

THE MURDER AT THISTLE HILL

PLAY THE GAME. SOLVE THE CASE.

Object of the game:

Be the first to solve The Murder at Thistle Hill by correctly deducing who did it, in which room it occurred, and with what weapon.

1 The Sherriff:

- Randomly selects 1 suspect, 1 room and 1 weapon card and places them in the Confidential Case File envelope. These are the answers to the mystery!
- Shuffles and deals out all remaining suspect, room and weapons cards to all players. (Players may not all have the same number of cards.)
- Allows each player to draw two “special” card(s) to be used at any time during regular play. These cards give the player an opportunity to either Make a Wild Guess, Bribe Another Player or Sneak a Peak.
- Gives each player a clipboard, pen and Clue Sheet to track their clues.
- Determines the order of play by assigning numbers to each player



2 The Players:

- Should not let other players see their cards or Clue Sheet!
- Will each select a marker.



- Take turns rolling the die and moving their marker from square to square, leading them from room to room. Alternately, they may use designated secret passages, which allow immediate travel from the conservatory to the library and vice versa, or from the billiard room to the parlor and vice versa.

3 Guessing

- Upon reaching an orange Guessing Square within a room (designated by a question mark on the square), a player may make a Guess as to a person, place and weapon that may have been involved in the murder. *The room the player is in must be the room named in the player's Guess.*

• Upon making a Guess, the player must ask another player to disprove his Guess by secretly revealing to the player one card named in the player's guess. (And yes, that player must tell the truth!)

• If the first player asked does not have any of the cards named in the guess, another player is asked, and so on until someone can show proof that the Guess is incorrect.

INSIGHT: If no one can show proof, it does not necessarily mean that is the correct answer. (See Tips section.) Play will continue with the next player's turn.

4 The Accusation: When a player believes that he or she knows the correct answer, they may make an Accusation on their next turn by:

- Making their way to the room (and orange Guessing Square) to be named in their Accusation. If they are already in that room, they will not need to move.
- Stating that this is an Accusation and naming their final guess of who, where and with which weapon.

5 Verification:

- The Sheriff will check the Case File to see if the accusation is correct.
- If the Accusation is correct, that player has won the game.
- If the Accusation is incorrect, that player may no longer move his marker or make guesses and is out of the game, except for the purpose of proving other players' Guesses incorrect.
- Play continues until there is a winner.

Details

- All characters are considered suspects, not just those whose markers are in play.
- Secret passages exist between the Library and the Conservatory, and between the Billiard Room and the Parlor. These allow immediate transport directly to the room indicated. Players do not need to roll the die if they intend to use the Secret Passage.
- A player does not need to throw the exact number on the die to enter a room. (If a player is 2 squares away from a room and rolls a 6, they may stop in the room and make a Guess.)
- Two players may occupy the same square.
- Guesses and Accusations can only be made from an orange Guessing square (designated by a question mark) inside the room named in their Guess or Accusation.
- Only 1 Guess can be made during a turn.
- Players may not stay on a guessing square for more than one turn. They must either go to another room by secret passage or use 2 turns to leave the square and then return. Players may not leave and come back to the same guessing square during the same turn. (In other words, a player may not roll a 4 and take 2 steps away and 2 steps back in the same turn.)
Exception to this rule: If a player makes a guess from a guessing square, and is then ready to make an Accusation, they do not need to leave the square and come back before making their Accusation. They do, however, need to wait until their next turn after making a Guess.
- If a player wants to make an Accusation, they must announce that they are making an Accusation and not just a Guess. Whether making an Accusation or a Guess, players must be in the room named in their claim, and their Character/Marker must be on the orange Guessing Square.

Tips:

- A player making a Guess may purposely name a room, weapon or suspect that he/she holds in their hand in order to try to eliminate a specific person, room or weapon.
- When tracking clues on the Clue Sheet, mark out the people, rooms and weapons you hold in your hand. Then mark out any that are shown to you to disprove your guesses.
- When a player can't offer any proof of a guess being wrong, that means he doesn't have any of those cards in his hands. THAT's a clue too.
- Those "Special" cards can really help. Sometimes the Sherriff has a few extras for sale. Just ask.

Nearing the end of the game:

- When your group has just 30 minutes left to play, the sherriff will warn you that time is getting short. So if you have any special cards left in your hand, now is the time to use them up.
- If no one has won by the time there are only 15 minutes left, the sherriff will move you into Sudden Death mode. At this point, players will no longer roll the die, move their markers or have to wait to enter a room to make a guess. Everything else remains the same, with each player making a guess and asking for proof that their guess is incorrect on every turn.
- When a player believes he has the answer, he may make an accusation on his next turn (he can't make a guess, then make an accusation immediately without waiting for his next turn). If his accusation is correct, that player wins and the game is over. If not, that player may no longer make guesses or accusations, but must remain available to disprove other players' guesses and accusations until there is a winner.

What do you win? A lovely certificate, suitable for framing! We hope you enjoy your time at Thistle Hill and come back to solve another murder with us sometime in the future.