



PULL THE PIN
GAMES

GAME DESIGN:

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CONTENTS:

24 Integrity Cards
5 Equipment Cards
8 Reference Cards

ART:

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SETUP

The setup is the same as the base game except:

LATEST RULES

- 1 Integrity Cards:** Replace the base game Integrity card deck with the one from *Bombers & Traitors*.
- 2 Equipment:** Shuffle all of the *Bombers & Traitors* Equipment into the base game Equipment deck.
- 3 Reference Cards:** Replace each player's base game Reference card with the ones from this expansion.



BASE
GAME

1



BOMBERS &
TRAITORS



2



3



OBJECTIVE

A handful of Traitors and Bombers have taken advantage of the confusion and distrust in your precinct to further their own treacherous agendas. Before you eliminate the opposing leader, you must eliminate the Traitors and keep the Bombers alive.



NEW ROLES

YOU ARE A BOMBER

You are a Bomber if all 3 of your Integrity cards have a **BOMB** icon.



GET SHOT OR
ELIMINATE A
LEADER

You and all other Bombers win if you are shot by another player or if you eliminate the Agent or Kingpin with a Gun.

If you eliminate the Agent or Kingpin and there is at least one surviving Traitor, all Traitors also win.

YOU ARE A TRAITOR

You are a Traitor if all 3 of your Integrity cards have a **KNIFE** icon.



SURVIVE UNTIL
A LEADER IS
ELIMINATED

You and all other Traitors win if you are alive when the Agent or Kingpin is eliminated.

If the Agent or Kingpin was eliminated by being shot by a Gun held by a Bomber, all Bombers also win.