

# **Betrayal or Devotion: The Disciples at Easter**

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## **Background:**

An Easter Themed single or multi-player co-operative card game. The players are playing against the game trying to be one two disciples who acted well during the saga of the cross.

## **Victory Conditions:**

1. John: 2 Devotion cards and 4 Faith cards in play *or*
2. Mary Magdelene: 2 Devotion cards and 4 Belief cards in play

## **Lose Conditions:**

1. Judas: 2 Betrayal cards in play *or*
2. Peter: 3 Fear cards in play *or*
3. Thomas: 4 Doubt cards in play

## **The Deck Basics:**

*Black Cards:* Betrayal, Fear, Doubt. These are the sinful disciple cards.

*Yellow Cards:* Devotion, Faith, Belief. These are the righteous disciple cards.

*White Cards:* These are special cards players have in hand, and can play as an action. If one is revealed it is drawn into the players hand. Cards include Forgiveness, Redemption, Do you Love Me, Hands, Feet and Side. Saviour cards.

*Tainted White Cards:* Count as white cards for setup. Effects cannot be blocked.

## **Play Setup:**

1. Separate the white cards and the disciple cards (black and yellow).
2. Layout 10 unrevealed disciple cards facedown to form the play area.
3. Draw 3 white cards into the player's hand. Discard any tainted white cards.
4. Shuffle the remaining white cards and the remaining disciple cards together to form the draw deck.

## **Play:**

1. Turn over an unrevealed card.
2. If it is a white card take the card into your hand.
3. If possible the player may use a white card that is in hand to stop the effects of a black card that has just been revealed. This may also move the card to the out-of-play area.
4. If not blocked, follow the effects of the revealed card.
5. If desired use the special power from 2 devotion cards.
6. Check if any of the win or lose conditions have been met.
7. If there are any empty spaces in the play-area fill them in with new cards.
8. Repeat

## **Additional Rules:**

1. If all 10 cards in the play area are revealed and no win condition or lose condition has been met, add another row of 5 cards to the play area. (Repeat if all 15 are revealed.)

## Cards and their special effects

### **Yellow Cards:**

*Faith* (5 cards): no special effect

*Belief* (5 cards): no special effect

*Devotion* (4): 2 *Devotion* cards may be sacrificed at any time to remove any black card. All three cards are moved into the out-of-play area. This does not stop the effect of a black card that has just been revealed, this action must take place after the black card's effect is resolved.

*Faith and Devotion* (1 card): counts as both a *Faith* and a *Devotion* card.

*Belief and Joy* (1 card): when revealed you may remove a single *Fear* or *Doubt* card. Counts as a *Belief* card.

### **Black Cards:**

*Fear* (5 cards): remove a *Faith* card from the play area. If no *Faith* card is revealed, discard any unrevealed card to the out-of-play area.

*Doubt* (5 cards): remove a *Belief* card from the play area. If no *Belief* card is currently revealed, take a *doubt* card from the out-of-play area and return it to the play area. (If there are also no *doubt* cards in the out-of-play area nothing happens).

*Betrayal* (3 cards): Remove a revealed *devotion* card from the play area. If there are no *devotion* cards in play copy the effect of either *Fear* or *Doubt*.

### **White Cards:**

*Forgiveness* (3 cards): Counter and/or remove any black card

*Redemption* (2 cards): Return any yellow or white card from the out-of-play area to the play area or into your hand.

*Do You Love Me* (3 cards): Counter and/or remove a *Fear* card

*Hands, Feet, Side* (3 cards): Counter and/or remove a *Doubt* card

### **Tainted White Cards\*:**

*Free will* (2 cards): The next revealed disciple card can never be removed from play. If it has an effect it cannot be blocked. Place this under the next disciple card revealed with the effect text showing.

*Confusion* (1 card): Move three random revealed or unrevealed cards from the play area back into the draw deck. Reshuffle the draw deck. This may include the *confusion* card. Do not refill the vacant 3 places with new cards.

*Habits* (2 cards): Return 2 random out-of-play disciple cards to the play area. Reveal one of them immediately.

\*Tainted White cards are considered white for the purposes of game set up. If one of the Tainted White cards is drawn into the starting hand, discard it. Do *not* draw another card.

A Tainted White card revealed during play takes effect immediately, nothing can counter them.

45 cards total