

13 DEAD END DRIVE™

The Game of Mystery, Suspicion and Foul Play!

FOR 2-4 PLAYERS

AGES 8 and UP

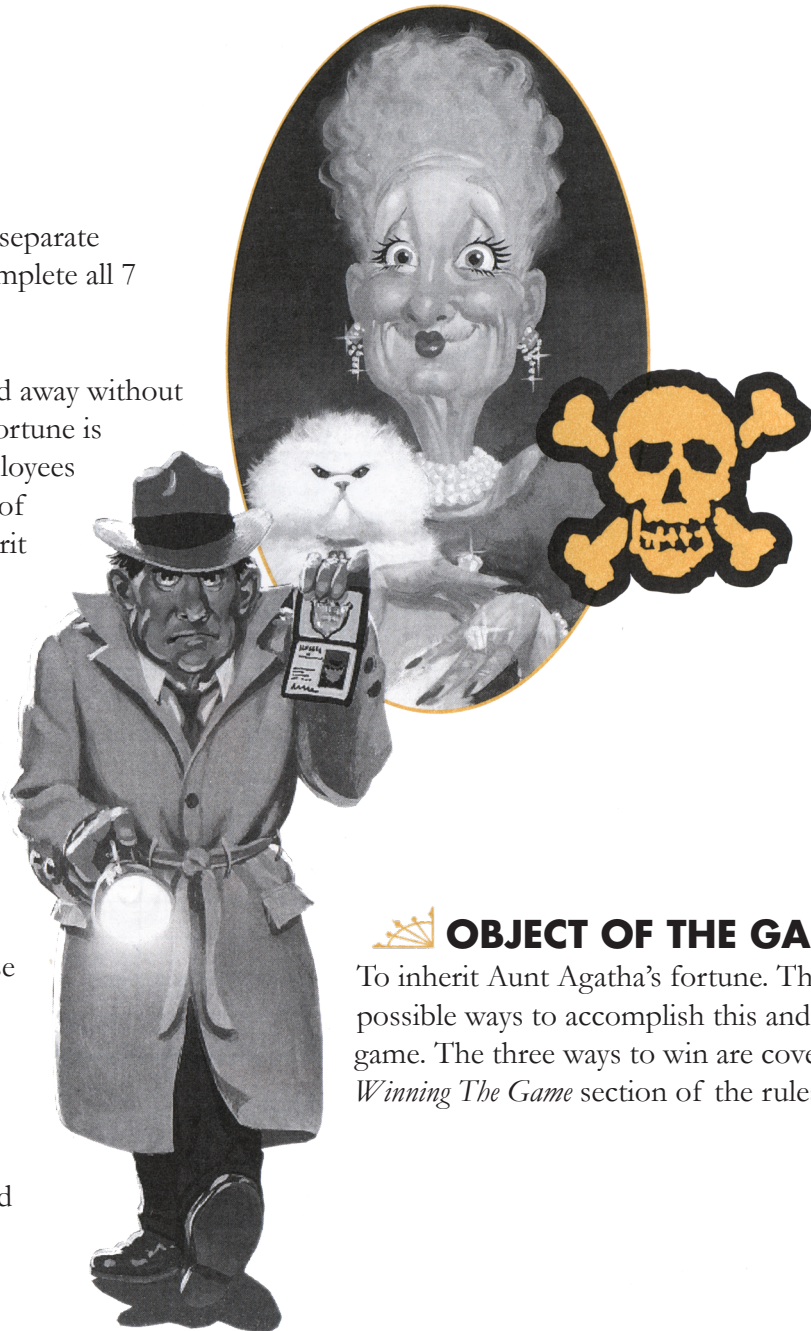
ASSEMBLY

For all assembly instructions, see the separate Assembly sheet. Refer to it as you complete all 7 assembly steps.

The Story: Aunt Agatha has passed away without any surviving relatives - so now her fortune is up for grabs! Her 12 friends and employees are all anxiously awaiting the reading of her will. But it says only one will inherit her fabulous wealth. She has left her estate to her favorite person (or cat!) - the one whose portrait is shown hanging on the wall. Will it be you?

The Inside Story: It's hard to stay on your feet at 13 Dead End Drive. The mansion is filled with traps for the unwary - a toppling statue, a shaky chandelier and more! You may have to spring some of these traps to "knock off" your opponents to win the game.

Who Everyone is: To meet all 12 of Aunt Agatha's favorites, read the character history on the cardboard platform.



OBJECT OF THE GAME

To inherit Aunt Agatha's fortune. There are three possible ways to accomplish this and win the game. The three ways to win are covered in the *Winning The Game* section of the rules.



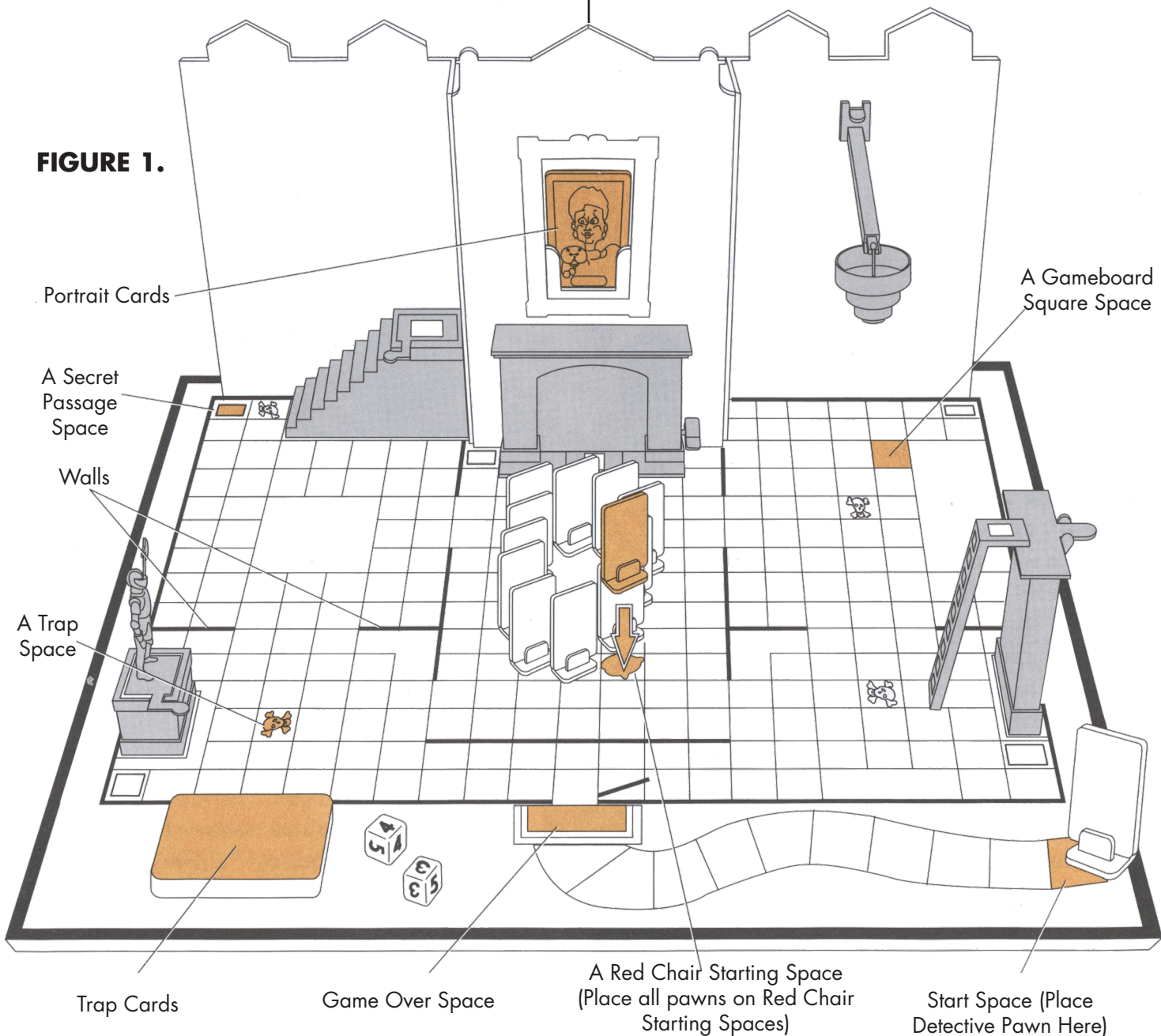
1. The Gameboard

Take a look at the gameboard fully set up for play in Figure 1. All players should face the front of the fully-assembled mansion.

2. The Pawns

Remove the 12 pawns and Detective pawn from the cardboard parts sheet. Place each pawn into a pawn stand. Put each pawn (except the Detective) onto a red chair starting space in the center of the gameboard in any order. Place the Detective pawn on the Start space on the gameboard.

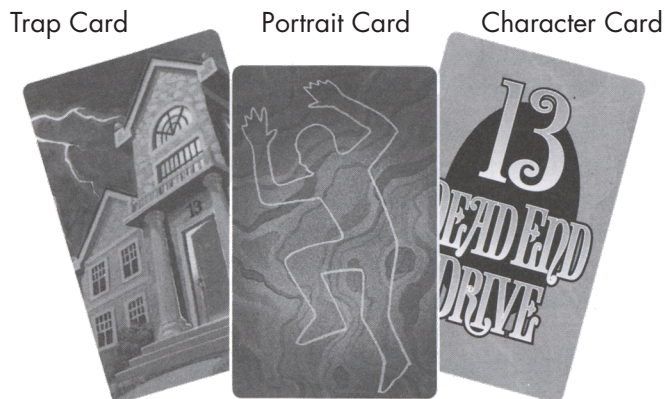
FIGURE 1.



3. The Cards

Separate the card deck into 3 piles (29 Trap cards, 13 Portrait cards and 12 Character cards). Here's a look at their card backs. See Figure 2.

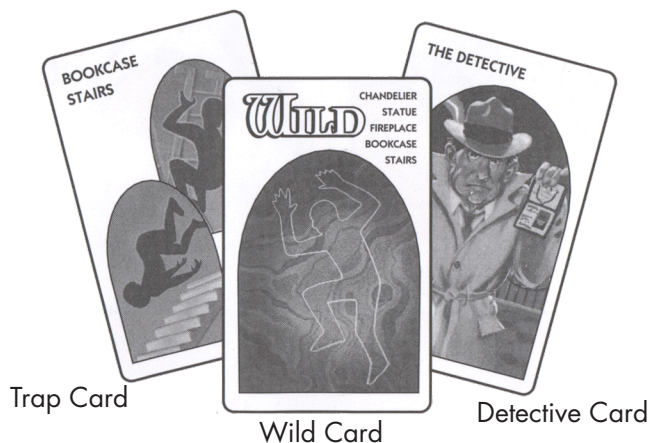
FIGURE 2.



Trap Cards:

There are 3 different kinds of cards in the Trap card pile: Trap Cards, Wild Cards and Detective Cards. See Figure 3. Shuffle all of them together and place them facedown in a pile on the gameboard's front lawn. You'll draw Trap Cards throughout the game as you move pawns onto Trap spaces. You'll either play the cards immediately or keep them in your hand for future use.

FIGURE 3.



Portrait Cards: Remove Aunt Agatha's Portrait card and set it aside. (*Make sure the portraits on the rest of the cards are right-side-up.*) Shuffle the cards and put them facedown in a pile. Slide the Aunt Agatha card facedown underneath the pile and pick up the pile so only Aunt Agatha is shown. Do not look at the order of the cards! Put all 13 Portrait cards into the portrait frame as shown in Figure 4.

FIGURE 4.



Portrait Cards
in Frame

Character Cards: Shuffle the 12 Character cards and deal them out facedown according to the number of players. See chart below. Players can look at their cards, but must keep them secret from each other. *You own the pawns that match your Character cards.* See Figure 5.

Number of Players	Number of Character Cards per Player
4	3
3	4
2	4 (plus 2 secret character cards each)

*See Rules For 2-Player Game on page 8.

FIGURE 5.



HOW TO PLAY

Each player rolls the dice and the player with the highest roll goes first. Play then continues to the left.

First remove Aunt Agatha's Portrait card from the frame and place it facedown on the gameboard's large sofa. The card that is shown underneath Aunt Agatha is the current favorite to inherit her fortune. That pawn must try to get out the front door without being "knocked off" to win! A pawn gets "knocked off" when it gets caught in a trap and the trap is successfully sprung on the pawn.

Note: Throughout the game, the portraits will change many times. You must time your escape from the mansion exactly to the appearance of your pawn's portrait in the frame.

On Your Turn

Roll both dice and move two different pawns, one for each die.

IMPORTANT: You may move any pawns on the gameboard — not just your own! Keep the pawns you own secret so you can try to escape easily when your pawn's portrait is shown in the frame. Try to move opponents' pawns onto Trap spaces to eliminate them.

Each pawn must always move the full count of a die roll. For example, if you roll a 4 and a 5, move one pawn 4 spaces and another pawn 5 spaces. See Pawn Movement Rules below.

Pawn Movement Rules

1. Each space or gameboard square is "1" count of a die roll. Pawns can move vertically or horizontally, but not diagonally. See Figure 6.
2. All pawns must be moved off the red chair starting spaces before any pawn can be moved either a second time or onto a Trap space.
3. A pawn cannot land on or pass through the same space twice during the same move (including the space from which it began its move). See Figure 7.
4. Pawns cannot land on or pass through a space occupied by another pawn or any furniture pictured on the gameboard (such as tables, sofas, chairs, vases, a desk, a gold statue or an easel). Exception: Pawns may move on red chair starting spaces only if blocked by another pawn. See Figure 8.
5. Pawns may move on top of rugs.
6. Pawns cannot pass through any walls on the gameboard. See Figure 9.

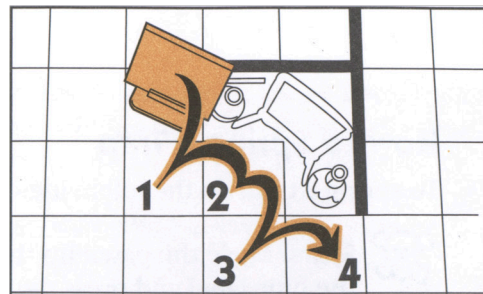


Figure 6. A Legal Move of 4

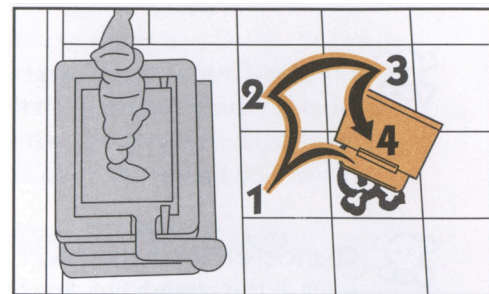


Figure 7. An Illegal Move of 4: Returning to the Space From Which You Began Your Move

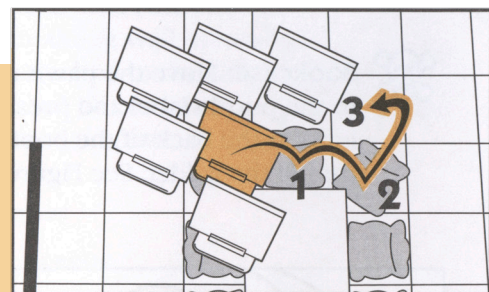


Figure 8. Blocked By Pawns
To complete a move of 3, you must move on top of two Red Chair Starting spaces to reach an empty space.

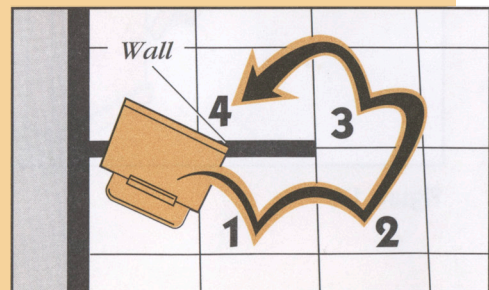


Figure 9. A Legal Move of 4 Around A Wall.

Rolling Doubles

If you roll doubles, do the following:

- You may change the portrait. Move the Portrait card currently showing to the back of the deck in the frame and reveal the new card underneath. (If you don't want to change the portrait, you don't have to.)
AND
- Either move one pawn the total amount of both dice or move two pawns (One pawn for each die).

How Your Turn Ends

Your turn is over after you move a pawn (or pawns). If you move onto a Trap space, your turn is over after you try to play a Trap card and spring the trap. Be sure to finish the moving, card-playing and trap-springing actions for one pawn before you move another pawn.

SPECIAL GAMEBOARD SPACES



Secret Passage Spaces

There are 5 Secret Passage spaces, each with a wooden door. Use them to move opponents' pawns closer to the Trap spaces for which you have matching Trap cards. You may move any pawn onto a Secret Passage space and then move it to one other Secret Passage space, counting "1" on your die roll to do so. Then continue moving the full count of the die roll, if you have any moves left.

For Example: In Figure 10, you rolled a 4. Move a pawn two spaces onto the Secret Passage space, hop to another Secret Passage space and land on it for the count of "3" and then move off that Secret Passage space one space to complete the full die roll of 4.



Trap Spaces

There are 5 Trap spaces, each with a colored skull. Use these Trap spaces to eliminate your opponents' pawns. You may move any pawn onto a Trap space by landing on the space by exact count. See Figure 11. You could move an opponent's pawn onto a Trap space or even your own pawn onto a Trap space (especially if you wish to bluff your opponents into thinking that it isn't your pawn - see *Bluffing* on page 8). Once on a Trap space, you'll then need a Trap card to spring the trap.

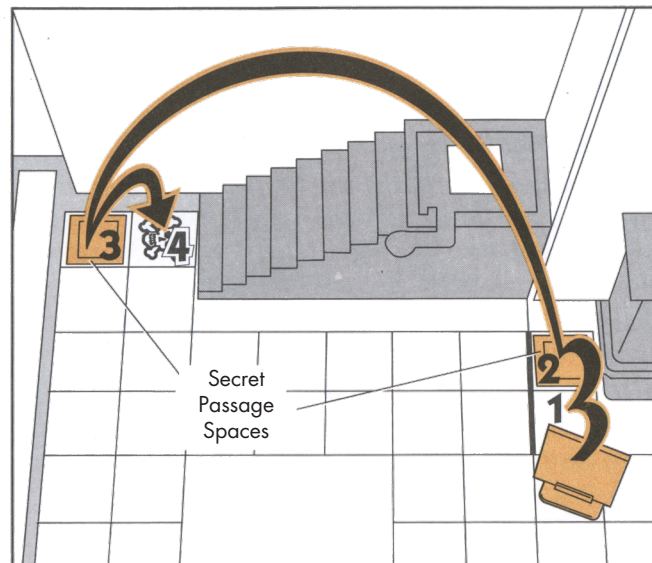


Figure 10.

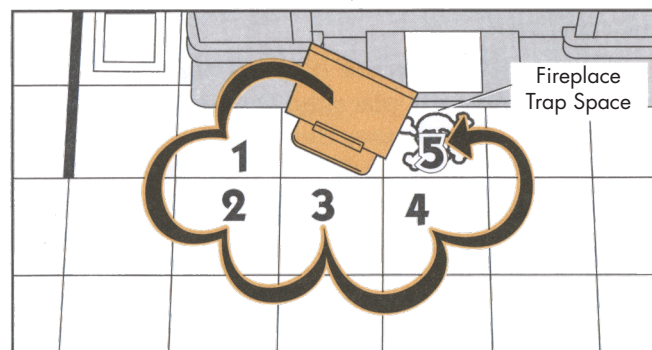


Figure 11. With a roll of 5, move the pawn onto the Fireplace Trap space by exact count!

Move and Spring Rules

1. You can spring a trap to eliminate a pawn only if you have moved that pawn onto a Trap space on your current turn.
For Example: At the beginning of a player's turn, they notice that an opponent's pawn is already on the Bookcase Trap space. Although the player has a matching bookcase Trap card, they cannot play it to spring the trap because they didn't move the pawn there on the same turn. However, the player could move the pawn off the Bookcase Trap space to allow another player to move it back on the trap space and spring the trap.
2. When you move two pawns on a turn, be sure to finish the moving, card-playing and trap-springing actions for one pawn before you move another pawn!

Playing Trap Cards

- If you have the matching Trap card or a Wild card in your hand, you may play the card by placing it faceup on the discard pile on the gameboard's front lawn. (A Wild card matches any trap. See Figure 12.) You may then spring the trap (see How to Spring a Trap on page 7).
- If you do not have the matching Trap card or a Wild card in your hand, draw one card from the Trap card pile. If it matches, you may spring the trap. If it does not match, you cannot spring the trap - just announce that it's the wrong card and keep the card in your hand to play on a later turn. **IMPORTANT:** You cannot draw a card and then play another card that you already had in your hand on the same turn.
- If you draw a Detective card instead of a Trap Card or a Wild card, place the Detective card in the discard pile and move the Detective pawn one space towards the front door of the mansion. Then draw another card from the Trap card pile. Note: If the Detective pawn reaches the Game Over space, the game ends immediately - no other card play is allowed! (See *Winning The Game* on page 8.)
- If you run out of cards in the Trap card pile, shuffle the discard pile.

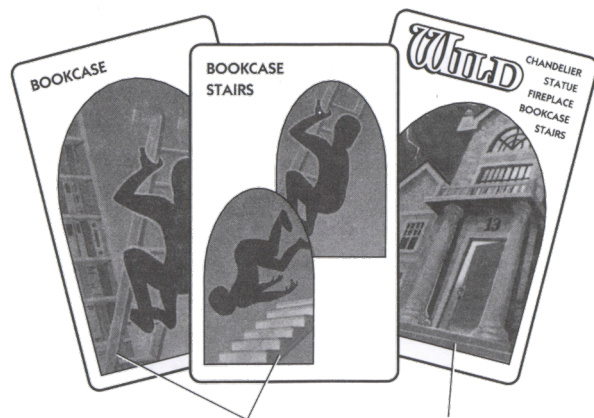


Figure 12. To spring the Bookcase trap, play either one of the Bookcase Trap cards or a Wild card.

Eliminated/Knocked-Off Pawns

After a trap has been sprung, that pawn is automatically out of play. Then reset the trap for the next victim. The player who owns the eliminated pawn must then discard his or her matching Character card by laying it down faceup with its pawn on top. During gameplay, when the eliminated pawn's matching Portrait card appears in the frame, remove the card and place it facedown on the gameboard's large sofa.

Out of the Game

If a player loses his or her last Character card, that player is out of the game and must discard all Trap cards in his or her hand (except in a 2-player game, follow those rules accordingly on page 8).

How to Spring a Trap

To spring a trap, do the following:



STAIRS

Move the pawn up the stairs to the blue label and press the finger lever to fling the pawn down the stairs. That was quite a trip!

See Figure 13.



FIREPLACE

Move the pawn onto the red label on the trap and push the finger lever back to flip the pawn into the fireplace. Is it getting hot in here?

See Figure 14.



CHANDELIER

Press the finger lever to release the chandelier. A “crashing” success!

See Figure 15.



STATUE

Press the finger lever to topple the statue. Oh what a knight!

See Figure 16.



BOOKCASE

Move the pawn up the ladder to the purple label and press the finger lever at the back of the bookcase to topple the ladder. Case closed!

See Figure 17.

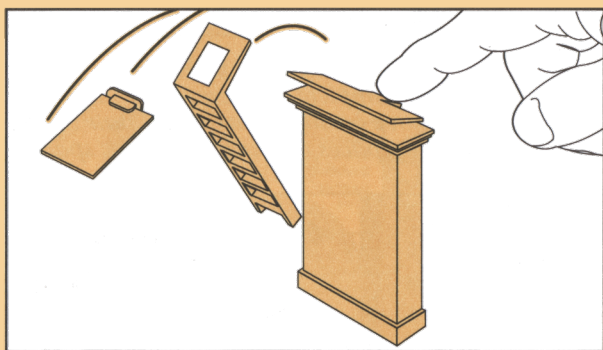


Figure 17.

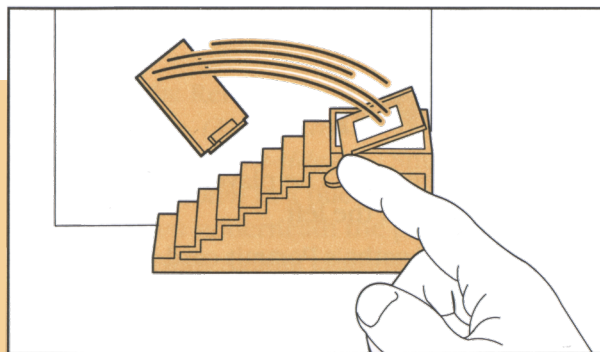


Figure 13.

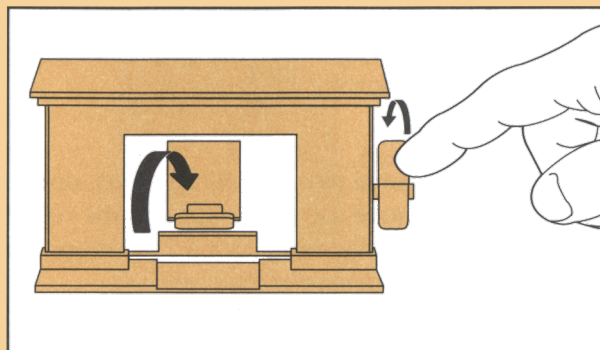


Figure 14.

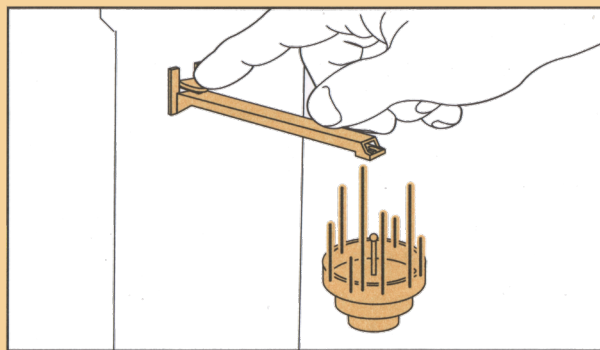


Figure 15.

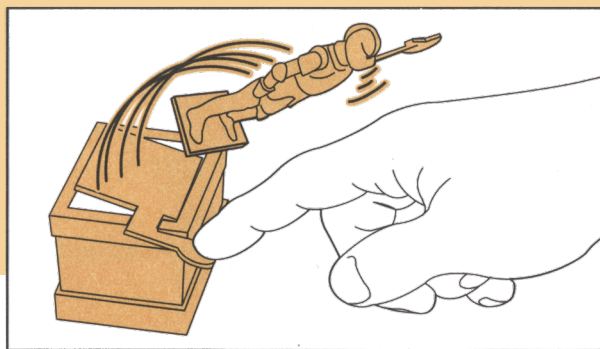


Figure 16.

BLUFFING

Since you do not want the other players to know which pawns are yours, you may *BLUFF* by moving pawns other than your own towards the mansion's front door. *This is a key component of gameplay.*

Bluffing on Trap Spaces

You can also bluff by moving your own pawns onto Trap spaces! Then, even if you have a matching Trap card or Wild card in your hand, don't say anything (try to act cool) and draw a new card from the Trap card pile. *If it matches, do not use it!* Just pretend it's the wrong card and keep the card in your hand. This way your "trapped" pawn remains safe and you gain an extra Trap card! No one will be the wiser.

WINNING THE GAME

You will inherit Aunt Agatha's vast fortune and win the game if:

1. You manage to get your pawn out of the mansion and land on the Game Over space when its portrait is shown hanging on the wall. (You do not need to land on the Game Over space by exact count.)
OR
2. The Detective pawn reaches the Game Over space and the character portrait that matches a surviving pawn that you own is shown hanging on the wall.
OR
3. Your pawn is the last one left standing (the lone survivor because all other player's pawns have been eliminated).

RULES FOR 2-PLAYER GAME

In a 2-player game, deal a hand of four Character cards to each player. Then, separately deal two *secret* Character cards *facedown* to each player. These *secret* cards must be kept *facedown* during the entire game – **NO PEEKING BY ANYONE!** (Even if you lose your hand of Character cards, you *cannot* look at the *facedown* cards.) Players play as above with all 12 pawns.

If a player loses his or her last Character card, both players continue playing until one of the following "winning the game" situations happens: (1) Only one pawn remains on the gameboard; or (2) a pawn exits the mansion's front door while its portrait is shown hanging on the wall; or (3) the Detective pawn reaches the Game Over space so the pawn whose portrait is shown hanging on the wall then wins.

If a player is holding a Character card that matches the winning pawn, that player wins! If neither player is holding the matching Character card, players then turn over their secret Character cards. The player who owns the secret card that matches the winning pawn is the winner!

We are happy to hear from our consumers and hope you enjoy 13 Dead End Drive! Questions and comments?

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