

# Secret Hitler

French Deck Adaptation

## 1 Setup

**The *Policy Deck*** Take the ACE through SIX of DIAMONDS, and shuffle them together with the ACE through JACK of HEARTS. These will be the *Policy* deck.

**The *Alignment Cards*** A JOKER CARD represents *Hitler*, SPADES Represent *Fascists*, and CLUBS represent *Liberals*. If a JOKER is not available, then the ACE OF SPADES can represent *Hitler*.

Construct a Deck consisting of the following cards based on the number of players. Always include *Hitler* in addition to the other cards.

Players	5	6	7	8	9	10
<b>Liberals</b>	3	4	4	5	5	6
<b>Fascists</b>	1	1	2	2	3	3

Table 1: Alignment Distribution

Each player should then draw an *Alignment Card*.

## 2 PreGame

A player takes initiative and will be the game host (usually the player who's deck is being used). This player should instruct everyone of the following, in order, allowing time for each action to take place. All players (the host included) should perform the actions described by the host.

**For 5 to 6 players,** give the following instructions to all players.

1. "Everyone close your eyes."
2. "*Fascists* and *Hitler*, open your eyes and acknowledge each other."

3. [Take a long pause]
4. "Everyone close your eyes"
5. "Everyone open your eyes."

**For 7 to 10 players,** give the following instructions to all players.

1. "Everyone close your eyes and extend your hand into a fist in front of you."
2. "*Hitler* keep your eyes closed but put your thumb into a thumbs-up gesture"
3. "All *Fascists* who **are not** *Hitler* should open their eyes and acknowledge each other."
4. "*Fascists*, take note of who has extended their thumb. That player is Hitler"
5. [Take a long pause]
6. "Everyone close your eyes and put your hands down."
7. "Everyone open your eyes."

*Fascists* should now know who the other *Fascists* are, and who *Hitler* is. *Hitler* and the *Liberals* should know nothing but their own *Alignment*.

## 3 Play Begins

### 3.1 The First Turn Election

**The President** is assigned to be either the Host, or the person who was Hitler last time this group played.

**The Chancellor** is given to a player of the *Presidents* choosing.

### 3.2 Election

**The President** is given to the player clockwise of the previous president.

**The Chancellor** is selected by the president. They may not have been a member of the previous government. (NB: In a **5 player game**, the last president is eligible to become chancellor. In all other games they are not.)

**The Vote** every player must cast a vote by moving their hand out in front of them. An open palm represents a “Ja!” vote. A closed fist represents a “Nein!” vote. **If more than 50% of the group votes “Ja!”**, this government is Elected. If three or more *Fascist* policies have already been implemented, ask the new Chancellor if they are Hitler; if they are Hitler, they must reveal themselves and the game ends in a *Fascist* victory.

If no government is elected, repeat the *Election* with a new president.

If there are three failed elections in a row. The top card from the *Policy Deck* is revealed and implemented immediately.

## 4 Legislative Session

**Choosing Legislature** The *President* draws the top three policy cards from the policy deck. discards one face down, and gives the remaining two to the *Chancellor*.

**What to do?** The *Chancellor* selects one policy, and enacts it by placing it face up in the centre of the table. They must then discard the other card face down.

**What did it do!** Depending on the number of players, and the number of policy cards already in effect, newly placed *Fascist* cards will have an effect. *Liberal* cards do nothing. See Table 2.

Cards	5-6	7-8	9-10
1	None		Investigate
2	None	Investigate	
3	Peek	Elect	
4	Execute		
5	Execute Veto		
6	Fascists Win		

Table 2: Fascist Card Effects

Liberals win if they can execute 6 *Liberal Policies*

The policies have the following effects.

Name	Definition
Investigate	All players close their eyes apart from the <i>President</i> and a player of the presidents choosing. That player must then either put their thumbs up for <i>Liberal</i> , or down for <i>fascist</i> ( <i>Hitler</i> counts as a <i>Fascist</i> ). The <i>President</i> tells everyone when they may open their eyes again.
Election	The <i>President</i> may choose any player to be the president in the next election. Players elect as usual. After that turn, the presidency returns to where it would have been had a special election not happened.
Peek	The <i>President</i> may look at the next three cards in the <i>Policy Deck</i> , then place them back on to the <i>Policy Deck</i>
Execute	The <i>President</i> selects a player to kill. They are no longer in the game.
Veto	From now on, The <i>Chancellor</i> may Veto the <i>Policy</i> cards passed to them by The <i>President</i> . If the <i>President</i> consents, both <i>Policy</i> cards are discarded.

Table 3: Policy Effects