

# SECRET JESUS

In SECRET JESUS, players are split into two groups:

- **Jews:** Jesus, Peter, Judas, one or more Apostles, and Mary.
- **Romans:** Pilate and Procula.

Each role within a group wins if specific conditions are met:

- **Jesus** wins if Romans fail to kill him.
- **Apostles, Peter, and Mary** win if Jesus survives and they find Judas.
- **Judas** wins if Romans kill Jesus and the Apostles fail to find Judas. Alternatively, Judas wins if 3 Chapters of the Gospel fail.
- **Pilate and Procula** win if Jesus dies.

Jesus, Apostles, Peter, and Mary play together and try to hide Jesus' identity from the Romans. Judas has to try to communicate Jesus' identity to the Romans while avoiding being discovered by the other Jews. Romans want to find Jesus.

The game unfolds in 3 phases:

- [Setup](#), when secret roles are dealt out.
- [Gospel](#), as players reenact Jesus' final days.
- [Crucifixion](#), where the Jews unmask the betrayer and Romans crucify one Jew.

## SETUP

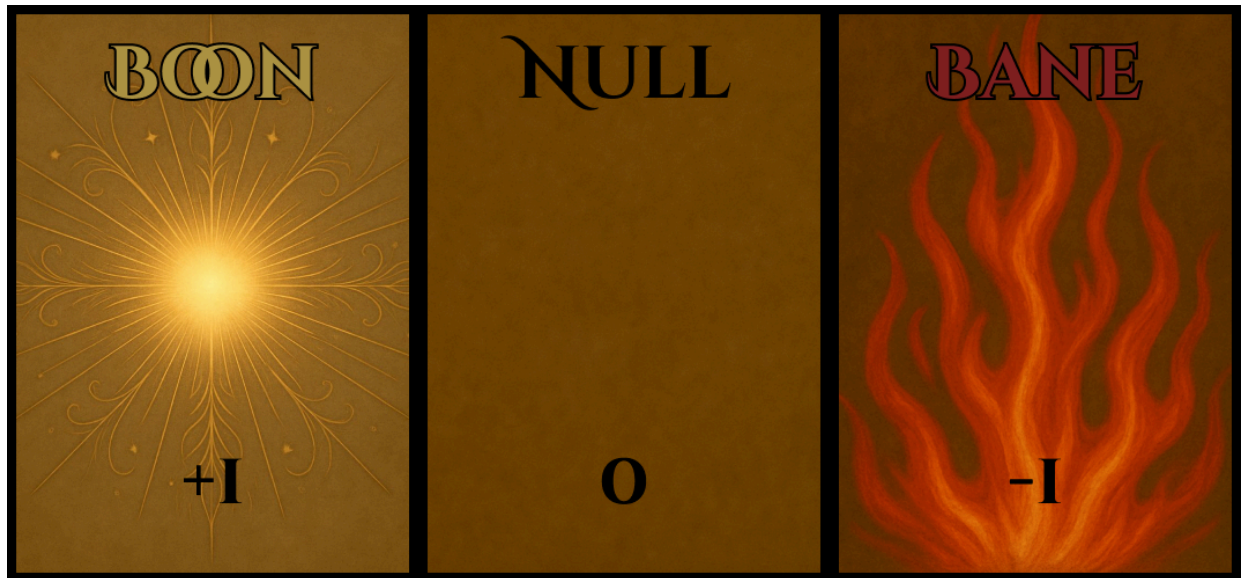
Prepare one bundle of cards for each player, putting the cards into a single sleeve so they stay together. Each bundle contains six cards: one **role card** and five **Prodigies** for Jew roles, or one role card and five [Chapters](#) for Roman roles.

The starting roles are **Jesus, Judas, Peter**, one **Apostle**, and **Pilate**. Other roles are added depending on the number of players.



Players	Jews	Romans
5	Jesus Judas Peter Apostle	Pilate
6	+ Apostle	
7	+ Mary	
8		+Procula
9+	+ Apostles	

Each Jew role is given 5 Prodigies, which are used to participate in [Chapters](#) in the [Gospel](#) phase. Prodigies represent the power of the Jews. They include **Boons**, **Banes**, and **Nulls**.



- **Jesus** has 5 Boons, no Banes, and no Nulls.
- **Peter** has 1 Boon, 2 Banes, and 2 Nulls.
- **Judas** has 1 Boon, 3 Banes, and 1 Nulls.
- **Mary** has 2 Boons, no Banes, and 3 Nulls.
- Each **Apostle** has 1 Boon, no Banes, and 4 Nulls.

Each Roman role is given 5 [Chapters](#):

- **Pilate** has the Fish Catch, Transfiguration, Wedding at Cana, Walk on Water, and The Last Supper Chapters.
- **Procula** has the Sermon on the Mount, Resurrection of Lazarus, Feeding the Multitude, Healing of the Blind, and Palm Sunday Chapters.

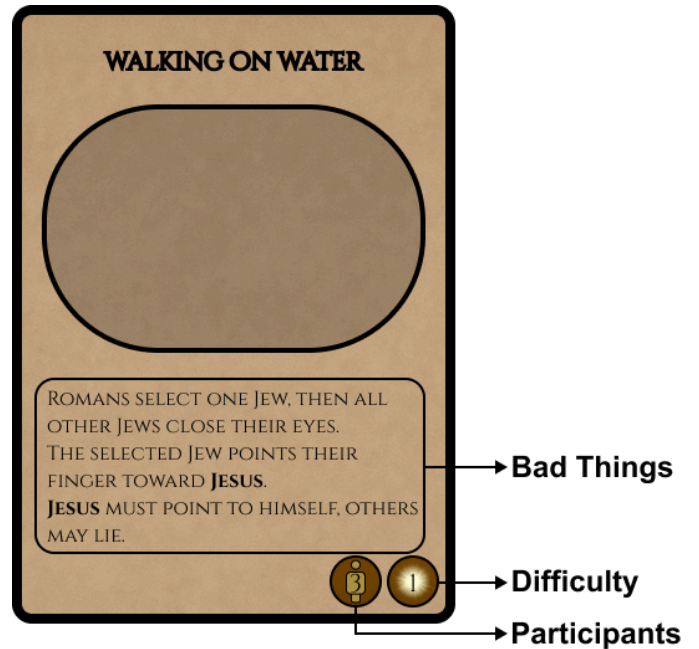
Shuffle the packets and deal one to each player. Pilate and Procula then turn their character cards face-up for all to see and close their eyes. Finally, Jesus reveals himself only to the other Jews. Afterwards, the game moves to [Gospel](#).

## GOSPEL

The Gospel is the heart of the game. It unfolds one Chapter at a time: the Romans choose any Chapter from the available ones and hand it to the Jews; the last Chapter must be [The Last Supper](#). The available Chapters are those dealt to Pilate during setup; if Procula is in the game, her Chapters are included as well.

Each Chapter represents a distinct moment from the Gospel and is defined by the following elements:

- **Participants:** Indicates how many Jews take part in the Chapter and play a Prodigy.
- **Difficulty:** The minimum value needed to complete the Chapter successfully (more on this later).
- **Bad Things:** The negative consequences for not completing the Chapter successfully.



After the Romans play a Chapter, the Jews debate until a majority agrees on the participants. Afterwards, each participating Jew plays a Prodigy card face-down; the cards are then shuffled and revealed: each Boon counts as +1, each Bane as -1, and each Null as 0. If the total is greater or equal than the **Difficulty**, the Chapter succeeds; otherwise, the Chapter fails. In such a case, the **Bad Things** written in the Chapter are applied.

**If this is the third failed Chapter, Judas reveals himself: he won and all other Jews lost. Bad Things from the failed Chapter are still applied if relevant and Romans can then proceed to select Jesus (like in the Crucifixion) to win as well.**

## The Last Supper

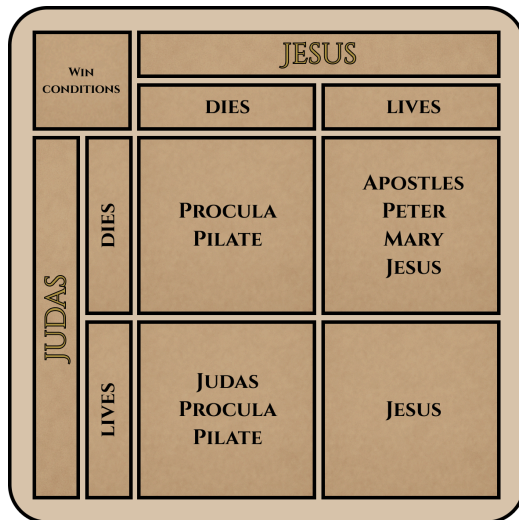
After the 4th Chapter is completed, Romans present one final Chapter to the Jews: The Last Supper. This is a special Chapter that must always be played last. Everyone has to participate (exception: if a Jew was arrested as part of the previous Chapter's Bad Things, they cannot participate). The Last Supper's Difficulty is equal to the number of Jews divided by two, rounded down.

After The Last Supper is done, the game moves to [Crucifixion](#). Here again, if The Last Supper failed and it was the third failed Chapter, Judas wins and the Romans must try to find Jesus.

## CRUCIFIXION

This is the last part of the game and it plays out like this:

- The Romans decide which player they will crucify, trying to find Jesus. They don't reveal their choice, but commit to it (for instance, they write it on a piece of paper).
- After a public discussion, the Jews select one of them, trying to find Judas.
- Once an agreement is reached, the cards of the two selected players are revealed



**Jesus** wins if Romans failed to select him.

**Apostles, Peter, and Mary** win if Jesus survives and they have unmasked Judas.

**Judas** wins if Romans selected Jesus and the Apostles failed to find him.

**Pilate and Procule** win if Jesus dies.

**Note:** If the Jews selected Jesus, they would lose as if Romans selected him (Judas could still win if Romans don't select him).

## CREDITS & LICENSE

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	Name	Participants	Difficulty	Bad Things
Pilate	Fish Catch	2	0	For the rest of the game, Banes count as -2.
	Walk on Water	3	0	The next Chapter doesn't need a majority vote to happen: Romans decide who picks the participants and this person <i>has</i> to participate.
	Transfiguration	3	1	Jews discard cards equal to the number of Chapters they didn't participate in, remaining with one card for each Chapter left. The discarded cards are shuffled and revealed to the Romans.
	Wedding at Cana	3	1	Romans ask a single Yes or No question to a Jew. Jesus can't lie, other Jews can. That Jew can't participate in the next Chapter.
	The Last Supper	All	Special	Romans select one Jew, then all Jews close their eyes. The selected Jew points their finger toward Jesus. Jesus must point to himself, others may lie.
Procule	Sermon on the Mount	4	1	Romans ask a single Yes or No question to a Jew. Jesus can't lie, other Jews can. That Jew can't participate in the next Chapter.
	Resurrection of Lazarus	4	2	Jews close their eyes, then anyone can open their eyes and reveal a Prodigy of their choice to every other player with the eyes open (including Romans). Prodigies are revealed at the same time.
	Feeding the Multitude	5	2	Everyone closes their eyes, then Peter and Judas open their eyes. Peter switches sides: he wins with the same conditions as Judas (but doesn't if three Chapters fail). Other Jews can find either one to win.
	Healing of the Blind	5	2	Participants to the next Chapter are chosen by the Romans.
	Palm Sunday	6	3	Romans can crucify two Jews at the end of the game.