Anime Murder Mystery

The objects of the game are pretty simple:

- Figure out who murdered Millennium Earl, with what, and where. Remember, you could be the amnesiac murderer.
- Figure out the motives of as many other characters as you can. At the same time, protect your motive.
- Retain as much money as you can.
- Spread random gossip and rumors about your competition’s characters. Remember, character, not the real person. Mochita likes to drink raw eggs is fine. Alexis sniffs dog butts is not.

There are two types of information you will come across during the game: Motive cards and Suspicion cards.

Motive cards

- Each player has a motive; the reasons each of the characters wanted the Earl dead. This is something unsavory in their lives that the Millennium Earl found out about and used to blackmail the character.
- Each motive is broken into three cards that can be put together.
- At the beginning of the game, each player will receive one piece each of three other characters’ motives. The Game Masters have all of the motive information.
- It’s up to you to get the information from other players and the Game Masters and then put the information together to make the whole story.
- Motive cards are tradable.
- If you exchange motive cards, you do not have that information any longer.
- There are three copies of every character’s motives in circulation. So if you want to keep your secret, you have to get all of the copies. That’s nine cards!

Suspicion Cards

- A card is a piece of information that exonerates one particular character, room, or weapon of the murder.
- Each player will start the game with a few cards. Other cards can be found through the Suspicion phase and possibly the Chaos phase.
- Information on cards is exchanged during a Suspicion and marked in the detective notebook. The player who was dealt a specific suspicion card keeps the card for the duration of the game.

How to Play
• You will be divided into two groups. Groups will not necessarily stay together throughout the entire game.
• Every turn, players will have a Suspicion phase and a Chaos phase. (Described in the next sections.)
• Once you have made your final accusation, you may not change your room, weapon, or murderer prediction. You can, however, continue to gather motives about the other characters and try to forestall your opponents.

Chaos Phase

• The Chaos phase takes place before the Suspicion phase.
• At the beginning of the Chaos phase, the room’s Game Master will announce the conditions for that round.
• These conditions can be a variety of different things including: buying and selling information between players; the movement of a single or group of players to another room including mixing up the groups; paying off the game master to skip other players’ turns; and a variety of other evil-doing.

Suspicion Phase

• During the Suspicion phase, one player suggests a combination of character, room (the room is always the room the players are currently in) and weapon that she thinks may be the solution to the murder. Then, the others in the room are asked if they can disprove the suspicion; the player who makes the suspicion asks a different, specific player if she can disprove the theory. If you are asked by a player and have a card for an element of the Suspicion, you must tell the person making the Suspicion which one you can disprove. If you have more than one, you only need to tell one. This information should only be shared with the Suspicious person and no one else the room.
• If you do not have a card that matches the Suspicion, say so, and the question passes to the next person of the current player’s choice. Once one person has disproved the Suspicion, no one else has to respond.
• You may make only one Suspicion per turn (if you choose to make a Suspicion at all).
• What are you obliged to tell? Only the cards you had at the beginning of the game. You are not obliged to tell cards you learned when players have disproved your Suspicions.
• Once your suspicion has been answered by a player, the Game Master will share another card with that player. This may be a motive card, which the player will keep, or a Suspicion card from the Game Master’s deck.
• The Suspicion phase ends when all eligible players have had a turn.
Making an Accusation

- Once you think you have solved the mystery, fill out your accusation card and turn it into the Game Master - one guess only.
- You may not make any more suspicions, but you are obligated to participate in the Suspicion rounds for other players. If you have a card that can disprove another player’s suspicion, you have to share it even if they have received help from another player.
- You may continue to participate in the Chaos phase and try to prevent others from finding out your secret.

Winning

- The winner is determined by the number of points each player accumulates during the course of play.
- A winner is declared when all players have submitted their accusation cards. Players receive 15 points for a correct accusation.
- For each complete motive a player has gathered, they will receive five points.
- Any player who successfully prevents other players from gathering their motive will receive 20 points.
- The cash total of what a player has left will be added to their score.
- The player with the most points wins the game.