

RULES

These rules have been modified from a Finnish game by Nelospelit (Dracula) to resemble the murder mystery game Among Us to create a live action murder mystery game. The rules also have elements from a game called Werewolf. The game was originally made for Finnish Scouts.

You will need

- 6+ players
 - Spaceship. A room, a tent - something that can fit all players
 - Game area. A large house, a forest, camping grounds...
 - 6 things that can be inspected. Doors, lights, windows, taps...
 - 6 areas that can be researched. A road, forest, kitchen...
 - A way to raffle inspection and research subjects. Dice, pieces of paper or the Manager.
 - A way to measure time (minutes/seconds). Mobile phone, watch or the Manager.
 - As many pieces of folded paper as there are players. One reads "traitor" others read "researcher"
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The story

A spaceship with a crew of alien researchers has landed the gaming area. Players are to explore and investigate the area to see if it is habitable. A computer will give out inspection and research tasks for each researcher. Work is conducted in four minute shifts. Between each shift is a break when researchers return to the spaceship. After the break a new work shift begins.

Researchers treat each other politely. It is essential to greet you peers and share insights of the results of your research while working.

The game

Give each player a role (researcher/traitor) with a folded piece of paper. The role should not be told or shown to other players. If you use colored papers as murder weapons, those should be given to all players as well.

Every researcher (including traitor) gets a random inspection task and an area to be researched.

For example:

- Inspect doors
- Research kitchen

During an inspection task, researchers are to inspect that the target is functioning as it should. These tasks can be used to do something useful too. Such as adding wood to the sauna or carrying water.

During a research task researchers are to research the designated area. What does it look like? Could we land here with a bigger ship? Can something here be eaten?

The purpose of these tasks is to make people move around the gaming area. They should not be very specific or time consuming.

When the first researcher receives his tasks, a work shift begins. Good length for a shift could be four minutes, but adjust it if needed. A researcher must begin his tasks immediately after receiving them.

- A traitor doesn't need to do the tasks but it may be strategic to appear to be doing so.

When the work shift is over, a whistle is blown. Everybody returns to the spaceship. If someone has been murdered, he does not sit with the others.

Murdering

Traitor can murder by poking, by showing a red card, whatever is agreed. Traitor can move anywhere in the game area and even wait at a certain location for a victim to arrive. Traitor can murder one (1) researcher per round. There must be an eye contact so that the victim knows he has been murdered and the traitor knows that the murder succeeded.

The break

After every workshift, the researchers who are alive can discuss who the traitor could be. The traitor can also take part in the discussions. When the researchers have a theory, they vote by raising their hands. If a player receives more than half of available votes, he is killed and must tell if he was a researcher or a traitor. Traitor can also vote. If traitor is not found, a new work shift begins and new tasks are given to researchers.

The winner

Researchers win if they can find the traitor in time.

The traitor wins when there are only 2 researchers left in addition to himself. This is because on the next turn the traitor would murder one of them and the other would not be able to vote the traitor out because the traitor's vote also counts. If there are over ten players, you may want to speed up the game by using two traitors. In this case the game ends when there are four researchers left (if both traitors are still alive).

Tips

Leave something to do for the ones who die first. Snacking is always a good choice. Play at least two rounds so everyone gets the chance to really play.