

# The Rules

## **General Description**

Thank you for playing *Huxley's Demise!* *Huxley's Demise* is a free form murder mystery game that is played for points over the course of 1-3 hours; a group that shares information faster will likely finish faster and vice versa. The game could also be played over a longer period of time, allowing players more time to connect the dots and scheme. Regardless, we recommend that you (the Game Master!) set the time limit on the earlier side to provide pressure, and then extend the game if it feels appropriate.

Murder mystery game parties are best when there are multiple ways to win and multiple prizes to be won. *Huxley's Demise* is no different. We recommend three categories:

1. **Best Player**, the player with the highest amount of points or voted.
2. **Best Dressed**, voted for by the group.
3. **Best Actor**, voted for by the group.

## **Ground Rules**

In order to best promote the free flow nature of this game's design, we recommend a limited amount of ground rules. The Game Master (and group at large) should feel free to expand this list as needed.

1. No hurting other people - the game may be intense, and characters are aggressive, but do not translate that into violence.
2. Do not attempt to read another player's character sheet
3. Do: blackmail, lie, manipulate, and scheme!

## **Reading the Character Sheet**

The character sheets are broken up into four sections:

1. *Description*
  - a. Gives the basic information required for playing the character, such as background information.
2. *Secrets/Lies*
  - a. A list of sensitive information, some is relevant to the characters themselves and some to be used for investigating other characters.
3. *Relationships*
  - a. Describes the character's relationships to the other characters. Players should use this to build alliances and gain valuable information.
4. *Objectives*
  - a. Labeled numerically by point value, the objectives give the player motivations in the game beyond finding the murderer. The players should attempt to complete these before the end of the game.

## **Playing the Game**

*Huxley's Demise* is played by talking. Players should attempt to fulfill their objectives by forging relationships or manipulating others with the secrets they possess.

Players start the game with 10 dollar tokens.

Players may also purchase clues in order to better bribe, batter, or guess more information out of other players. Clues may be purchased at any time for five dollars from the Game Master. The player may choose between clues from two categories: crime scene and study. They will receive a random clue from that category. Players should strategize over buying clues, as accessing more than two is impossible alone--will they buy two and sell the information to remake their money, go in on clues in a group, or avoid clue buying all together. To increase the speed and ease of the game, the game master can make duplicates of the clues or decrease the cost.

Any player who believes that they know who the murderer is can call a vote, they will then be an accuser. The procedure should roughly follow these steps:

1. The Game Master then brings all players into a room.
2. The accuser explains their case.
3. The character accused of the murder defends their case
4. Other characters are given a chance to speak
5. A vote

The Game Master should limit each step to a short minute or two. If a sand hourglass is available, use it. Otherwise, a phone stopwatch or someone quietly counting can suffice.

*The game ends when time is up OR someone is voted to be the murderer by a majority of the players--6/11--regardless of whether they are the murderer.* After the game has ended, points are tallied up and a winner selected.

Finally, there is no killing during the game, even with the poison prop. The game is not designed to allow dead players to have fun, nor can it handle information being killed. Introduce killing to *Huxley's Demise* at your own risk.

### **Scoring the Game**

As a murder mystery party, Huxley's demise can be played with or without scoring. To play without, simply end the game when a majority vote is won, or the time runs out. If your group would like to include more varied motivations or promote different play styles<sup>1</sup> during the game, use the rules below to score.

- Completing Objectives: 1, 2, or 3 points as labeled (objectives on character sheet)
  - Some objectives are subjective (i.e. avoid secret X from becoming public or embarrass X). The Game Master must decide when those have happened. We recommend awarding points for close calls in favor of a player who actively attempted to complete it, but you should feel free to decide on your own.
- Having money: five dollars = 1 point
- Accusing the murderer: 5 points
- Voting to convict the murderer: 3 points
- *Muderer Only*, successfully having someone else be convicted: 10 points

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<sup>1</sup> For instance, the points system allocates points to hoarding money, which is otherwise useless.