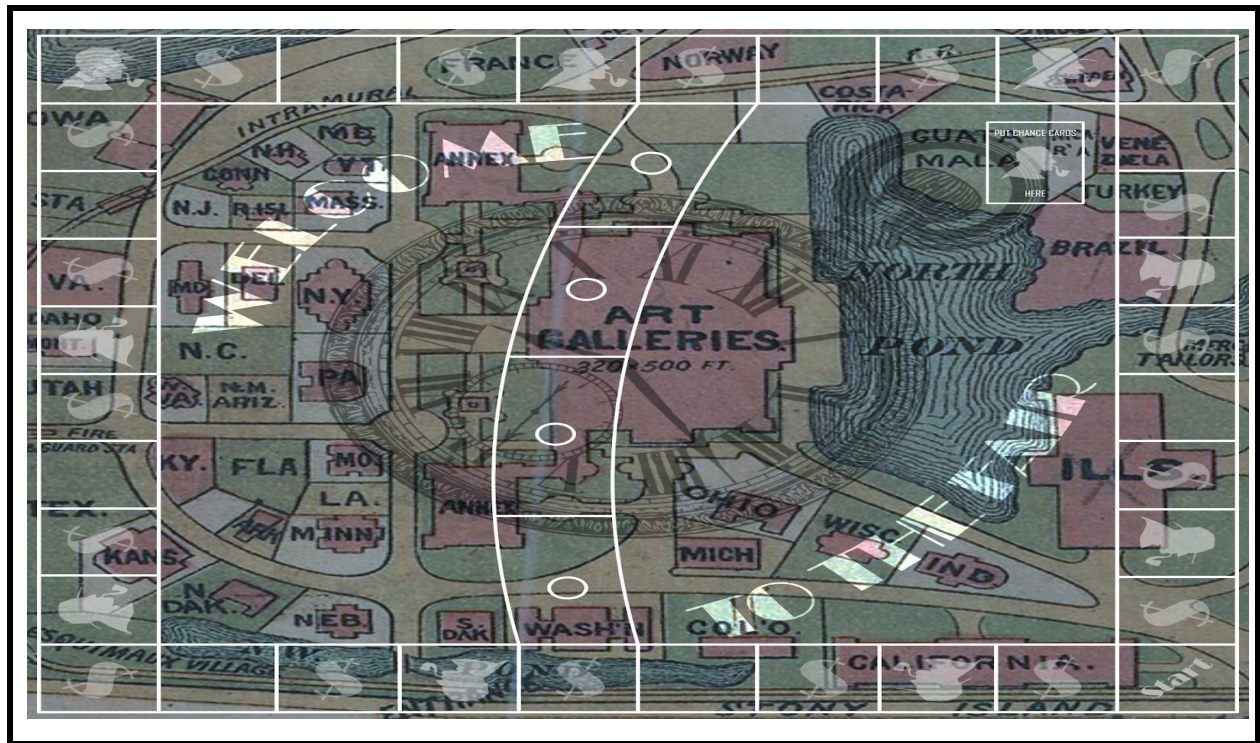


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Professor: Ken Thompson

Class: Intro to Game Design



Description: In a turn-based adventure, two players embody Burnham and Root, aiming to maintain the integrity of the fair with limited turns despite another player acting as Holmes derailing its nobility with the stain of his murderous hand. But be warned architects: each building you erect is a killing spot for Holmes. Build strategically and hope he doesn't roll your number, and you might just pull this off. Otherwise, you'll need to tap into your very limited budget to pay the detective to go and chase after the killer.

How to Play:

Architects (2 Players)

As the architects, your end goal is to have 20 buildings standing at the fair, including your homebase building, the Rookery. Beware, the killer will use your buildings as killing ground, so choose your building placement carefully early on.

As an architect you may select any square on the board possessing a "\$" symbol upon which you can place any of your building cards. Building strategically can make or break you, since early gameplay is essential to your success. You **MUST** build one building per turn OR lay down a trap card, but not both.

The killer can “destroy” your building’s reputation by getting a kill at that location. A killer gets kills by landing on a game space where the architects have placed a building. If the building landed on is currently destroyed then the killer does not get any kills. In order to succeed, all 20 buildings MUST be intact, so pay attention to which buildings have been destroyed. You may use the profit gained from each turn to repair the destroyed buildings. Each building requires a different repair costs associated with their importance to the Fair.

As an architect you will receive a certain amount of money every time the detective finishes a lap around the board. The amount you receive depends on which buildings are placed. Read the cards to add up the profits. The profit is to be used exclusively for building a trap and repairing buildings.

Certain buildings won’t give you money, but instead grant you special abilities written on the building card. For example, a building may give you the ability to temporarily “decommission” a building, effectively disabling the killer from landing on it and getting a kill. So be sure to read your building cards carefully before deciding which building to place.

In each game you are given two “Trap” cards, which can only be used once each. However, there is a catch when using it. Once placed, the “Trap” card is in play for two turns. This card is very expensive, so use it wisely.

When the killer’s turn comes after yours, you must look away until the killer has either moved their rolled number of spots or announced to wait.

Killer (1 Player)

Your turn begins with you rolling two dice, determining the number of spots you can move. You may choose to remain stationary for 1 turn if you see it as being strategically beneficial.

There is a path that cuts across the middle of the game board that only the killer can use. In order to use this path you must land on the opening to the path with the exact amount of spaces you rolled. Once crossing, you can only roll 1 die to move across. Continue to use 2 dice once completely across the path.

If the detective catches you, you must not only return to the starting square, but must ALSO roll 3 dice rolling a 10 or higher to get back in the game. If you roll a 10 or higher, you can move that number of spaces and end your turn.

There are also some buildings that give you money if you destroy them. Keep track of how much money you have because you can use it to reroll - costing you \$15 per reroll.

You are responsible for keeping track of the amount of kills you have. Take a piece of provided "Kill Tracker" paper to mark your killings.

Detective (1 Player)

The Detective's goal is to assist the architects and arrest the the killer. If the detective lands on the same square as the killer, the killer is sent back to the starting space. Much like the killer, you roll 2 dice to move around the board. If the killer lands on the same space as the detective, the detective is sent back to the beginning and misses a turn.

There are detective chance spots around the board. If you land on one of them draw a chance card and read it out loud. These chance cards can be as simple as reversing the direction players move in, or as drastic as causing the architect to move one of their buildings.

If the detective successfully makes it around the board once, they will get a deputy token and the architects get paid their profit. The deputy token can be placed on a property to protect it only if the detective lands on the property. There is only one deputy token. If the detective moves past or lands on the property with the token, the token is retrieved and the detective can place it on any property the detective lands on.

The killer's turn comes before yours, you must look away until the killer has either moved their rolled number of spots or announced to wait.

Turn Phases:

1. The architects always begin the game, placing their first building down on the board and keeping track of how much they've spent on their architect card. The cost of each building is in the corner of the building card.
2. The architects can only build one building per turn or build a trap
Following this, the architects and detective must put their heads down and wait for the killer to roll.
3. The killer rolls 2 die OR if they rolled the dice previously and chose not to move their piece they must now move forward that amount of spaces.
4. Once finished, the killer indicates to the architects that their turn has concluded, and the detective may now move.
5. The detective rolls their 2 die and moves accordingly. If they land on the killer, then the killer is sent back to the start, and must roll 3 dice and roll above a 10 to get back in.
If the killer is returned to the starting square, they must roll 3 dice, rolling a 10 or higher, to get back in the game. If the killer lands on the detective, the detective is sent back to the starting square and misses the next turn.

Winning:

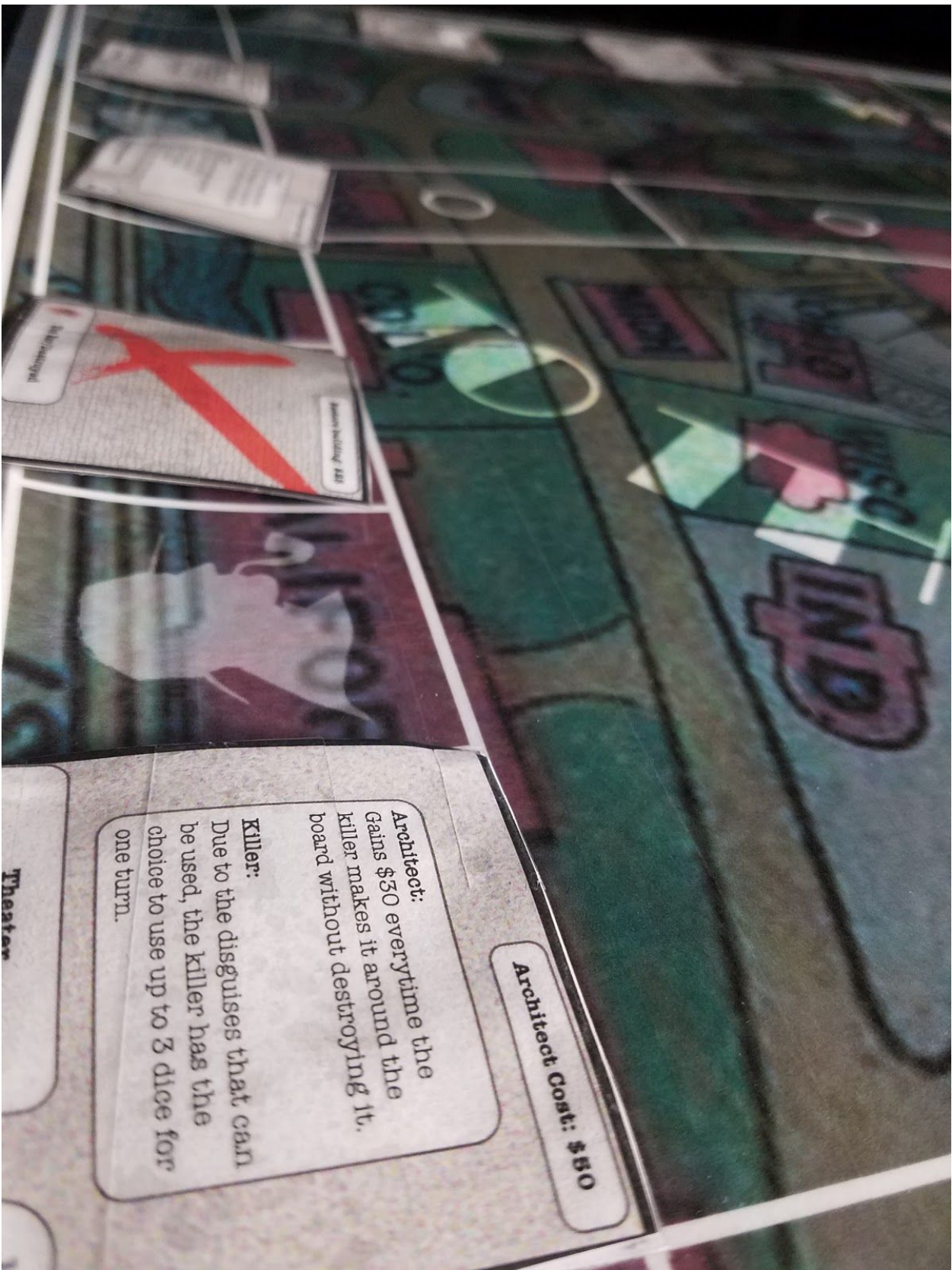
Architects: The architects win the game if 20 buildings are all standing (not destroyed) on the game board. The Rookery building must be included in the 20 buildings built otherwise the architects have not yet won.

Killer: The killer wins the game when they have successfully killed 20 people.

The game requires 3 6-sided die in order to play

Press Images:



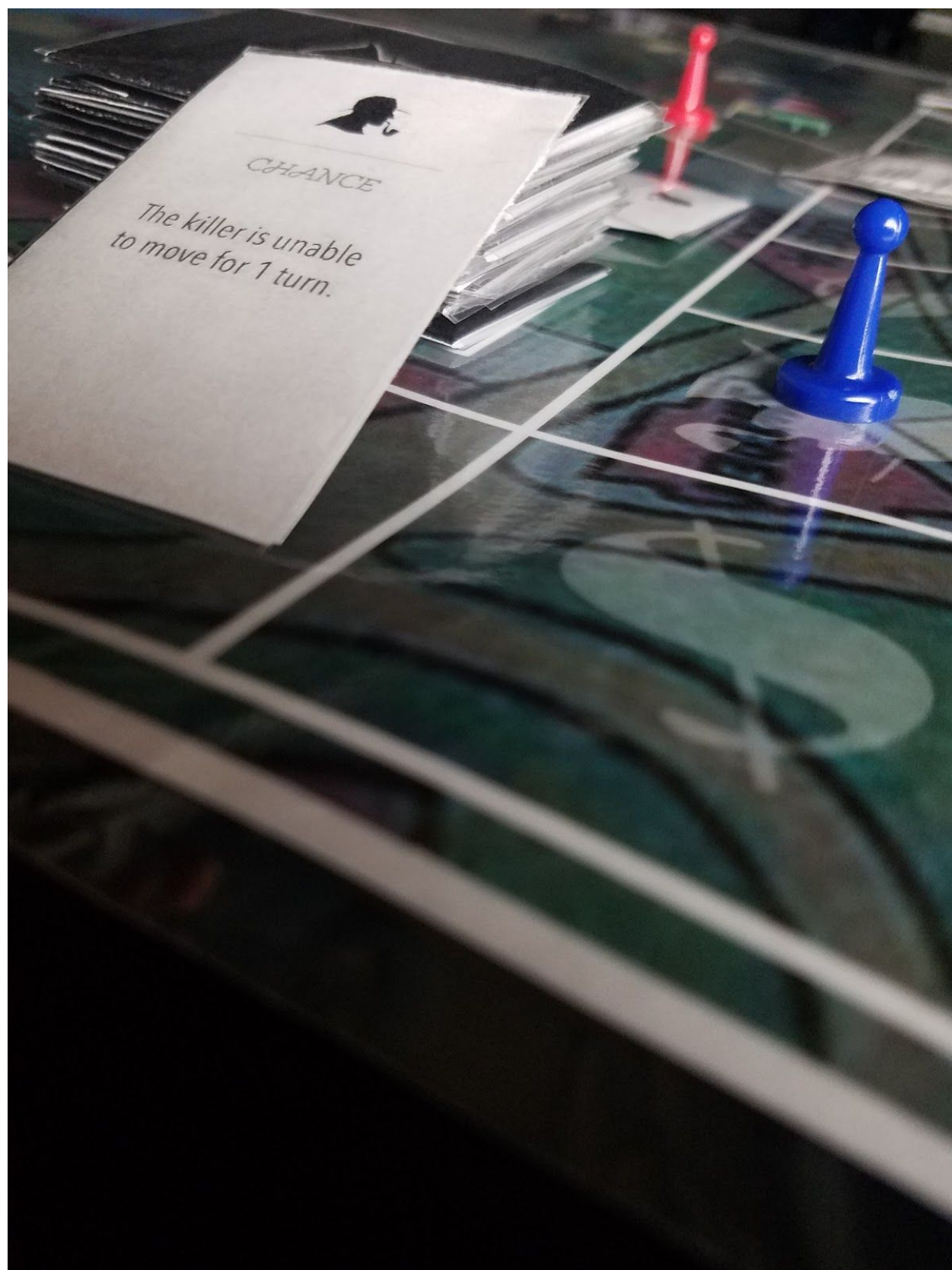


Architect Cost: \$50

Architect:
Gains \$30 everytime the
killer makes it around the
board without destroying it.

Killer:
Due to the disguises that can
be used, the killer has the
choice to use up to 3 dice for
one turn.

Theater







CHANCE

The killer gains \$5
on the next building
that they land on.

Add an additional \$5 if the
building already gives the killer money