

THE HIDDEN WORD - RULEBOOK

Introduction

Welcome to The Hidden Word, a thrilling social deduction game where communication is key and deception is your weapon. In each game, players are assigned secret roles: Villagers who know a shared secret word or image, Imposters who must blend in without knowing the secret, and a mischievous Jester who wins by getting voted out.

Roles

Villager:

- Knows the secret word/image.
- Goal: Eliminate all Imposters.

Imposter:

- Does NOT know the word/image.
- Goal: Blend in, kill one player each round, and survive until Imposters equal or outnumber Villagers (Jesters excluded).

Jester:

- Does NOT know the word/image.
- Goal: Get executed during interrogation.
- Wins immediately (solo) if executed.
- Neutral role. Does not count as Villager or Imposter for win conditions.

Game Rounds

Each round has 3 phases:

1. Discussion Phase (~4 minutes):

- Players casually discuss the secret without revealing it outright.

2. Interrogation Phase:

- Any player may accuse another.
- Ask up to 3 Yes/No questions.
- Voting outcome:
 - > Majority = Accused is executed.
 - > Tie or minority = Accuser is executed.

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- If the Jester is executed, the game ends instantly with a Jester win.

3. Imposter Kill Phase:

- Imposters secretly choose one player to kill.
- No roles are revealed on death.

4. Begin the next round.

Victory Conditions

- Villagers win if all Imposters are eliminated.
- Imposters win if their number equals or exceeds the number of Villagers (Jesters excluded).
- Jester wins immediately if executed during an interrogation.