

# DISCIPLE

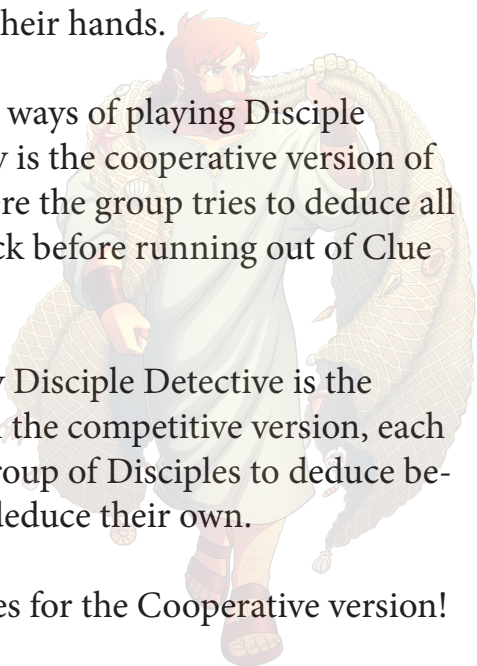
## Detective

**D**isciple Detective is a deduction game for 2-4 players. Each player begins with a handful of Disciples that only the other players can see. Individuals must use their deduction skills and intuition to determine what Disciples they have. Players may take notes on the back of their cards with a dry erase marker to help determine which disciples are in their hands.

There are two different ways of playing Disciple Detective. The first way is the cooperative version of Disciple Detective where the group tries to deduce all the Disciples in the deck before running out of Clue Tokens.

The second way to play Disciple Detective is the competitive version. In the competitive version, each player has their own group of Disciples to deduce before the other players deduce their own.

We will begin with rules for the Cooperative version!



# Components

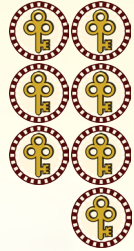
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| THE SUSPECTS |                |    |          |
|--------------|----------------|----|----------|
| 1            | PETER          | 10 | SIMON    |
| 2            | ANDREW         | 11 | JUDE     |
| 3            | JAMES          | 12 | JUDAS    |
| 4            | JOHN           | 13 | MATTHIAS |
| 5            | PHILIP         | 14 | PAUL     |
| 6            | BARTHOLOMEW    |    |          |
| 7            | MATTHEW        |    |          |
| 8            | THOMAS         |    |          |
| 9            | JAMES THE LESS |    |          |
|              |                |    |          |
|              |                |    |          |

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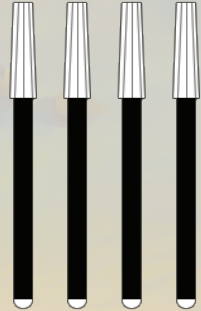
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| Disciple Reference Sheet |                |   |   |   |   |   |  |  |  |
|--------------------------|----------------|---|---|---|---|---|--|--|--|
| #                        | Disciple       |   |   |   |   |   | Quirk  |  |  |
| 1                        | Peter          | X | X | X | X | X | Afraid: When hand is Ordered, Peter will always be last in Order.                          |  |  |
| 2                        | Andrew         |   | X | X | X |   |  |  |  |
| 3                        | James          |   | X | X | X |   | Son of Thunder: Claims to be the number 2 (even) for Trait and Ordering. (Ahead of Andrew) |  |  |
| 4                        | John           |   | X | X | X | X |  |  |  |
| 5                        | Philip         |   | X |   |   |   | Son of Thunder: Claims to be the number 1 (odd) for Trait and Ordering.                    |  |  |
| 6                        | Bartholomew    | X | X |   |   |   |  |  |  |
| 7                        | Matthew        | X | X | X | X | X | Not False: Cancels out all other Quirks in the player's hand.                              |  |  |
| 8                        | Thomas         | X |   |   |   |   |  |  |  |
| 9                        | James the Less |   | X | X |   |   | Doubter: Must always touch Thomas's Card for Clues, even if he does not have that Trait.   |  |  |
| 10                       | Simon          | X |   |   |   |   |  |  |  |
| 11                       | Jude           | X |   |   |   |   | Deceiver: Always say the opposite when talking about his traits. Order normally.           |  |  |
| 12                       | Judas          |   |   | X |   |   |  |  |  |
| 13                       | Matthias       |   |   |   |   |   | Injured: Does not have Occupation or Writer Traits.  |  |  |
| 14                       | Paul           | X | X |   | X | X |  |  |  |

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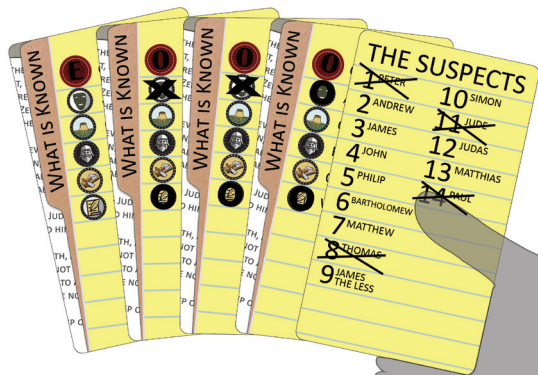
- 14 Disciple Cards
- 4 Note Cards
- 7 Clue Tokens
- 4 Disciple Reference Sheets
- 1 30-Second Timer
- 4 Dry Erase Markers
- 1 Rulebook

# Cooperative Setup

1. Hand out a Disciple Reference Sheet to each player. These sheets list all of the Disciples in the game, their Traits, and their Quirks.
2. Set aside the 7 Clue Tokens for now.
3. Give each player a Note Card which they will place in their hands to keep track of the Disciples that are no longer in the game or are currently in another player's hand.
4. Shuffle the Disciple Cards numbered 1-13 and hand out 4 cards to each player in a 2-player game, 3 cards each in a 3-player game, or 2 cards each in a 4-player game. Remove one of the remaining Disciple Cards from the game without looking at it and set the rest of the cards aside face down.
5. Each player should pick up their cards and put them into their hands, FACE OUT, so that each player cannot see their own Disciples but are able to see everyone else's Disciples. Space the cards apart so that other players can see the symbols on the left hand side of the cards.
6. Spend some time looking at each other's hand. Begin the game starting with the player who wore sandals most recently. (Go around clockwise after that)



*What a facing out hand might look like in a 2-player game*



*What the same player's facing inward hand might look like after recording some notes*

## Turn Actions

At the start of the current player's turn, the player must flip the sand timer over. In the next 30-seconds, that player must decide which of these three actions to take on their turn:

1. **Give a Trait Clue**
2. **Order Players' Hands**
3. **Guess a Disciple**

If a player does not begin doing one of these actions before the 30-second timer is up, they skip their turn and must place one Clue Token back in the box. If there are no Clue Tokens left, the players all lose!

Now let's look at each of these actions!

# 1. Give a Trait Clue

On a player's turn they may give one Trait clue for all applicable Disciples that they can see (Disciples not in their own hand). To give the clue, the player begins with the player to their left and goes clockwise, touching each Disciple's Card that has that Trait. While the player is doing this, the other players may make notes on the back of their card whether that character has that Trait or not.

After all of the applicable cards have been touched, place one Clue Token back in the box.

In Disciple Detective, there are six Traits for each Disciple. They are:



## **EVEN/ODD**

Is the Disciple's number Even or Odd?



## **ALIAS**

Does the Disciple go by a second name?



## **ORIGIN**

Do we know from which city they originate?



## **FATHER**

Do we know their father's name?



## **OCCUPATION**

Is their occupation known?



## **WRITER**

Are they believed to have written a book of the Bible?



Lastly, the Disciple might have a special symbol at the bottom of their card. This symbol is called a 'Quirk', which represents a rule changing feature with this Disciple. (See *Quirks section*)



*Examples of a 'Quirk'*

## 2. Order Players' Hands

Starting with the player to your left and going around clockwise, order each player's hand chronologically, going from the lowest number to highest number, by touching the appropriate cards. Once the player is done with the first hand, go to the next player and do the same until all of them have been ordered.

After all of the cards have been numbered, place one Clue Token back in the box.

## 3. Guess a Disciple

On their turn, a player selects a Disciple from their hand and guesses their name. If they are correct, the player may then either take a Clue Token out from the box or give a free clue to their teammates (either a Trait clue or an Ordering clue). After doing so, the player draws a new Disciple, if possible, and puts it in their hand to replace the guessed Disciple.

If the player guesses incorrectly, the Disciple is not revealed and a Clue Token must be placed in the box.

# End of Game

Disciple Detective continues play until either:

- The team wins by removing (revealing) all of the Disciples in the game.
- The team loses by needing to discard a Clue Token they do not have.

## Lower Difficulty

If it is your first time playing, or you are playing with younger gamers, you can make the game easier by removing the timer and giving each player as long as they need for their turn.

In addition, if you want to play an even easier version of the game you can play without using the Disciples Quirks, although it might make deducing between Disciples Thomas and Simon a little more difficult.

## Increased Difficulty

To increase the game's difficulty, add Paul (number 14) to the deck at the start of the game. Everything else remains the same.



# Competitive Setup

1. Hand out a Disciple Reference Sheet to each player. These sheets list all of the Disciples in the game, their Traits, and their Quirks.
2. Give each player a Note Card which they will place in their hands to keep track of the Disciples that are no longer in the game or are currently in another player's hand.
3. Shuffle all of the Disciple Cards and hand out 6 cards to each player in a 2-player game, 4 cards each in a 3-player game, or 3 cards each in a 4-player game. These cards will form each player's deck, any remaining Disciple Cards should be removed from the game face down.
4. Each player will draw cards from the top of their deck to form their hand. In a 2-player game, each player will have 4 cards in their hand, in a 3-player game they will have 3 cards, and in a 4-player game they will have 2 cards. These cards will be FACE OUT, so that each player cannot see their own Disciples but are able to see everyone else's Disciples.
5. Space the cards apart so that the other players can see the symbols on the left hand side of the cards.
6. Spend some time looking at each other's hand. Begin the game starting with the player who lost the last game. If that does not apply, then the player who wore sandals most recently goes first. (Go around clockwise after that)

*(The Clue Tokens will not be used in the Competitive version)*



# Goal

The goal of the Competitive version of Disciple Detective is to be the first player to deduce all of the Disciples in your own deck. Gameplay in the Competitive version of Disciple Detective is similar to the Cooperative version of Disciple Detective, so please make sure to read those rules first before reading further.

## Turn Actions

At the start of the current player's turn, the player must begin by flipping the sand timer over. In the next 30 seconds, that player must proceed to do one of the following actions:

1. **Receive a Trait Clue**
2. **Have Their Hand Ordered**
3. **Guess a Disciple**

If a player does not begin doing one of these actions before the 30-second timer is up, they must skip their turn.

Now let's look at each of these actions!

### 1. Receive a Trait Clue

On a player's turn, they may ask the player to their left to give one Trait clue *of the current player's choice* for all of the applicable Disciples in the current player's hand.

After all of the applicable Disciples Cards have been touched, let the timer run out and the next player may begin their turn.

## 2. Have Their Hand Ordered

On a player's turn, they may ask the player to their left to order the Disciples in their hand, going from the lowest number to the highest number.

After all of the cards have been numbered, let the timer run out and the next player clockwise may begin their turn.

## 3. Guess a Disciple

On their turn, a player selects a Disciple from their hand and guesses their name. If they are correct, the player must draw a new Disciple from their deck (if possible), start the timer over after it runs out, and then take another action of their choice. This could include guessing another Disciple.

If the player guesses incorrectly, the Disciple is not revealed. Let the timer run out and the next player may begin their turn.

## End of Game

Disciple Detective continues until one player has successfully guessed all of the Disciples in their deck and their hand. That player is declared the winner!

# Quirks

Some Disciples have Quirk icons after the Trait icons on their card. These Quirks are special rules that must be followed when giving clues, and these Quirks will make it more difficult to deduce the Disciples. Here are the Quirks that you will find in the game and an explanation of how they work:



## 1. Peter

Afraid: When hand is ordered, Peter will always be last in order.

Peter had a problem with being afraid when confronted by others. To represent that, when Peter is involved in an Order action Peter will always go last in order (even though he should be first).



## 3. James

Son of Thunder: Claims to be the number 2 (even) for Trait and ordering. (Ahead of Andrew)



## 4. John

Son of Thunder: Claims to be the number 1 (odd) for Trait and ordering.

James and his brother John were known to be very vocal and they desired to be first and second in heaven next to Jesus. James will always claim to be number 2 and will even put himself ahead of Andrew when being ordered. John will always claim to be number 1 and odd, always making himself first.



## 6. Bartholomew

**Not False:** Cancels out all other Quirks in the player's hand.

When Jesus met Bartholomew, Jesus stated Bartholomew had nothing false about him. In game, Bartholomew will also make sure everyone else in his same hand will also not act falsely by canceling out all of their Quirks. For example, Peter will no longer be Afraid, Thomas will not be a Doubter, etc.



## 8. Thomas

**Doubter:** Always touch Thomas's card for clues, even if he does not have that Trait.

Thomas would not believe Jesus was alive until he touched Jesus. So in game, Thomas's card always needs to be touched when giving out a clue, even if he does not have that Trait.



## 12. Judas Iscariot

**Deceiver:** Always say the opposite when talking about his Traits. Order normally.

Judas Iscariot was a liar and a deceiver and to represent this Judas will always tell the player opposite of what he is. For example, when giving out Traits he counts as having an Alias, but not as knowing his father. His Quirk makes him an odd number, but when Ordering characters he still counts as the number 12.



## 14. Paul

**Injured:** Does not have Occupation or Writer Traits.

At one point Paul was stoned and left for dead, so in Disciple Detective Paul is unable to work or write while he is Injured.



# The Suspects

*(In Order of Biblical Appearance)*



## 1. Peter (Odd)

Alias: Simon

Origin: Bethsaida

Father: John

Occupation: Fisherman

Writer: Yes



## 2. Andrew (Even)

Alias: -

Origin: Bethsaida

Father: John

Occupation: Fisherman

Writer: -



## 3. James (Odd\*)

Alias: -

Origin: Bethsaida

Father: Zebedee

Occupation: Fisherman

Writer: -



## 4. John (Even\*)

Alias: -

Origin: Bethsaida

Father: Zebedee

Occupation: Fisherman

Writer: Yes



## 5. Philip (Odd)

Alias: -

Origin: Bethsaida

Father: -

Occupation: -

Writer: -



## 6. Bartholomew (Even)

Alias: Nathanael

Origin: Cana

Father: -

Occupation: -

Writer: -



### 7. Matthew (Odd)

Alias: Levi

Origin: Capernaum

Father: Alphaeus

Occupation: Tax Collector

Writer: Yes



### 8. Thomas (Even\*)

Alias: Didymus

Origin: -\*

Father: -\*

Occupation: -\*

Writer: -\*



### 9. James the Less (Odd)

Alias: -

Origin: Capernaum

Father: Alphaeus

Occupation: -

Writer: -



### 10. Simon (Even)

Alias: The Zealot

Origin: -

Father: -

Occupation: -

Writer: -



### 11. Jude (Odd)

Alias: Thaddaeus

Origin: -

Father: -

Occupation: -

Writer: -



### 12. Judas Iscariot (Even\*)

Alias: -\*

Origin: -\*

Father: Simon\*

Occupation: -\*

Writer: -\*



### 13. Matthias (Odd)

Alias: -

Origin: -

Father: -

Occupation: -

Writer: -





#### 14. Paul (Even)

Alias: Saul

Origin: Bethsaida

Father: -

Occupation: Tent Maker\*

Writer: Yes\*

*\*These values may change in game because of Quirks.*

## Credits

Game Design - Lance Hill

Disciple Illustrations - Tazia Hall

Icon Illustrations - Medea Phartskhaladze

Proofreading - T.R. Knight

Books Referenced -

The Bible

The Search for the Twelve Apostles

by William Steuart McBirnie