

DEVILISH DEATHS

Deliciously Difficult Murders to Solve

A CO-OPERATIVE MURDER MYSTERY GAME OF INTRIGUE, INVESTIGATION, AND ACCUSATIONS
FOR 2 - 6 PLAYERS. PLAYTIME 120 - 180 MINUTES FOR AGES 14+.

MURDER AT THE ROYAL!

Lord Alastair Godwinson, Second Earl of Malmesbury, suddenly slumped over whilst enjoying a relaxing game of cards in the casino with his wife and friends at the Emerald Royal Hotel, London.

As a keen amateur sleuth, your deduction powers are vital to uncover **WHO** murdered the Lord, **HOW** they did it, and **WHY**. Can you, along with your fellow sleuths, reveal who the murderer is? Or will an innocent person be wrongly accused whilst the guilty walks free?

In *Devilish Deaths*, there are 4 unique cases to solve, each with their own witnesses to question, clues to investigate, and forensics to test to help you reveal the truth. Piece all the information together to decide who is lying and who is telling the truth, discard the red herrings, and work as a team to bring the murder victim justice!



AIM OF THE GAME:

You are respected amateur Sleuths working together to investigate and solve each murder case. Question the witnesses, look for clues, and test for forensic evidence to reveal the murderer and their motive, whilst gaining prestige and growing your reputations.



END OF THE GAME:

You only have hours solve the murder! Each turn is one hour, so time is your enemy. Work swiftly but precisely as wrong accusations will damage your reputations and bring doubt into the investigation. Once the Hour Token reaches the last hour, you have to unmask the murderer, before the police, and claim your rightful place in history as the most respected amateur sleuth since Miss Marple and Sherlock Holmes!

ACCUSING A WITNESS:

At any point throughout a case, you may accuse a witness. Discuss with your fellow sleuths:

- who the murderer(s) is
- their motive(s)
- the method and opportunity



Once agreed, move the Time Token to the next hour, then open your accused witness' envelope to reveal if they are innocent or guilty! If incorrect you have made a grave mistake and your reputations will be damaged. Move the Prestige Token Down 3 spaces on the Prestige Track. Then continue to try and solve the case (unless the Time Token is on 24 on the Time Track - that is the end of the case).

Be warned: You can only accuse 3 witnesses per case.

Open the corresponding envelope to your accused to see if you are correct. If you have incorrectly guessed after 3 attempts, the case is over. You have failed. Read the Police Report to reveal the correct answer.

If your accusation of who, their motive, and the method and opportunity is correct, congratulations, the case is solved and justice is served.

DEVILISH DEATHS:

There are four Murder Cases to solve, found at two different Settings: two at Emerald Royal Hotel, two at Neptune Theatre Grand. The first case is Lost in the Shuffle and is set in the Emerald Royal Hotel.

- Emerald Royal Hotel:
 - Case 1: Lost in the Shuffle
 - Case 2: At Death's Door
- Neptune Theatre Grand:
 - Case 1: Break A Leg
 - Case 2: Neptune's Ghost



SET-Up

Place the **Location** and the **Evidence Boards** face-up where all players can see them.

Choose which Sleuth you would like to play during the game and take your respective Sleuth Card and Sleuth Standee, and place them into your playing area. Or have the Sleuth Cards dealt randomly.

Place the **Prestige Sleuth Token** onto space number 5 on the Prestige Track.

Shuffle the **Detection Power Cards** and deal the correct amount to each player. It's advised you discuss your Detection Power Card(s) with your fellow sleuths.

2-3 players: 2 Detection Power cards per player

4-6 players: 1 Detection Power card per player

You may swap 1 Detection Power Card once before a case begins if you're unhappy with what you were dealt. Take the top card from the Detection Power Card deck.

HUNCH TOKENS:

Place 3 Hunch Tokens in the Pool area on the Location board and place the remaining on the Reserve area on the Evidence board, ready to be placed in the Hunch Pool when players gain Hunch Tokens.

There are occasions where you will have a 'hunch' about a Witness or a Clue, or to be able to activate your Innate Deduction. If you wish to follow your hunch, you need to spend a Hunch Token when directed.

However, choose wisely as you've only a collective pool of 3 Hunch Tokens per case to start with.

Place the Examined Counters in a pile next to the Location board.

Place the Case 1 Witness Tokens onto the black Witness Waiting spaces on the Location board.

Place Case 1 Witness Statement Envelopes (unopened) next to the Location board.

CASE 1: LOST IN THE SHUFFLE:

Take the *Case 1: Lost in the Shuffle* Location Cards and place them face-down onto the board making sure the numbers on the cards match the numbers on the board.

Do the same for the Witness, Clue, Forensic, Hint, Detection Power and Prestige Cards but place these on their respective spaces on the board.

Place the Time Token on the following Hour space on the Time Track:

- 2-3 players = 1
- 4 players = 10
- 5-6 players = 12

THE Play:

Choose a player to read aloud the Newspaper Cutting. Now **flip over Location 1: CASINO: CRIME SCENE** and stack the Witness Tokens of the Witnesses who are in this room onto this location. Place all player Sleuth Standees in this room too.

The player who is currently reading (or last read) a murder mystery novel goes first.

On a your turn, you **MUST** perform 2 Actions from a choice of 4, in any order, and can repeat the same action. You **MAY** perform your unique Innate Power detailed on your Sleuth Card as a third action by spending a Hunch Token from the common pool.

Movement is **NOT** considered an Action.

PLAYERS MAY NOT MOVE OUT OF THE CRIME SCENE ON THEIR FIRST TURN.

Prestige points are only awarded after the first player who stops in an unexplored location and performs at least one action. See Movement for full details.

You **MUST** perform 2 Actions from a choice of 4:

Investigate Clues:

- Investigate one Location Clue Number.
 - Read aloud the corresponding numbered Clue Card
 - Then place the card(s) onto the corresponding Clue area on the Evidence board

Question Witnesses:

- Question Witnesses for information.
 - Read aloud the corresponding numbered Witness Card
 - Then place the card(s) onto the corresponding Witness areas on the Evidence board

Test for Forensics:

- Test for forensics to gain more information.
 - Take the corresponding Forensics Card(s) and **place face-down** in your play area
 - **ON YOUR NEXT TURN:** Read aloud the corresponding lettered Forensics Card
 - Reading Forensic Cards is **NOT** an action
 - Once read, place the card(s) onto the corresponding Forensics area on the Evidence board

Detection Power Cards:

- Gain benefits from these extra Detection Powers.
 - Read aloud the Detection Power on the card, resolve the power, then discard from the case by placing the card(s) **face-down** onto the corresponding Detection Power area on the Evidence board.
 - Players may play Detection Power cards on other players. To do so, spend 1 Hunch Token and resolve the card's effect.



Players gain **Detection Power Cards** when the Prestige Token lands on, or moves over a Detection Power symbol on the Prestige Track. The player who gained the Prestige point(s) for the sleuths takes and reads the top card from the Detection Power Card deck, and keeps in their play area until they use it.

EVIDENCE BOARD:

This board is where all of the evidence is place for further reference during the game. Players may look at these cards at any time to remind them of what has been discovered during the each case.

The only exceptions are Forensics Cards and any card where the Prestige criteria is not met. These are placed in front to the player who drew them from their respective decks. See both **Forensics** and **Prestige** sections for further details.

INVESTIGATE CLUES:

On your turn, you may investigate **Location Clue Numbers**. To do so, pick which number you wish to investigate in the room your Sleuth Token is in, take the card from the **Clue Deck**, read the clue aloud, then place it, **face-up**, in the **Clues area on the Evidence Board** to refer to later if needed.

QUESTION WITNESSES:

On your turn, you may question **Witnesses** that are in the same Location as your Sleuth Token. Choose which Witness to question, select the correct Witness Card that matches the Location the Witness is currently occupying from the corresponding Witness Deck. Read aloud, then place it, **face-up**, in the **Witnesses area on the Evidence Board** to refer to later if needed.

Spending a Hunch Token does NOT count as an action when following up on a hunch when questioning a Witness, investigating a Clue, or performing a player's Innate Deduction ability. Throughout the game you may spend Hunch Tokens from the Pool. If there are not any tokens in the Pool, you may **NOT** spend Hunch Tokens until there are more in the Pool.

Players Gain Hunch Tokens when the Prestige Token lands on, or moves over a Hunch symbol (lightbulb) on the Prestige Track. Take the corresponding number of Hunch Tokens from the Reserve and them to the Pool.

TEST FOR FORENSICS:

To test for forensics, on your turn, pick which letter you wish to investigate in the room your Sleuth Token is in, take the corresponding card from the Forensics Deck, place it **face-down** in your playing area **WITHOUT** reading the results. On their next turn, flip the card over, read aloud, and place it, **face-up**, in the **Forensics area on the Evidence Board** to refer to later if needed.

DETECTION POWER CARDS:

These are different extra detection abilities that each Sleuth can use throughout each case. Follow the instructions on each card when using Detection Cards.

You start with a certain amount of Detection Power Cards each depending on how many players are playing (see Set-Up). These are used only **ONCE** per case. Once played and the Detection Power is resolved, place it, **face-down**, in the **Detection Power Cards area on the Evidence Board**. These are now out of the game.

You may give 1 Detection Power Card to another player if both players' Sleuth Tokens are in the same Location. They may play the card when it is their turn. Or players may play Detection Power cards on other players at any time. To do so, spend 1 Hunch Token and resolve the card's effect.

- You may use your Innate Deduction Power, once, on your turn **WITHOUT** spending a Hunch Token.
- You may Investigate 2 extra Clues on this turn.
- You may Test for Forensics 2 extra times on this
- You may Question 2 extra Witnesses on this turn.
- You may play this card in place of spending 1 Hunch Token.
- You may play this card to temporarily add 2 to the Prestige.
- You may buy 1 hour of time. Move the Sand Timer Token back 1 hour.
- You may take 1 extra Action. You choose which one on this turn.
- You may play 1 extra Deduction Power Card on one of your turns, including this one (take the top card from the Deduction Power Deck if you only have one in your play area).
- Gain 3 Prestige Points.

There are 2 of each of the above Detection Power Cards.

EXAMINED COUNTERS:

Once a **Clue number** and **Forensics letter** has been examined, place an **Examined counter** over the corresponding circle on the location card to show this has been examined. Do the same with the **Witnesses** in a location once **ALL** of their Witness Cards have been read aloud.

PRESTIGE:

This is how respected and famous sleuths become over the course of solving cases. The more prestige the sleuths have, the more likely a witness will want to cooperate when questioned.



When questioning witnesses, they may have extra information and will feel obliged or intimidated into telling the Sleuths because they have a certain level of Prestige as detectives.

On Witness Cards that say, "If you have X Prestige Points or over, look at card number X from the Prestige Deck", look at the relevant Prestige card if the required amount of Prestige Points are obtained, and read it aloud. Once read, place it, **face-up**, in the **Prestige area on the Evidence Board** to refer to later if needed.

If the required Prestige Points at the time of gaining the card is not met, keep the card **face-up in your play area**. If and when the correct amount of Prestige Points are obtained, you may read aloud the matching Prestige card.

NOTE: Sleuths can trust the information on Prestige cards as these cards are true statements that override any other contradictory information.

There are various ways to gain Prestige Points:

- Though various Location cards
- Through Detection Power cards
- Through various Witness cards



MOVEMENT:

Movement is **NOT** considered an Action.

On your turn you may move **UP TO** two locations. If these locations have **NOT** be entered before, flip the location card(s) over and set the room(s) up as per the usual rules.

- If you decide to move two locations, you must complete the full move. You can **NOT** move into one location, take an action (Investigate Clue, for example) then move into another room.
- If you decide to move into one location, move your token into the location. This is your complete movement for that turn (if a new location follow the usual rules). If you have others Actions to perform you may do them.
- You may move, perform Action(s), **OR** perform Action(s) then move.
- Movement is orthogonal (not diagonal).
- Prestige points are only awarded when the first player stops in an unexplored location and performs at least one action, and not for passing through a location.

MOVE: EXAMPLE 1

On Constantine Blyth's third turn, she decides to move before taking any of her actions. She moves her Sleuth Standee past the Corridor and into the Bar & Longe, without stopping. The Corridor has already been explored so no further action is required. The Bar & Longe's card is flipped over and the corresponding Location Conditions from the card are set up:

- Move Witness Colonel Reginald Maynard-Smyth, from the Casino Room into the Bar and Lounge Room
- Place the Reverend Thomas Parnell, Henrietta Boothby, and Bernard Trotman tokens into this location card.
- Move their Player Sleuth Standee into this new location
- This Player Sleuth gains 2 Prestige Points for being the first sleuth to enter this location.

She then performs her first Action, she **Investigate Clue Number 13** following the usual rules. Move the Prestige Token the number of Prestige spaces written on the Location card up the Prestige Track. For her second Action she decides to play a **Deduction Power** card and follows the directions as written.

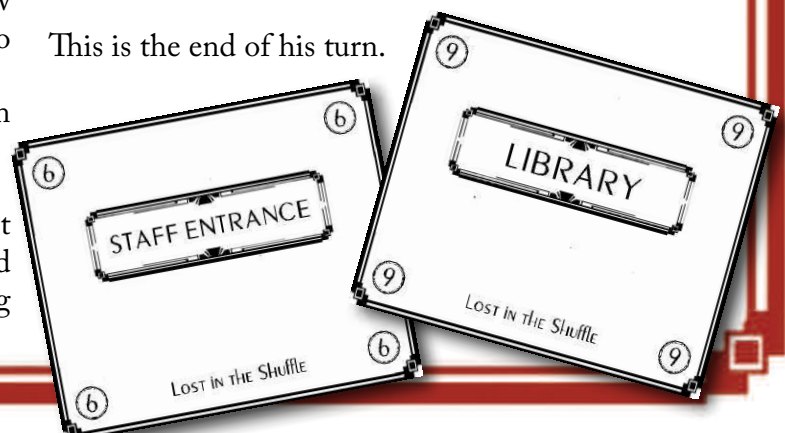
She discusses with her fellow sleuths if she should spend a **Hunch Token** to play her **Innate Deduction** ability. The decision is 'no' and so this is the end of her turn.

MOVE: EXAMPLE 2

Player Sleuth Radley Ralston's first Action is to **Test for Forensic** number 6 in the Casino Room following the usual rules. For his second Action, he decides to **Test for Forensic** number 7 in the Casino Room. He then decides to move to one new location, without performing his **Innate Deduction** ability. The Location Conditions for the Corridor are:

- Move the Witnesses Colette Dupont, House Maid, Hudson Ripp, and Mimi Havelock to this location if not already here
- Move their Player Sleuth Token into the new location
- This Player Sleuth gains 2 Prestige Points for being the first sleuth to enter this location.

This is the end of his turn.



HINT CARDS AND HINT SPACES ON THE TIME TRACK:

Hint Cards reveal certain information during the game to help you solve the murder. There is a maximum of 6 Hint Cards can be played per case.

When the Time Token is moved onto a Hint Space on the Hour Track, players may choose to reveal a Hint instead of any player taking their turn for that Round.

The Hint Spaces are hours 4, 8, 12, 16, 20, and 24.

Players discuss if they would like to reveal a Hint card. If the decision is **against** revealing a Hint Card, **players take their turns as normal**. If it is **in favour** of revealing a Hint Card, players flip over the matching numbered Hint Card from the Hint Deck and **read aloud the hint**. For example: Players decided against revealing Hint Cards 4 and 8 but voted to reveal Hint Card 12. **ONLY** read Hint Card 12 without reading Hint Cards 4 and 8.

Revealed Hint Cards are kept on the corresponding Hint area on the Evidence board

Once the Hint Card has been resolved, move the Hour Token onto the next space on the Hour Track and players take their turns are usual.

IN A ROUND RE-CAP:

- On a your turn, you **MUST** perform **2 Actions** from a **choice of 4**, in any order, and can repeat the same action. You **MAY** perform your unique **Innate Power** detailed on your Sleuth Card as a third action by spending a **Hunch Token** from the common pool.
- **PLEASE NOTE:** Movement is **NOT** considered an Action.
 - You must perform 2 Actions from a choice of 4:
 - Investigate Clues
 - Question Witnesses
 - Test for Forensics
 - Play a Detection Power Card
- On Hint Spaces on the Time Track, players may choose to reveal a Hint instead of taking their turns.
- Reveal any new Location Cards if you move to a new Location. Reveal and/or move any Witnesses that are associated with new Location Cards.
- Once **all the players have performed 2 Actions** (or 3 Actions if Innate Deduction is performed) and movement if they wish to, that is the end of a round and a new round begins. **Move the Time Token to the next Hour space on the Time Track (unless otherwise stated).**

- Players can only accuse 3 witnesses per case. If you have incorrectly guessed after 3 attempts, the case is over. You have failed. Read the Police Report to reveal the answer.

END OF THE GAME CONDITIONS:

The game ends in one of three ways:

- The sleuths solve the murder.
- The sleuths fail to solve the murder after three guesses.
- The Time Tracker reaches the twenty-fourth hour mark and either the sleuths have solved the murder or they have failed. Players can 'save' all three of their guesses until the last round.

CHOOSING THE MURDERER:

At any point throughout a case, you may accuse a witness. Discuss with your fellow sleuths:

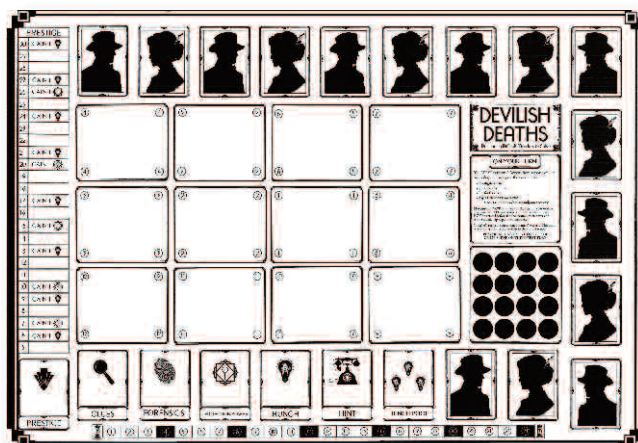
- **who** the murderer(s) is
- their **motive(s)**
- the **method and opportunity**

Once agreed, **move the Time Token to the next hour**, then open your accused witness' envelope to reveal if they are innocent or guilty! If incorrect your have made a grave mistake and your reputations will be damaged. **Move the Prestige Token DOWN 3 spaces on the Prestige Track.**

Then continue to try and solve the case (unless the Time Token is on 24 on the Time Track - that is the end of the case).

Be warned: You can only accuse 3 witnesses per case. If you have incorrectly guessed after 4 attempts, the case is over. You have failed. Read the Police Report to reveal the correct answer.

If your accusation of who, their motive, and the method and opportunity is correct, congratulations, the case is solved and justice is served.



Good luck AND happy sleuthing!



WHAT'S IN THE BOX?

For all the cases:

- 1 Location Board
- 1 Evidence Board
- 6 Player Sleuth Cards
- 6 Player Sleuth Standees
- 1 Prestige Token
- 30 Hunch Tokens
- 1 Time Token
- 80 Examined Counters
- 20 Detection Power Cards



For *Lost in the Shuffle* case:

- 1 Newspaper Sheet
- 12 Location Cards
- 31 Witness Cards
- 31 Clue Cards
- 25 Forensics Cards
- 6 Hint Cards
- 8 Prestige Cards
- 13 Hunch Cards



TOTAL CARDS BASE GAME AND LOST IN SHUFFLE CASE: 164



PLAYTESTERS

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