

Rules to:

Sith Imperative

The Grand Plan, also known as the Sith Imperative, is a plot by the Order of the Sith Lords that has been centuries in the making. The Plan is a precise formula for eradicating the Jedi Order, tearing down the Galactic Republic, and replacing both with a Sith-ruled galaxy.

Now, the time has come for the Sith Lord Darth Sidious, publicly known by the name of Senator Sheev Palpatine, to finally put the Sith Imperative into action. By dividing the galaxy and plunging it into war and chaos, Darth Sidious hopes to unite it under the iron fist of the First Galactic Empire, under the rule of Emperor Palpatine.

Yet, hope still remains for democracy to prevail in the galaxy...

OVERVIEW

At the beginning of the game, each player is secretly assigned to one of three roles:

Loyalist, Separatist, or Palpatine. The Loyalists have a majority, but they don't know for sure who anyone is; Separatists must resort to secrecy and sabotage to accomplish their goals. Palpatine plays for the Separatist team, and the Separatists know Palpatine's identity from the outset, but Palpatine doesn't know the Separatists and must work to figure them out.

The Loyalists win by enacting five Loyalist Policies or killing Palpatine. The Separatists win by enacting six Separatist Policies, or if Palpatine is elected Vice Chair after three Separatist Policies have been enacted.

Whenever a Separatist Policy is enacted, the government becomes more powerful, and the Supreme Chancellor is granted a single-use power which must be used before the next round can begin. It doesn't matter what team the Supreme Chancellor is on; in fact, even Loyalist players might be tempted to enact a Separatist Policy to gain new powers.

CREATING AND CONNECTING TO A GAME

Each player should have a mobile phone or a laptop with a browser open. Additionally a public screen which is visible to every player is required. The game is created by opening the game page to the public screen, and creating a new game with the desired amount of players. Additional public screens can be registered to a game, if all the players are not able to see the public screen.

After the game is created, the game's name will be visible in the top-right corner of the screen. Players can use this code to join the newly created game. When players enter their player name's, make sure that each name is unique.

BEFORE STARTING A GAME

Before starting the game, every player should take a look at their role. The role card can be opened via clicking the button labeled "your role" on each players' screen on the bottom. *Do not reveal your role to anyone else.* Then, one of the players should

read the following instructions to all other players:

For games of 5-6 players, give the following directions to all players:

- Everybody close your eyes.
- Separatist and Palpatine, open your eyes and acknowledge each other.

[Take a long pause]

- Everyone close your eyes.
- Everyone can open your eyes. If anyone is confused or something went wrong, please tell the group now.

For games of 7-10 players, give the following directions to all players:

- Everybody close your eyes and extend your hand into a fist in front of you.
- All Separatists who are NOT Palpatine should open their eyes and acknowledge each other.
- Palpatine – keep your eyes closed but put your thumb out into a thumbs-up gesture.
- Separatists, take note of who has an extended thumb – that player is Palpatine.

[Take a long pause]

- Everyone close your eyes and put your hands down.
- Everyone can open your eyes. If anyone is confused or something went wrong, please tell the group now.

GAMEPLAY

Sith Imperative is played in rounds. Each round has an Election to form a government, a Legislative Session to enact a new Policy, and potentially an Executive Action to exercise governmental power.

ELECTION

1. Pass the Supreme Chancellor post

At the beginning of a new round, the Supreme Chancellor post is moved to the next player (below the last Supreme Chancellor) on the player list .

2. Nominate a Vice Chair

The Supreme Chancellor chooses a Vice Chair from the list of eligible candidates by using their game screen. The Supreme Chancellor is free to discuss Vice Chair options with the table to build consensus and make it more likely the Government gets elected.

Eligibility:

The last *elected* (not nominated) Supreme Chancellor and Vice Chair are “term-limited,” and ineligible to be nominated as Chancellor Candidate.

Term limits only affect nominations to the post of Vice Chair; anyone can be Supreme Chancellor, even someone who was just Vice Chair. If there are only five players left in the game, only the last elected Vice Chair is ineligible to be the next Vice Chair; the

last Supreme Chancellor may be nominated.

3. Vote on the government

Once the Supreme Chancellor has chosen an eligible Vice Chair, players may discuss the proposed government until everyone is ready to vote. Every player, including the government nominees, vote on the proposed government. Once everyone has voted, all votes are revealed simultaneously so that everyone's vote is public.

If the vote is a tie, or if a majority of players votes no:

The vote fails. The Supreme Chancellor misses this chance to form a government, and the Supreme Chancellor placard moves clockwise to the next player. The Election Tracker is advanced by one Election.

Election Tracker:

If the group rejects three governments in a row, the senate is thrown into chaos. The Policy on top of the Policy deck is enacted as the next policy. Any power granted by this Policy is ignored, but the Election Tracker resets, and existing term-limits are forgotten. All players become eligible to hold the office of Vice Chair for the next Election.

Any time a new Policy tile is played face-up, the Election Tracker is reset, whether it was enacted by the chaos in the senate.

If a majority of players votes yes:

The Supreme Chancellor and Vice Chair form a government.

If three or more Separatist Policies have been enacted already: *Ask if the new Vice Chair is Palpatine. If so, the game is over and the Separatists win. Otherwise, other players know for sure the Vice Chair is not Palpatine.*

Proceed as usual to the Legislative Session.

LEGISLATIVE SESSION

During the Legislative Session, the Supreme Chancellor and Vice Chair work together to enact a new Policy in secret. The President will be shown on his game screen the top three tiles from the Policy deck. He looks at them in secret, and chooses one tile to be discarded. The remaining two tiles go to the Vice Chair, who looks in secret, discards one Policy tile, and the remaining policy is enacted as law.

Verbal and nonverbal communication between the President and Chancellor is forbidden. Additionally, The Supreme Chancellor and Vice Chair MAY NOT pick Policies to play at random.

Discarded Policy tiles are not revealed to the group. Players must rely on the word of the Supreme Chancellor and Vice Chair, who are free to lie.

If there are fewer than three tiles remaining in the Policy deck when drawing Policies, the remaining Policies are shuffled with the Discard pile to create a new Policy deck.

If the government enacted a Separatist Policy that covered up a Executive Power,

the sitting Supreme Chancellor gets to use that power. Proceed to the Executive Action.

If the government enacted a Loyalist Policy or a Separatist Policy that grants no Executive Power, begin a new round with a new Election.

EXECUTIVE ACTION

If the newly-enacted Separatist Policy grants a Executive Power, the Supreme Chancellor must use it before the next round can begin. Before using a power, the Supreme Chancellor is free to discuss the issue with other players, but ultimately the Supreme Chancellor gets to decide how and when the power is used. Gameplay cannot continue until the Supreme Chancellor uses the power. Executive Powers are used only once; they don't stack or roll over to future turns.

EXECUTIVE POWERS

Investigate Loyalty:

The Supreme Chancellor chooses a player to investigate from the list of choices on his game screen. The Supreme Chancellor receives knowledge of the players alignment on his game screen. *If investigated, Palpatine is revealed as Separatist, not Palpatine.* The Supreme Chancellor may share (or lie about!) the results of their investigation at their discretion. No player may be investigated twice in the same game.

Call Special Election:

The Supreme Chancellor chooses any other player at the table to be the next Supreme Chancellor. Any player can become Supreme Chancellor—even players that are term-limited. The new Supreme Chancellor nominates an eligible player as Vice Chair and the Election proceeds as usual.

A Special Election does not skip any players. After a Special Election, the Supreme Chancellor post returns to the next Supreme Chancellor in line of the of the Supreme Chancellor before the Special Election.

If the Supreme Chancellor passes the Supreme Chancellor post to the next player in the rotation, that player would get to run for Supreme Chancellor twice in a row: once for the Special Election and once for their normal shift in the Supreme Chancellor post rotation.

Policy Peek:

The Supreme Chancellor receives knowledge of the top three tiles in the Policy deck, after which the tiles are returned to the top of the deck.

Execution:

The Supreme Chancellor executes one player at the table by choosing from a list of options on his game screen. If that player is Palpatine, the game ends in a Loyalist victory. If the executed player is not Palpatine, the table should not learn whether a Separatist or a Loyalist has been killed; players must try to work out for themselves the new table balance. Executed

players are removed from the game and may not speak, vote, or run for office.

VETO POWER

The Veto Power is a special rule that comes into effect after five Separatist Policies have been enacted. For all Legislative Sessions after the fifth Separatist Policy is enacted, the Executive branch gains a permanent new ability to discard all three Policy tiles if both the Vice Chair and Supreme Chancellor agree.

The Supreme Chancellor draws three Policy tiles, discards one, and passes the remaining two to the Vice Chair as usual. Then Vice Chair may, instead of discarding either Policy, choose the option to veto policies on his game screen. After this, if the Supreme Chancellor consents by accepting the veto proposal on his game screen, both Policies are discarded and the Supreme Chancellor post passes to the next player as usual. If the Supreme Chancellor does not consent, the Vice Chair must enact a Policy as normal.

Each use of the Veto Power represents an inactive government and advances the Election Tracker by one.

STRATEGY NOTES

- Everyone should claim to be a Loyalist. Since the Loyalist team has a voting majority, it can easily shut out any player claiming to be a Separatist. As a Separatist, there is no advantage to outing yourself to

the majority. Additionally, Loyalists should usually tell the truth. Loyalists are trying to figure out the game like a puzzle, so lying can put their team at a significant disadvantage.

- If this is your first time playing Palpatine, just remember: be as “Loyalist” as possible. Enact Loyalist Policies. Vote for Loyalist governments. Look friendly and trustworthy. Trust your fellow Separatists to create opportunities for you to enact Loyalist Policies and to advance Separatism on their turns. The Separatists win by subtly manipulating the table and waiting for the right cover to enact Separatist Policies, not by overtly playing in the open.

- Loyalists frequently benefit from slowing play down and discussing the available information. Separatists frequently benefit from rushing votes and creating confusion.

- Separatists most often win by electing Palpatine, not by enacting six Policies! Electing Palpatine as Vice Chair isn’t an optional or secondary win condition, it’s the core of a successful Separatist strategy. Palpatine should always play as a Loyalist, and should generally avoid lying or getting into fights and disagreements with other players. When the time comes, Palpatine needs the Loyalists’ trust to get elected. Even if Palpatine isn’t ultimately elected, the distrust sown among Loyalists is key to getting Separatists elected late in the game.

- Ask other players to explain why they took an action. This is especially important with Executive Powers—in fact, ask ahead of time whom a candidate is thinking of investigating/ appointing/assassinating.

- If a Separatist Policy comes up, there are only three possible culprits: The Supreme Chancellor, the Vice Chair, or the Policy Deck. Try to figure out who (or what!) put you in this position.

Q&A

What are the numbers in “cards in deck” bar?

The cards in deck *bar* shows how many cards currently are in deck as a percentage of the full deck. The middle number (in black) shows current cards left in deck. The left number (red) shows loyalist cards put in deck when the deck was shuffled last time. The right number (blue) show similar info for separatist cards.

The “cards in deck” bar skipped cards?

The cards are shuffled if there are less than required amount to draw from, then three are drawn. E.g. from 2 to 14 if the full size was 17. Additionally, played cards are not shuffled back into deck, so if at first the deck was 17 cards, then 5 separatist cards are played, the next deck has 12 cards.

I chose Separatist policy but Loyalist policy was played?

The policy you choose is *discarded*. This is indicated by overlined text in the UI. In general, the overlined choices are the ones you do not take, and highlighted choices are put to action.

CREDITS

The original game, Secret Hitler was created by Mike Boxleiter, Tommy Maranges, Max Temkin, and Mac Schubert.

Event images provided by swmand4.