

# PLAYER INSTRUCTIONS



You have been invited to a party for famous sleuths, but all is not as it seems. The host threatened to reveal a secret about one of the guests, that at least one of you is a fraud, who frames others for the murders they commit. Before anyone could be exposed, the host was found murdered. It is up to you and your fellow Partygoers to determine the Killer(s) and bring them to justice, without getting killed yourselves.

## BEFORE THE GAME BEGINS

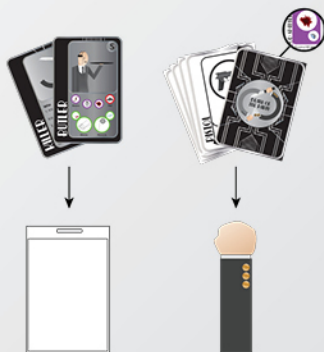
Take a card sleeve with clip or lanyard, an Identity Envelope and either a male or female Persona Envelope.

### The Identity Envelope contains:

- an Identity Card, indicating whether you are a Killer or a Partygoer
- an Item Card to help you investigate, or a Weapon Card to help you defend yourself—Killers get a set of 4 identical Weapon Cards

### The Persona Envelope contains:

- a Persona Card, depicting a detective and a selection of Clues
- a set of 6 Clue Cards that match the Clues shown on the Persona Card



Insert your Persona and Identity Cards into the card sleeve as shown, with your Persona Card facing forward and the back of your Identity Card (with a Reference Guide) facing back. Do not reveal your Identity Card until the end of the game. If you have a Weapon Card, make it the first card in your hand, then place your Blood Spatter card on top, face down, showing the **DEATH OF THE PARTY™** logo.

Mingle with the others at the party, and examine their Persona Cards to see what detectives they are playing and what Clues they have.

### If you are a Killer:

Take note of Clues you share with your fellow players to help you decide which Clue you should leave on a victim.

# THE GAME BEGINS

You and your fellow players will gather around the table with the BODY. A member of the Staff will direct you to close and cover your eyes. They will start a count to 50 (or 20 for two rooms), at the end of which, you will open your eyes and the Staff will lead the first round of play.

## If you are a Killer:

While everyone's eyes are closed, you and any other Killer(s) open your eyes and look at one another. One Killer must leave a Clue Card and a COD Card on the BODY. Then, you and any other Killer(s) close and cover your eyes and wait for the count to end.

# ROOMS AND ROUNDS

The game is spread through several rooms, each with a table of cards. A round of play consists of three steps:

## Step 1: Have a Drink

After entering a room everyone will, in turn, approach the table and:

- Take a Drink Card. Take note of the number on the back.
- (Optional) Take a Drawer Card and keep the Item on the reverse.

## Step 2: Questions

Starting with the player with the lowest number on their Drink Card, each player may ask a Suspicion Question of another player. A Suspicion Question is asked in order to determine if that player left a particular Clue at a murder, or if they have an Item that could be important to the investigation, such as a Weapon or a Fingerprinting Kit.

There are three kinds of Clues:

You may ask to see the Item for an Item Clue (green).

A Special Clue (purple) requires a corresponding Special Item to ask to see it. You may not ask to see an Intangible Clue (red). To answer a Suspicion Question, you can show the requested card. If you choose to not show the card, you need not answer the Question fully or honestly. If you have drawn a Drawer Card with an Item that matches a Clue you have used, you can show that instead. You cannot show a card unless answering a Suspicion Question.

## Step 3: Clean up

After the last player has asked their Suspicion Question or passed, that player collects the Drink Cards, shuffles and places them back on the table. You may now leave for another room or stay for another round starting again with Step 1.



If you enter a room while players are taking turns at the table, you can join that round of play. If you enter a room while players are asking Suspicion Questions, you cannot join that round of play. You can go to another room, or wait for the next round in that room.

If you are the only player in a room, you can search one-by-one through the Drawer Cards and pick which one you want to keep. If someone enters while you are doing this, keep whatever Card you currently have.

## COMMITTING MURDER

When you are in a game room (not hallways or other rooms) with another player, you can attempt to murder the other player by handing them a Weapon and Clue Card. There are two kinds of Weapon Cards. Weapons from Identity Envelopes (and Lockboxes) have a Weapon on one side and a COD (Gunshot or Stab Wound) on the other. Weapons from Drawer Cards have a Weapon and COD on the same side. Your intended victim may attempt to defend themselves by removing the top **DEATH OF THE PARTY** card from their hand. If the first card is a Weapon with a value above 0, the two Weapons are compared. The player with the higher value Weapon Card kills the other, and leaves the Weapon and Blood Spatter Clue. Once the murder has been resolved, the victim is allowed to scream. To scream, the player makes a single loud noise that can be heard in another room, typically by yelling. If a gun was used, the victim does not scream. Instead, they yell "gunshot" or "bang" repeatedly until other players enter the room.

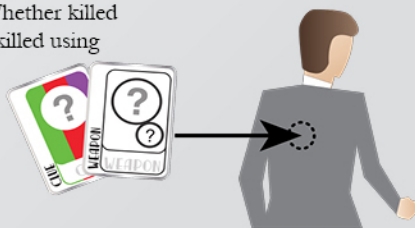
### Two Rooms:

Do not scream and do not use Blood Spatter. Use the Clue picked for the murder attempt, or any Clue you want if killing in self-defense

## KILLING QUIETLY

If you can come up behind another player and touch them on the back with a Weapon and Clue, you have killed quietly and they do not scream. If the victim turns around before they can be touched, they can attempt to defend normally, and scream if killed.

Otherwise, they are dead immediately. If the weapon used was a gun, the victim still yells "bang" repeatedly. Poison can only be used against a player with a Drink in their hand. A player who has a Flask Item Card is immune to a Poison attack. Whether killed from in the front or behind, a player killed using Poison cannot scream.



A murder ends the round of play in that room. If you witness a murder or discover a dead body, you should call the other players to the room, stopping play in all rooms. If a mistake is made while killing, such as the victim forgets to defend themselves or forgets to scream, the mistake stands. You cannot commit murder in a room with a victim awaiting discovery.

### **If you are killed:**

Reverse your Persona Card to display the "In Memoriam" side up. Do not reveal your Identity Card. You cannot speak as part of gameplay. Stay in the room where you were killed until you are discovered and the following Accusation Phase is complete.

## **ACCUSATIONS**

### **Step 1: Examine the Body**

You may ask one Suspicion Questions of the victim, who answers with the Clue and COD left on their body, or any cards still in their possession. Murder victims cannot evade questions. You cannot ask Suspicion Questions of any other player, or show cards from your hands.

### **Step 2: Accusations**

You may accuse another player of a murder. Make your case to the other players, and the accused makes their defense.

### **Step 3: Voting**

A vote is taken to decide if the accused player is placed under House Arrest. In the case of a tie, the accused goes free.

### **Step 4: Arrest**

If you have been arrested, reverse your Persona Card to display the "House Arrest" side up. Do not reveal your Identity Card. The Accusation Phase is now over and no other players may be accused. Free and alive players continue with the next round of play.

## **ENDING THE GAME**

If you think you have solved the murder(s), you can declare a Final Accusation Phase to accuse any Killer(s) still at large. Make your case to the other players, and if a majority agrees, the game ends with the final arrest(s). Alternately, you can suggest that all Killers are arrested or dead, and there are no further arrests to make.

You must be free and alive to win.

If all Killers are arrested or dead, the Partygoers win.

If a Killer has murdered someone, including the BODY, they win.

If the Killers outnumber the Partygoers at any time, except during an Accusation Phase, the Killers win.

See the full rules for clarifications and options for advanced play.