

# SECRET HITLER

**PRINT AND PLAY.**

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Adapted from Tabletop Simulator port © 2015 FragaholiC, at <https://steamcommunity.com/sharedfiles/filedetails/?id=584715565>

Adapted from print-and-play Secret Hitler © 2016–2019 Goat, Wolf & Cabbage, at <https://secrethitler.com>



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# President

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HERE

## ELECTION

- Nominate a Chancellor; members of the last elected government are not eligible.
- Get at least 50% of the table to vote 'ja!'
- Hitler can only seize power if three Fascist Policies are already out at the moment he's elected Chancellor.

## LEGISLATIVE SESSION

- Draw 3, Discard 1, Pass 2.
- Don't speak while in session.
- After a law is enacted, you may discuss (or lie about!) what policies you drew, discarded, and passed.

## EXECUTIVE ACTION

- Presidential Powers do not carry over between rounds.
- The sitting President has the final say and MUST exercise any power granted to him.
- You are free to discuss (or lie about!) the results of an Investigation.

# CHANCELLOR

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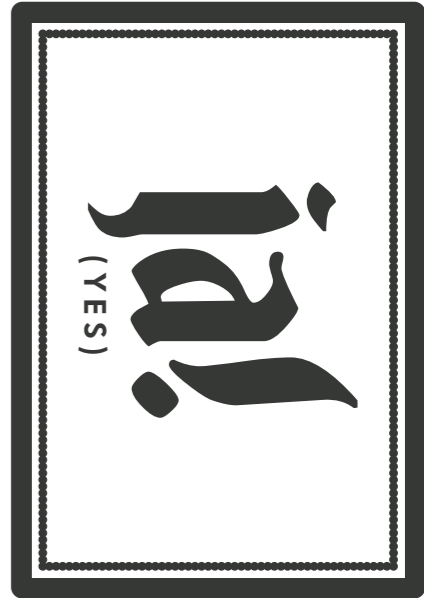
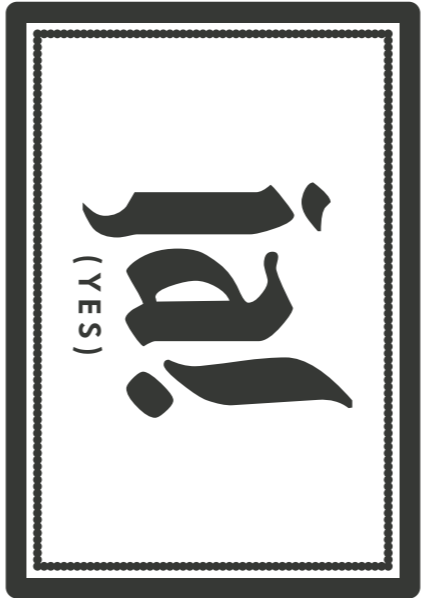
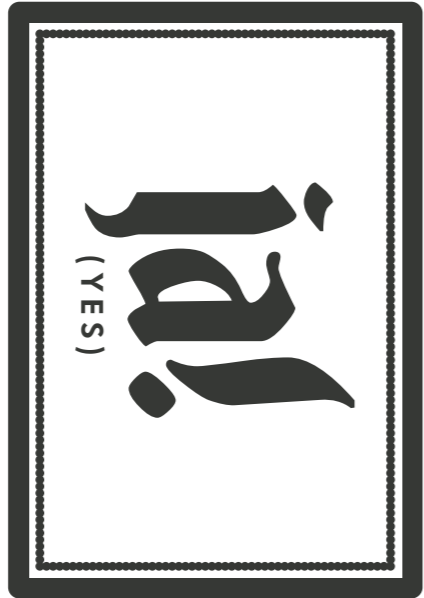
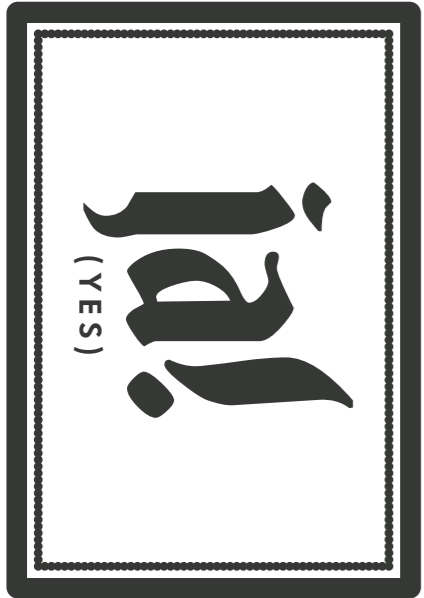
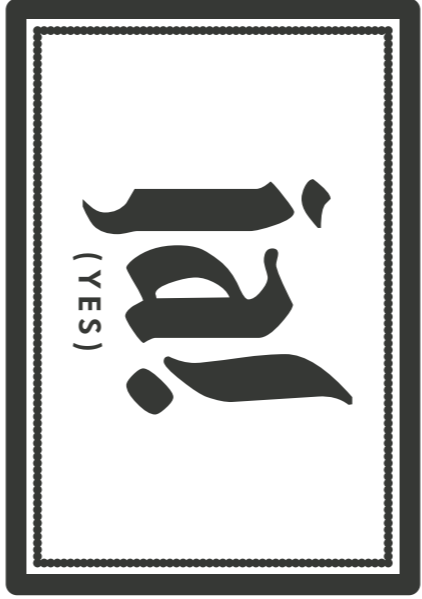
## ELECTION

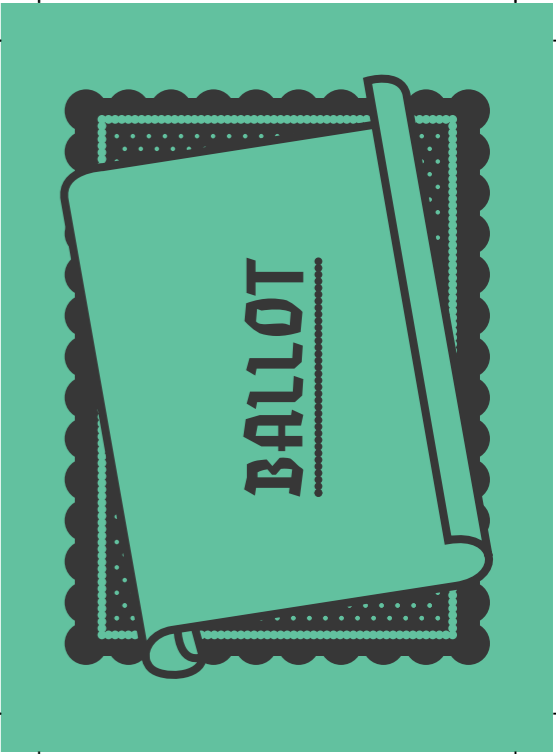
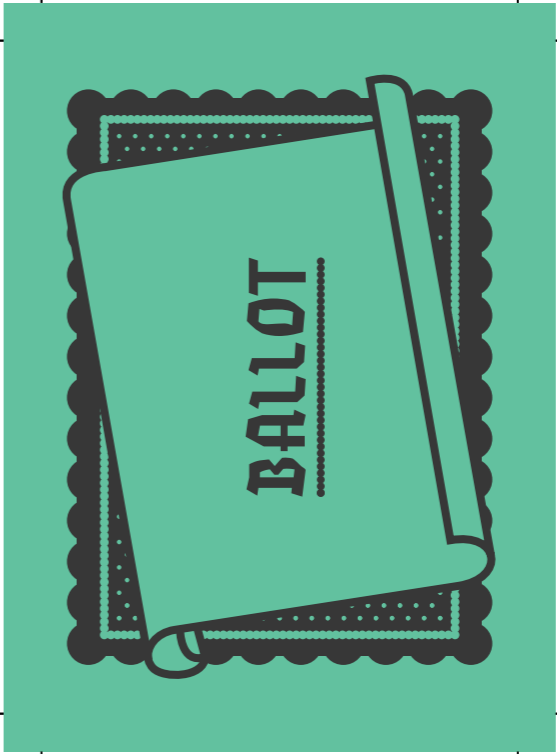
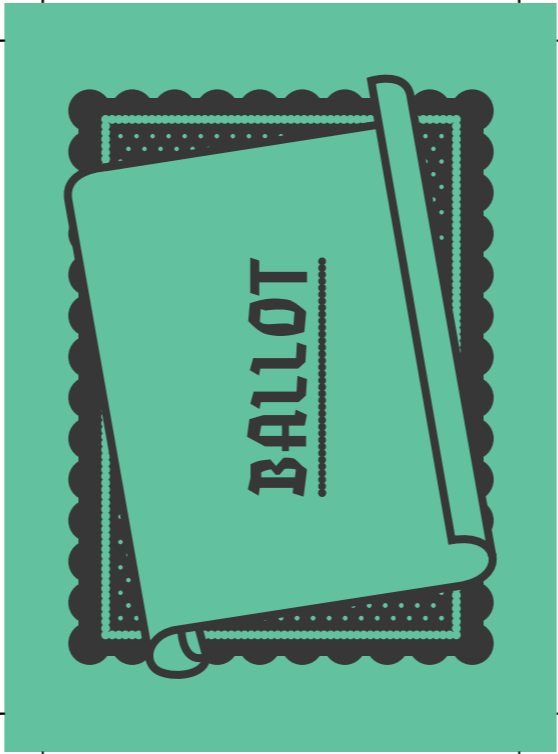
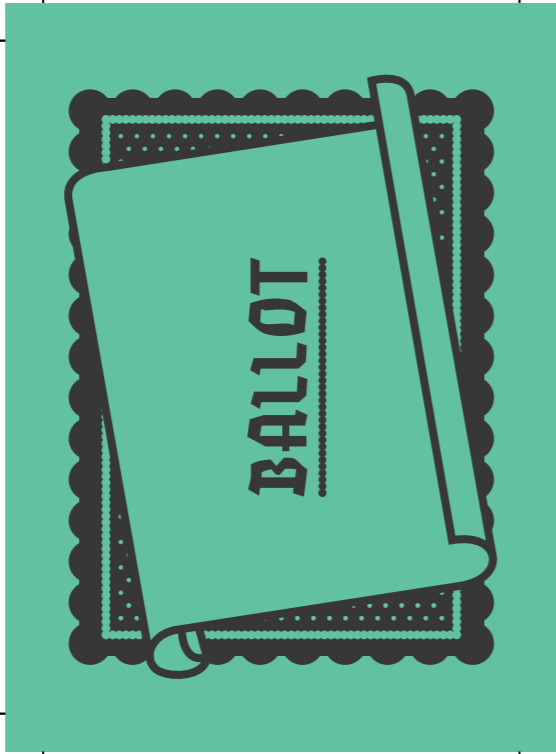
- Hitler can only seize power if three Fascist Policies are already out at the moment he's elected Chancellor.

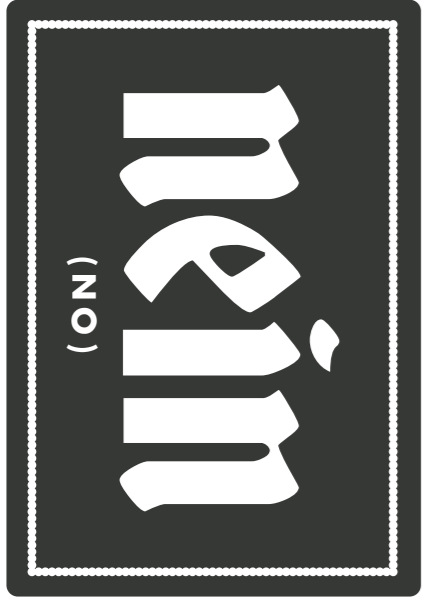
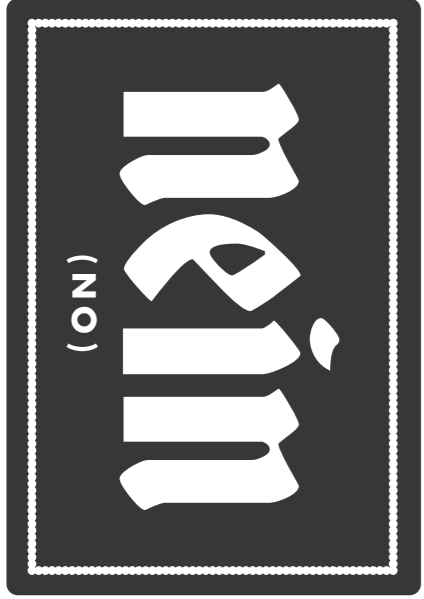
## LEGISLATIVE SESSION

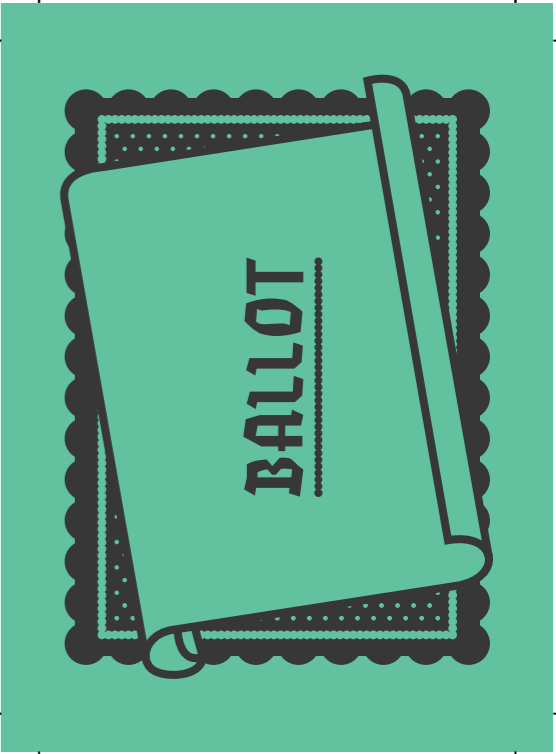
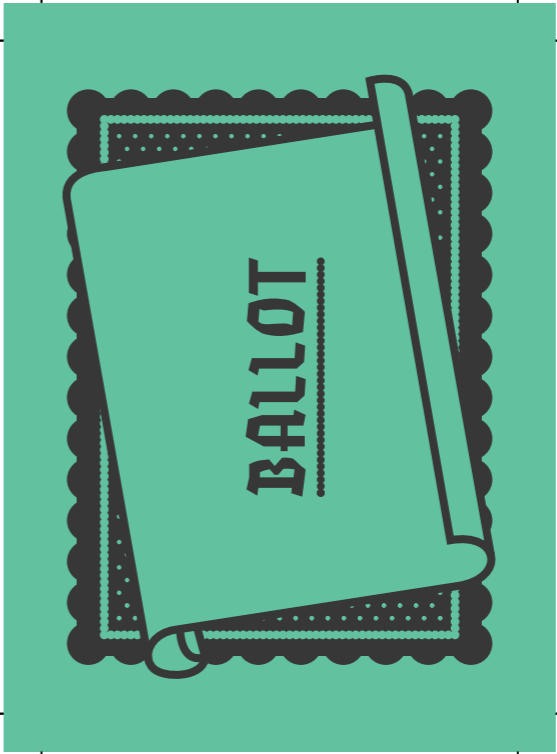
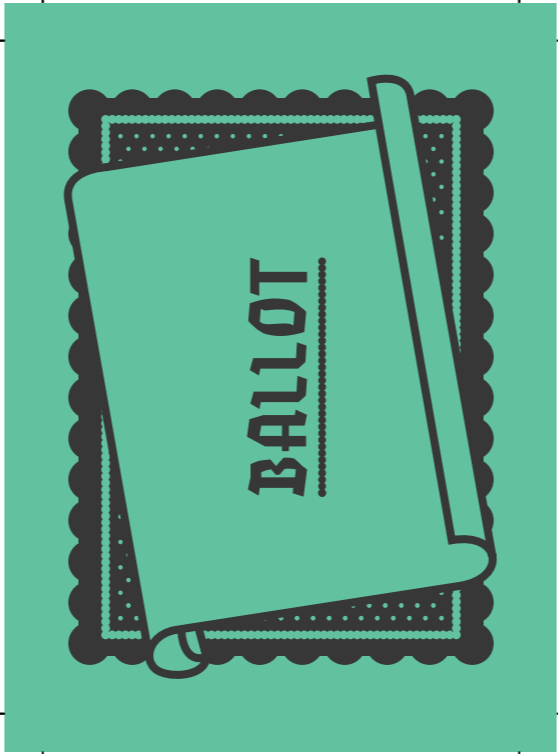
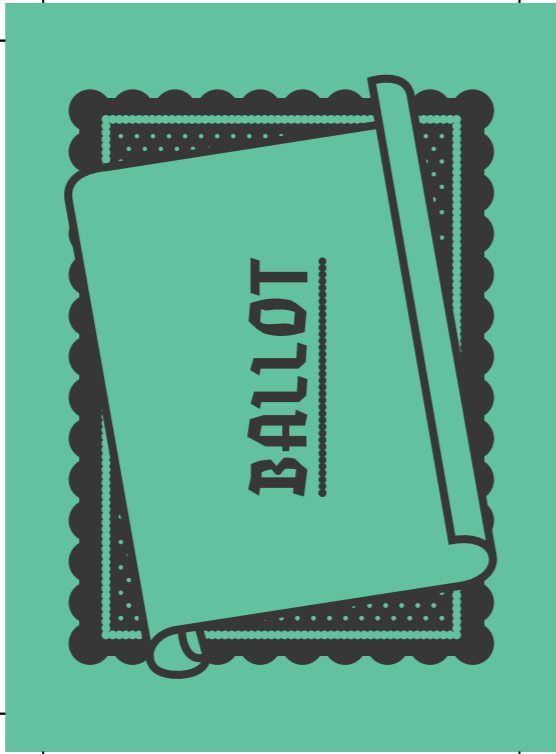
- Receive 2 policies, Discard 1 face-down, enact 1 face-up.
- Don't speak while in session; only once you've enacted a policy face-up can you discuss (or lie about!) what policies you were passed.

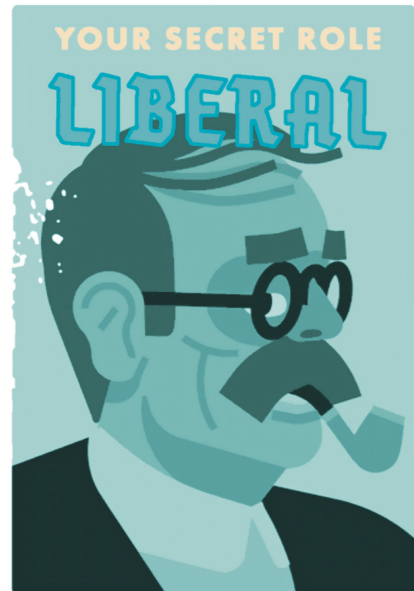
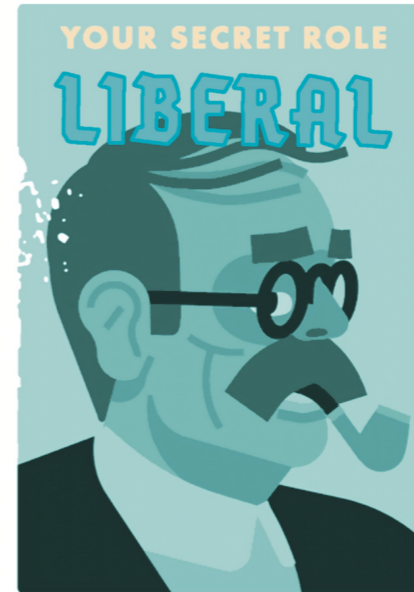
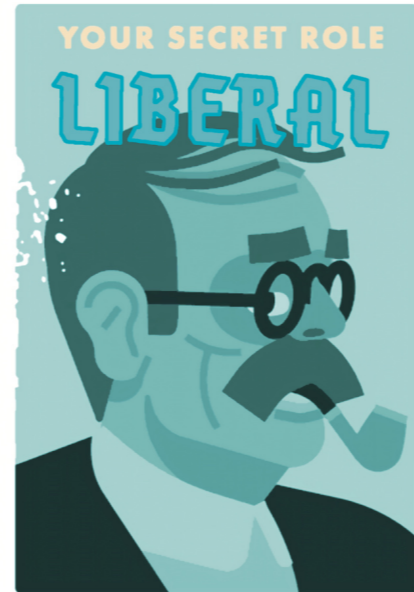
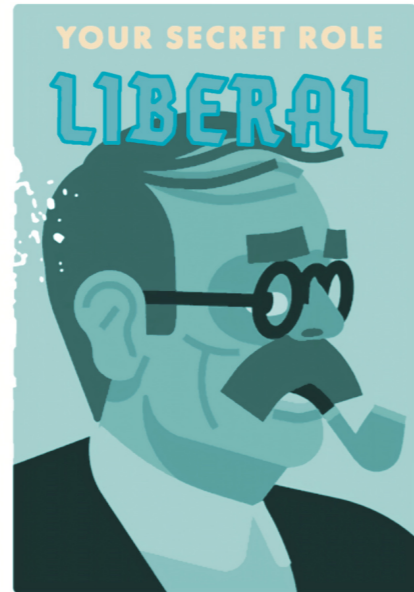
















PARTY MEMBERSHIP



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PARTY MEMBERSHIP



FASCIST

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FASCIST

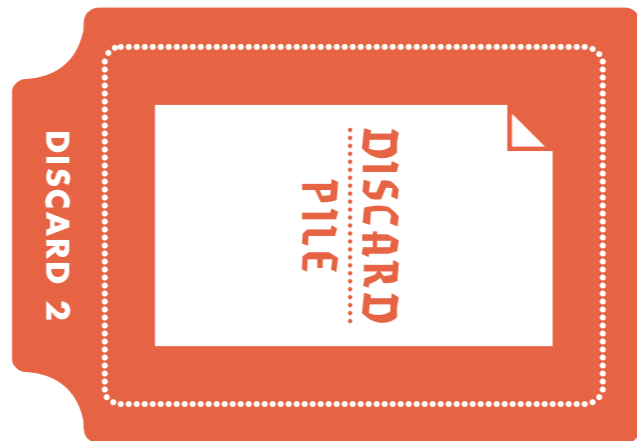
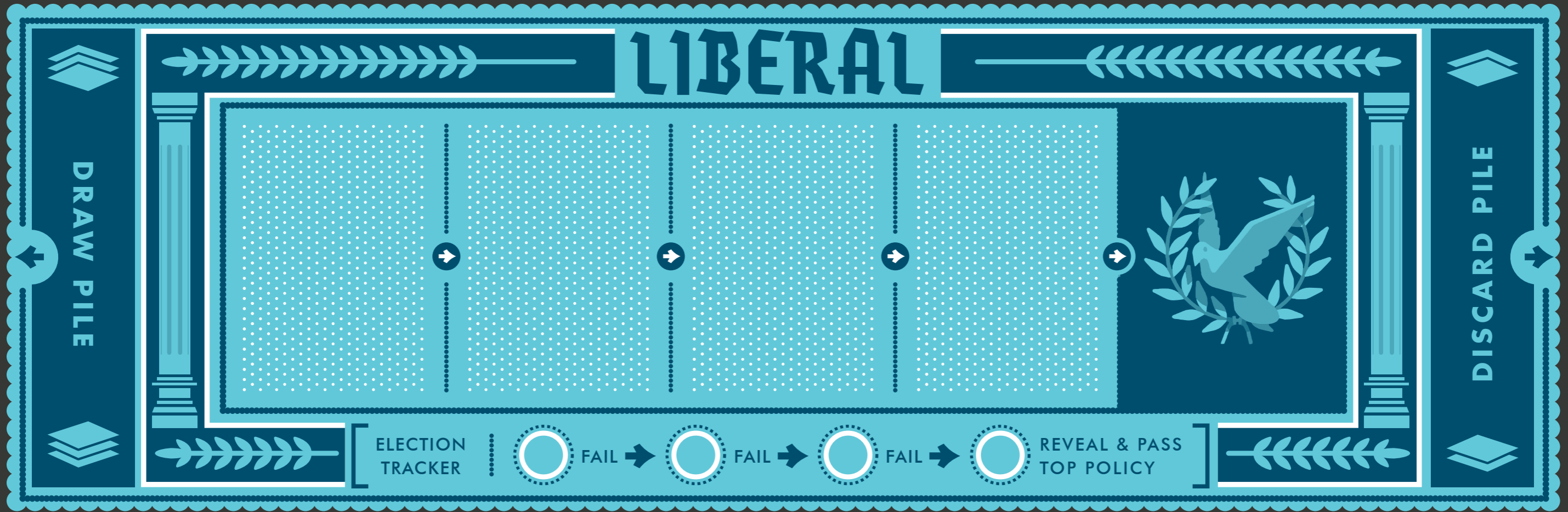
PARTY MEMBERSHIP



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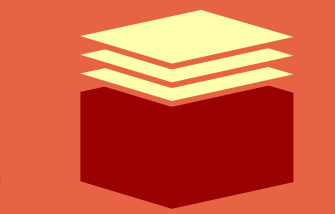
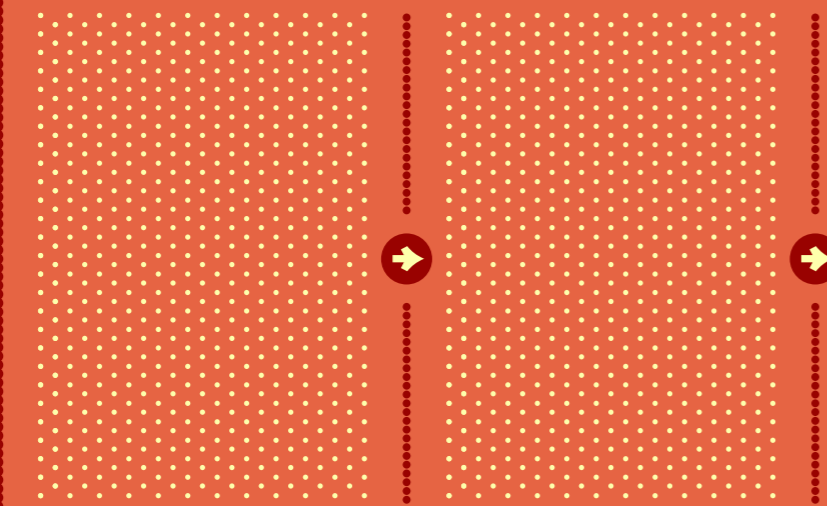




**SECRET  
HITLER**

# FASCIST

FASCISTS WIN IF HITLER IS ELECTED CHANCELLOR



THE PRESIDENT EXAMINES THE TOP THREE CARDS.



THE PRESIDENT MUST KILL A PLAYER.



THE PRESIDENT MUST KILL A PLAYER.  
VETO POWER IS UNLOCKED.



5 OR 6 PLAYERS: PLAY WITH 1 FASCISTS AND HITLER, HITLER KNOWS WHO THE FASCIST IS.

**SECRET  
HITLER**

# FASCIST

FASCISTS WIN IF HITLER IS ELECTED CHANCELLOR



THE PRESIDENT INVESTIGATES A PLAYER'S IDENTITY CARD.



THE PRESIDENT PICKS THE NEXT PRESIDENTIAL CANDIDATE.



THE PRESIDENT MUST KILL A PLAYER.



THE PRESIDENT MUST KILL A PLAYER.  
VETO POWER IS UNLOCKED.



7 OR 8 PLAYERS: PLAY WITH 2 FASCISTS AND HITLER, HITLER DOESN'T KNOW WHO THE FASCISTS ARE.

**SECRET  
HITLER**

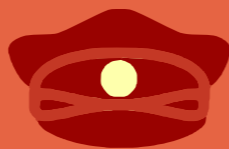
# FASCIST



THE PRESIDENT INVESTIGATES A PLAYER'S IDENTITY CARD.



THE PRESIDENT INVESTIGATES A PLAYER'S IDENTITY CARD.



THE PRESIDENT PICKS THE NEXT PRESIDENTIAL CANDIDATE.



FASCISTS WIN IF HITLER IS ELECTED CHANCELLOR



THE PRESIDENT MUST KILL A PLAYER.



THE PRESIDENT MUST KILL A PLAYER.  
VETO POWER IS UNLOCKED.



9 OR 10 PLAYERS: PLAY WITH 3 FASCISTS AND HITLER, HITLER DOESN'T KNOW WHO THE FASCISTS ARE.

**SECRET  
HITLER**