

DEVILISH DEATHS

Deliciously Difficult Murders to Solve

A CO-OPERATIVE MURDER MYSTERY GAME OF INTRIGUE, INVESTIGATION, AND ACCUSATIONS FOR 2 - 6 PLAYERS AGES 14+. PLAYTIME: 3 HOURS (APPROX.) MID LEVEL COMPLEXITY.

OVERVIEW:

As a keen amateur sleuth, your deduction powers are vital to uncover WHO the murderer is, HOW they did it, and WHY.

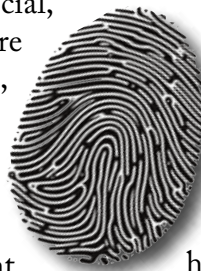
Can you, along with your fellow sleuths, reveal who the murderer is? Or will an innocent person be wrongly accused whilst the guilty walks free?



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!

ATMOSPHERE:

Devilish Deaths creates a highly social, engaging, and satisfying experience where you constantly discuss the latest clues, forensics, and witness statements with your fellow sleuths, to see how it shapes your murder mystery theories. With each new piece of information you gather, the game changes, providing engagement right until the big moment when the murderer is revealed.



MECHANICS:

You only have hours to 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 Time 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!



SELLING POINTS:

- Highly sociable
- Player engagement until the end
- Immersive stories and themes
- Engaging team work
- Minimal turn down-time, if any
- Strategic combination actions
- Perfect for future case expansions in different genres and eras

COMPONENTS:

2 boards
4 newspaper sheets
164 cards
(base and Case 1 cards)
118 tokens



CASE 1:

LOST IN THE SHUFFLE

Lord Alastair Godwinson, Second Earl of Malmesbury, suddenly slumps over whilst enjoying a relaxing game of cards in the casino with his wife and friends at the Emerald Royal Hotel, London. You only have hours to solve the murder!



CONTACT:

Devilish Deaths is designed by Ken Boyter and is available to licence WITHOUT the art and graphic elements. A physical, Print & Play prototype or Tabletop Simulator version is available upon request.



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