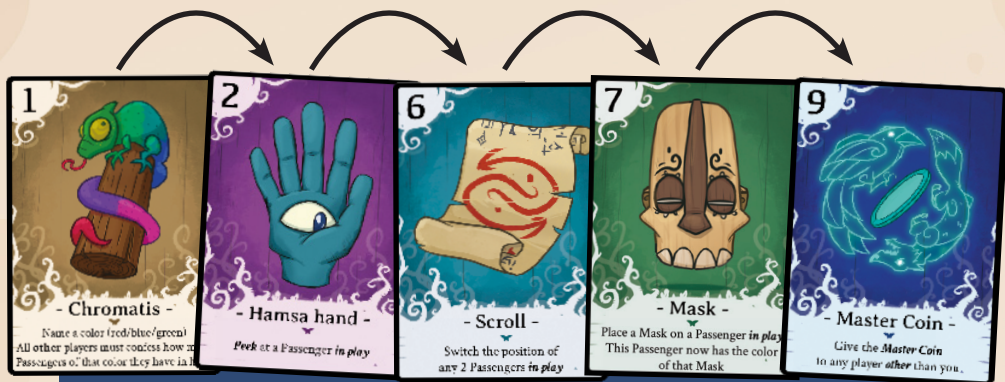
Important! At 4, 5 or 6 players, a **maximum of 3 Passengers** can be placed per boat

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.



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.

All boats and passengers played in the current round are considered 'in play'.
The boats (and its passengers) that won the vote in previous rounds are 'in the Afterlands'.

Phase 3: Voting

All players use their Voting token to secretly vote for either the Raven or the Wolf boat to ferry 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 your hand and hold it out to the middle of the table.

When all players have made their choice, everybody open their hand to reveal their choice at the same time.



Resolving the vote

Add up all the **Voices** from the players who voted for the **Raven boat**.

Add up 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 with 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 to ferry 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.

Note that all passengers wearing a **mask** are considered to be the color of the mask now.



Scoring for the Soul Guides

Each Soul in the Afterlands is worth **1 point**. The Soul Guides score bonus points for each boat that has multiple Souls of the same color in it:

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

2 bonus points 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*

Scoring for the Yaesther

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

- 4 and 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 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 from the green Soul he's adjacent to. He scores 2 points total.



This red Demon gets 2 bonus points. 1 from the red Soul to his left and 1 from the masked Soul in the upper boat.

The Yaesther counts as both a Soul AND a Demon. He will therefore score 1 point for the Demon Smugglers.

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**. Cloé and Evie are the Demon Smugglers. 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!'

Adrian

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



'Confession time! Who's feeling blue?'

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.'



Cloé

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

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



Brandon

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

'Getting good vibes from Cloé. I trust her.'

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'*



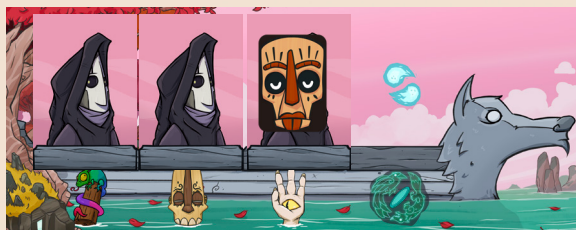
Brandon

*'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 team members, 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 face down 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 in previous rounds 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 color of a Mask replaces the original color of the passenger.
- 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.

