

CLUSSASSIN

A game of running and killing
For 3 to 6 players
by Chris Slater

COMPONENTS

Clue Game Board which shows 9 rooms
6 colored tokens, each representing one of the characters: Colonel Mustard (yellow), Miss Scarlet (red), Professor Plum (purple), Mr. Green (green), Mrs. White (white) and Mrs. Peacock (blue).
6 miniature weapons: Rope, Lead Pipe, Knife, Wrench, Candlestick, Revolver
Pack of cards: 1 card for each of the 6 Characters, 6 Weapons and 9 Rooms
Two six-sided dice (though more is better)

THE PREMISE

A mashup of the games of Assassin and Clue. Every character invited to Mr. Boddy's mansion is an assassin, as well as the target of another assassin at the mansion. Clussassin utilizes a modified version of the rules of the game Assassin and uses most of the components from the game Clue.

SETUP

Each player chooses one of the six characters to be their character. They should take the corresponding character token and place it in their starting space.

If fewer than 6 people are playing, be sure to place the remaining character tokens onto the appropriate starting point because they are still in the game.

Sort the cards by type into three groups: Characters, Rooms and Weapons.

Place each of the weapons in a random empty room. You can use the room cards to facilitate this.

Shuffle the three piles of cards and deal them face down clockwise around the table to each character's player (including to characters without players). Each should receive: 1 Character Card, 1 Room Card, and 1 Weapon Card. Cards dealt to characters without players may not be looked at until that character has been Assassinated.

The Character card in each player's hand is their current Target. That is the only character/player they may attack (until they succeed and receive a new Target or they themselves are Assassinated). Note: if a player is dealt their character as their Target, then retrieve all the Character Cards and reshuffle and deal them out again. Repeat as necessary until no players have received themselves as their Target.

The Room card in each player's hand is their Kill Zone, which will grant them an Attack or Defense modifier, as described below in the Attacking section.

The Weapon card in each player's hand is their Specialty Weapon, which will grant them an Attack or Defense modifier, as described below in the Attacking section. Deal one of the remaining Room Cards face up into the center space on the board. Move the card to the room referenced on the card. This room on the card is The Safe Room for this game. See The Safe Room below, in the Moving section.

OBJECT OF THE GAME

To be the last character alive in Mr. Boddy's Mansion.

GAME PLAY

Miss Scarlett opens the game, the turns continue clockwise around the table.

On each turn, a player tries to reach the same room as their target or be close enough and within line of sight of their target in a hallway so they may assassinate them. Other players must not be in the same room or within line of sight of the attacker.

MOVING

To start your turn:

- **Roll two six-sided dice** and move your token up to the number of spaces shown on the dice. Your movement ends if you enter a Room.

or:

- **Use a Secret Passage** when you are in a corner room.

If you **roll the dice**, you move your token that many spaces:

Horizontally or vertically, forward or backward, but not diagonally.

You are not allowed to enter the same space twice on the same turn.

You may not enter a space that is already occupied by another player.

You may, however, enter a Room that is already occupied by another player.

If you **use a Secret Passage**, you don't need to roll and you can move immediately to the other room. This ends your movement.

It is possible that your opponents might block any and all doors and trap you in a room. In that case, you have to wait for someone to move or unblock a door to leave!

THE SAFE ROOM

No attacks can ever be made in The Safe Room.

A player must exit The Safe Room the turn after they enter it.

PICKING UP A WEAPON

A player may pick up a weapon from a Room they are in, but only if they have the corresponding Specialty Weapon Card in their hand. They reveal the Specialty Weapon Card and lay it on the table in front of them.

ATTACKING

If you are alone in the same room with your target **or** if you are within three spaces and in line of sight of your target while in the hallway with your target **and** there are no other players within six spaces with line of sight to you, **then** you may make an assassination attempt.

You may attack either before or after your movement for the turn.

First, reveal your Target and place it in front of you on the table to prove you are making a valid attack/assassination attempt.

Second, both Attacker and Defender should reveal any Modifiers to their roll that they are eligible for by revealing their Kill Zone or Specialty Weapon cards.

ATTACKER/DEFENDER CARD MODIFIERS

If you are in a room shown on any room card in your hand, you are in your Kill Zone and you may roll an extra die and take the better roll.

If you are holding the weapon shown on any weapon card in your hand, you are using one of your Specialty Weapons and you may roll an extra die and take the better roll.

ASSASSINATION ROLLS

Attacker rolls 1d6 (plus any Modifier dice). If you get 3+, you hit your Target and they may attempt a Defense Roll. If you do not, then you miss.

DEFENSE ROLLS

Target rolls 1d6 (plus any Modifier dice).

If they roll equal to or higher than the Assassination Roll, then they defend and may make an immediate move roll and move that many spaces to get away from their attacker.

If they do not, then the Defense fails, and the Assassination succeeds! The target is out of the game and must hand all their cards and weapons to their Assassin.

NEW TARGETS

After a successful assassination, the Assassin collects their target's cards. They now have a new target to assassinate, and new rooms and weapons they may try to use in their assassination attempts or defenses against assassination.

COLLECTING YOUR OWN CARD

If a player gets their own Character card after successfully assassinating another player (or non-player controlled character), they must immediately swap target cards with another player. The player who drew their own card chooses who to swap with.

ENDING THE GAME

The game ends when there is only one player with a character still alive.