

*"I know that I must do what's right
As sure as Kilimanjaro rises like Olympus above the Serengeti" - Ancient oath*

HIDDEN CRASHMASTER

Hidden Crashmaster is a conversion of the party game Secret Hitler by Mike Boxleiter, Tommy Maranges, Max Temkin, and Mac Schubert. If you are familiar with that game, the rules, roles, and components are directly translated to a Desert Bus for Hope theme.

Overview

At the beginning of the game, each player is secretly assigned to one of three roles: **Pit Crew**, **the Shamed**, or **Creepy Doll**. The Pit Crew have a majority, but they don't know for sure who anyone is; the Shamed must resort to secrecy and sabotage to accomplish their goals. Creepy Doll plays for the the Shamed team, and the Shamed know Creepy Doll's identity from the outset, but Creepy Doll doesn't know the Shamed and must work to figure them out.

Players on the Pit Crew win if either:

- Five points
- OR
- Creepy Doll is Banned

Players belonging to the Shamed win if either:

- The Bus crashes Six Times
- OR
- Creepy Doll is given a Driver Shift after the third Crash

Whenever a Crash occurs, everyone becomes more determined, and the Co-Pilot is granted a single-use power which must be used before the next round can begin. It doesn't matter what team the Co-Pilot is on; in fact, even Pit Crew members might be tempted to Crash the bus to gain new powers.

Set Up

Each player should receive one envelope with a Driver's License, Registration, a Yes voting card, and a Nope voting card. The Creepy Doll License should always be put in the same envelope as a Shamed Registration, but all other characters can be associated with whichever team you'd like.

Use the following chart for team distribution:

Total Players	5	6	7	8	9	10
Pit Crew	3	4	4	5	5	6
The Shamed	1+Creepy Doll	1+Creepy Doll	2+Creepy Doll	2+Creepy Doll	3+Creepy Doll	3+Creepy Doll

Shuffle the 11 Crash and the 6 Point Get cards into a single Shift Result deck and place that deck face down next to the boards.

Once the envelopes have been filled, be sure to shuffle them so each player's role is a secret! Each player should get one envelope selected at random.

Once each player has been dealt an envelope, all players should examine their Driver's license cards in secret. Randomly select the first Co-Pilot candidate and pass that player both the Co-Pilot and Driver placards.

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

- Everybody close your eyes.
- The Shamed and Creepy Doll, 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 Shamed who are NOT Creepy Doll should open their eyes and acknowledge each other.
- Creepy Doll - keep your eyes closed but put your thumb out into a thumbs-up gesture.
- The Shamed, take note of who has an extended thumb - that player is Creepy Doll. [Take a long pause]
- Creepy Doll, please return your thumb to the blaggole.
- 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

Hidden Crashmaster is played in rounds. Each round has a Scheduling Session to form a shift, a Driving Shift to report the Result, and resolving any abilities.

Scheduling Session

1. Pass the Co-Pilot Candidacy

At the beginning of a new round, the Co-Pilot placard moves clockwise to the next player, who is the new Co-Pilot Candidate.

2. Nominate a Driver

The Co-Pilot Candidate chooses a Driver Candidate by passing the Driver placard to any other eligible player. The Co-Pilot Candidate is free to discuss Driver options with the table to build consensus and make it more likely the shift gets elected.

Eligibility: The last active Co-Pilot and Driver are fatigued, and ineligible to be nominated as Driver Candidate.

3. Vote on the Shift

Once the Co-Pilot Candidate has chosen an eligible Driver Candidate, players may discuss the proposed shift until everyone is ready to vote. Every player, including the Candidates, votes on the proposed shift. Once everyone is ready to vote, reveal your Voting cards 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 Co-Pilot Candidate misses this chance to be elected, and the Co-Pilot placard moves clockwise to the next player. The Shift Tracker is advanced by one Shift.

Shift Tracker: If the group rejects three shifts in a row, the bus is thrown into chaos. Immediately reveal the Shift Result on top of the Shift Result deck and score it. Any power granted by this Shift Result is ignored, but the Shift Tracker resets, and existing fatigue issues are forgotten. All players become eligible to Drive on the next Shift.

If there are fewer than three cards remaining in the Shift Result deck at this point, shuffle them with the Discard pile to create a new Shift Result deck. Any time a new Shift Result card is played face-up, the Shift Tracker is reset, whether it was reported by an elected shift or reported by the frustrated populace.

If a majority of players votes yes: The Co-Pilot Candidate and Driver Candidate become the new Co-Pilot and Driver, respectively.

If three or more Crashes have happened already: Ask if the new Driver is Creepy Doll. If so, the game is over and the Shamed win. Otherwise, other players know for sure the Driver is not Creepy Doll.

Proceed as usual to the Driving Shift.

Driving Shift

During the Driving Shift, the Co-Pilot and Driver work together to report a new Shift Result in secret. The Co-Pilot draws the top three cards from the Shift Result deck, looks at them in secret, and discards one card face down into the Discard pile. The remaining two cards go to the Driver, who looks in secret, discards one Shift Result card face down, and reports the remaining Shift Result by placing the card face up on the corresponding track.

Verbal and nonverbal communication between the Co-Pilot and Driver is forbidden. The Co-Pilot and Driver **MAY NOT** pick Results to play at random, shuffle the cards before discarding one, or do anything else clever to avoid secretly and intentionally selecting a Shift Result. Additionally, the Co-Pilot should hand both Results over at the same time, rather than one at a time to gauge the Driver's reaction.

Attempting to telegraph the contents of your hand using randomness or any other unusual selection procedure violates the spirit of the game. Don't do it. **Discarded Shift Result cards should never be revealed to the group. Players must rely on the word of the Co-Pilot and Driver, who are free to lie.**

If there are fewer than three cards remaining in the Shift Result deck at the end of a Driving Shift, shuffle them with the Discard pile to create a new Shift Result deck. Unused Shift Result cards should never be revealed, and they should not be simply placed on top of the new Shift Result deck.

If the shift reported a Crasher Shift Result that covered up a Co-Pilot Ability, the current Co-Pilot gets to use that power.

If the shift reported a Pit Crew Shift Result or a Crasher Shift Result that grants no Co-Pilot Power, begin a new round with a new Election.

CO-PILOT POWERS

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

Investigate Loyalty

The Co-Pilot chooses a player to investigate. Investigated players should hand their Registration card (not Driver's license card!) to the Co-Pilot, who checks the player's loyalty in secret and then returns the card to the player. The Co-Pilot may share (or lie about!) the results of their investigation at their discretion. No player may be investigated twice in the same game.

Emergency Scheduling

The Co-Pilot chooses any other player at the table to be the next Co-Pilot Candidate by passing that player the Co-Pilot placard. Any player can become Co-Pilot—even players that are term-limited. The new Co-Pilot nominates an eligible player as Driver Candidate and the Election proceeds as usual. An Emergency Scheduling does not skip any players. After an Emergency Scheduling, the Co-Pilot placard returns to the left of the Co-Pilot who reported the Emergency Scheduling. If the Co-Pilot passes to the next player in the rotation, that player would get to run for Co-Pilot twice in a row: once for the Emergency Scheduling and once for their normal shift in the Co-Pilot rotation.

Shift Result Peek

The Co-Pilot secretly looks at the top three cards in the Shift Result deck and then returns them to the top of the deck without changing the order.

Banning

The Co-Pilot executes one player at the table by saying "I formally execute [player name]." If that player is Creepy Doll, the game ends in a Pit Crew victory. If the banned player is not Creepy Doll, the table should not learn whether a Shamed or a Pit Crew has been killed; players must try to work out for themselves the new table balance. Banned players are removed from the game and may not speak, vote, or run for office.

T H E D E V I C E

T H E D E V I C E is a special rule that comes into effect after five Crashes have been reported. For all Driving Shifts after the fifth Crash is reported, the Driving shift gains a permanent new ability to discard all three Shift Result cards if both the Driver and Co-Pilot agree. The Co-Pilot draws three Shift Result cards, discards one, and passes the remaining two to the Driver as usual.

The Driver may, instead of reporting either Shift Result, say "I wish to enable T H E D E V I C E." If the Co-Pilot consents by saying, "I agree," both Results are discarded and the Co-Pilot placard passes to the left as usual. If the Co-Pilot does not consent, the Driver must report a Shift Result as normal. Each use of the T H E D E V I C E represents an inactive shift and advances the Shift Tracker by one.