

MURDERO

Murdero is a murder mystery themed game for 2-4 players.

OBJECTIVE

The aim of Murdero is to be the first player to score 100 points or more. Points are scored by building sets of "Case Cards". The more Case Cards your sets contain, the more points you can score.

You can also play "Action Cards" to help you and to hamper your opponents' chances of winning.

STARTING THE GAME

1. Shuffle the cards and decide who will deal.
2. Each player is dealt eight cards from the deck.
3. The dealer places the remaining cards face down to form the "Case File". The top card is then placed face up next to the Case File to form the "Discard Pile".

PLAYING A TURN

During your turn, you draw and play cards in an attempt to build sets of Case Cards.

1. At the beginning of your turn you must take the top card from either the Case File or the Discard Pile and add it to your hand.
2. You may then do the following in any order:
 - a) **BUILD CASES** - Play Case Cards from your hand to make sets. There is no limit to the number of Case Cards you can play per turn. See "How to Build Cases (Sets)" for more details.
 - b) **TAKE ACTION** - Play one Action Card. Action Cards are explained in more detail later in these rules. If you choose not to play an Action Card you may instead discard one card from your hand and take the top card from the Case File. You can only Take Action once per turn.
3. If you have more than eight cards in your hand at the end of your turn, you must discard down to eight.
4. Play continues with the player on your left.

HOW TO BUILD CASES (SETS)

- In the top left corner of every Case Card is a number from 1 to 5. Each number represents a different stage of a murder investigation and also acts as the point value of that card for scoring purposes.
- You **MUST** begin a set with a Crime Scene card, which always has a point value of 1.
- To build a set, place cards in front of you in number sequence, i.e. 1,2,3,4,5. You need to complete a set containing at least one card of each number in a single colour to win the hand.
- Each set must only contain cards of a single colour, but you can build up to three different coloured sets at once.
- You can strengthen your cases by adding more than one of each numbered card to a set. This allows you to score points at the end of the hand and can also stop your opponents sabotaging your sets.



1. Case File 2. Discard Pile 3. A red case (set) in progress

SCORING

1. The first player to complete a set of Case Cards numbered 1 to 5 wins the hand.
2. Players score by adding together the point values of all Case Cards they have in sets. The point values of any cards remaining in your hand are deducted from this to arrive at your final score.
3. The player who won the hand doubles their score before making any deductions for cards left in their hand.
4. The game should be played until a player's score reaches or exceeds 100 points.

ABOUT MURDERO CARDS

There are 60 cards in a Murdero deck. These are divided into Case Cards (45 cards per deck) and Action Cards (15 cards per deck).

CASE CARDS are the cards you use to build your cases (sets). Case Cards come in three colours, each linked with a different setting: red cards are set in the criminal underworld, blue in the world of movie-making, and green in the world of politics and law. Each Case Card also has a point value from 1 to 5 as follows:

1 = Crime Scene	(5 cards per colour)
2 = Victim	(4 cards per colour)
3 = Evidence	(3 cards per colour)
4 = Suspect	(2 cards per colour)
5 = Weapon	(1 card per colour)

ACTION CARDS are used to sabotage your opponents' chances or assist you in winning. Action Cards are either **One Shot** (the card can only be used once) or **Permanent** (the card stays out until either its action has been performed or it is removed by another action card).

One Shot Action Cards have grey borders and Permanent Action Cards have black borders. All Action Cards have a

point value of zero and do not count towards your score.
0 = Action (15 cards)

Your deck contains a set of 15 Action Cards and each new Murdero deck released contains new exciting Action Cards. If you own more than one deck you can build your own custom deck by using a mixture of Action Cards from both sets. Visit the Murdero website for hints and tips on how to do this: www.murdero.com

ABOUT ACTION CARDS

Action Cards make Murdero really fun to play! They alter the game allowing you to draw more cards, destroy other players' sets, change what's required to win, and much more!

If you are unsure of the effects of an Action Card, please read the back of this rulesheet for more detailed explanations. Please note that some Action Cards will contradict the game rules. In this case, the Action Card rules apply!

- Playing a One Shot Action Card (grey bordered cards marked One Shot): Once the Action Card has been played it is removed from the game (NOT placed on the Discard Pile) and cannot be played again.
- Playing a Permanent Action Card (black bordered cards marked Permanent): Place Permanent Action Cards in front of you along with your sets. You may only have one Permanent Action Card out for each case you are building (three in total).
- Replacing Permanent Action Cards: If you already have a Permanent Action Card in play for each case you are building, you may still play a new Permanent Action Card. However, you must remove one Permanent Action Card

you own from the game (do not place on the Discard Pile) and replace it with the new Permanent Action Card.

- Using a Permanent Action Card in play: Some Permanent Action Cards (e.g. Mitigating Circs.) have an action written on the card that you can choose to perform once per turn. You cannot use a Permanent Action Card in the same turn that you put it into play. Using an Action Card is the same as playing one and counts as the TAKE ACTION part of your turn.

TIPS FOR WINNING MURDERO

To win Murdero you must be the first player to complete a case (set). Building cases is easy to do but it gets more difficult as the game progresses. That's because there's only one murder weapon for each colour so only one player will be able to complete each case.

- Try building cases for all three colours at once as this will earn you more points. It also means that if you draw a Weapon card later in the game you have a better chance of being able to use it.
- Try to play out as many Case Cards of the same colour and number as you can. For example, you could stack up to five Crime Scene cards if you had them and they would be worth five times 1 point at the end of the game!
- During your turn, only play an Action Card if it will really help you. Remember, you can discard a card from your hand and draw a new one from the Case File, which means you get to draw two cards per turn instead of one. This means you are more likely to find the card you need to build your case!

MULTI-PLAYER VARIANTS

FOUR PLAYERS IN PAIRS (PARTNER MURDERO)

You play Partner Murdero in pairs. The rules of play are the same as for Murdero Classic (see above) with the following additions:

1. You must sit opposite your partner. This ensures your opponents have a chance to pick up your partner's discarded cards before you.
2. You may play Case Cards or Action Cards on your partner's cases. If you play them on your partner's cases then the card is owned by your partner and any effect it has can only be for the benefit of your partner. You may not move any card after it has been played.
3. You are not allowed to view your partner's hand or communicate with your partner whatsoever about the contents of your hand.
4. You score in pairs. Your score is calculated by adding up the point values of all Case Cards both you AND your partner have in play. If either you or your partner are left holding cards in your hands, you should deduct the point values of those cards from your combined score.
5. You and your partner need to reach a combined score of 200 points or more to win.

ACTION CARD REFERENCE

LOST TREASURE (ONE SHOT)

You may take any one Case Card from the Discard Pile - you can't take another Action Card. The Case Card you take may be from anywhere in the Discard Pile, not just the last card played.

REVERSE CHARGES (ONE SHOT)

This card ends the game. The four cards mentioned include 'Reverse Charges' so you can only play this card if doing so would leave three or fewer cards in your hand. No player can score double as no-one has completed a case.

SHAKE DOWN (ONE SHOT)

The Case Card you remove from the game must be your own, even if you are playing Partner Murdero, and it must be in a set, not in your hand. Remember you may only take

a Case Card from another player, not an Action Card.

OVERTIME (ONE SHOT)

You must draw the top three cards of the Case File and add them to your hand. Remember to discard if you have too many cards in your hand at the end of your turn. If drawing three cards depletes the Case File, then the game ends.

DESTROY (ONE SHOT)

Removes one Permanent Action Card from play. This card cannot be used to remove Case Cards. Once a card is removed this way it should be left outside the game, not added to the Discard Pile.

SABOTAGE (ONE SHOT)

The card you remove from play may be one of your own cards. If you use this to remove a Case Card from the middle of a case, any cards following it in the set must be removed as well. For example, if you choose to remove the Evidence card (point value 3) from a case that contains Crime Scene, Victim, Evidence and Suspect cards, you must also remove the Suspect card as there is no longer any Evidence to support that part of the case. However, if the player's case has been strengthened and contains two or more Evidence cards then only one Evidence card is removed and the Suspect card remains in play.

SILVER SCREEN ALIBI (PERMANENT)

If this card is in play when a blue case is completed, that player cannot win the game with that case and the game does not finish. However, if this card is removed from play after someone has completed a blue case then the person with the completed blue case is the winner. If more than one person has completed a blue case (e.g. by using the Joker) then each person who has completed a blue case wins and scores double for that hand.

THE DON'S ALIBI (PERMANENT)

As above, but applies to red cases.

POLITICAL ALIBI (PERMANENT)

As above, but applies to green cases.

HEAVY CASELOAD (PERMANENT)

The game does not end until a player completes two cases. If this Permanent Action Card is removed and any player or players have completed one case, each player who has completed a case wins and scores double for that hand. In Partner Murdero, either player in the partnership must complete two cases to win – it is not enough that they both complete one each.

REAL ESTATE (PERMANENT)

As long as this card remains in play until the end of the game the player who owns it scores 4 points for each Crime Scene card (point value 1) they have in play. In Partner Murdero, only the player who owns the Real Estate Action Card scores this way, not both players.

MITIGATING CIRCS (PERMANENT)

You may play this card's ability once per turn as long as you can remove a Case Card. In Partner Murdero, you may only remove Case Cards that you own, not those your partner owns. You cannot put this card into play and use its ability in the same turn.

JOKER (PERMANENT)

You can use the Joker to complete your case (e.g. in place of a Weapon or Suspect card, etc.) but you must play it as the Take Action part of your turn.

Visit

WWW.MURDERO.COM

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