

HART'S MANOR

at Hume Lake Christian Camp



HART'S MANOR GAME RULES

OBJECTIVE

Solve the mystery by being the first player to correctly determine:

- WHO committed the crime
- WHAT weapon
- WHERE it took place

SETUP

1. Prepare the Cards

Separate the cards into three piles: **Suspects, Weapons, and Locations.**

Shuffle each pile separately. Without looking, place one card from each pile into a confidential envelope. These three cards form the solution.

2. Deal the Remaining Cards

Shuffle all remaining cards together and deal them face-down to all players as evenly as possible.

3. Detective Notes

Each player receives a detective notes sheet and marks off the cards they were dealt.

4. Starting Positions

Each player chooses a suspect and places their token on the matching starting space.

The player who can name the most Hume themes (or the youngest player) goes first.

Play continues clockwise.

GAMEPLAY

On Your Turn:

1. Roll the Dice

Roll both dice and move that number of spaces horizontally or vertically along hallways.

2. Entering a Room

If you end your movement inside a room, you may make a suggestion.

MAKING A SUGGESTION

When in a room, suggest:

- One suspect
- One weapon
- The room you are currently in. *You can only guess the current room you are in.

Disproving a Suggestion:

The player to your left must attempt to disprove the suggestion by showing one matching card, if possible.

Only one card may be shown. If they cannot disprove anything, it goes to the next person and so on until someone can disprove something or until it returns to the player who made a suggestion.

SECRET PASSAGES



Some corner rooms are connected by secret passages.

Using a secret passage replaces rolling for movement. You may only transport to another room with the same symbol in it.

SPECIAL RULE: DOUBLE ONES



If you start your turn in a room and roll two ones, this is Double Ones and you may move to any room on the board.

If rolled outside a room, Double Ones counts as moving as normal.

Double Ones does not grant an extra turn.

MAKING AN ACCUSATION

On your turn, you may make one accusation by declaring, "I am making an accusation." State a suspect, weapon, and location. You can make an accusation from anywhere on the board.

If correct, you win the game.

If incorrect, you are eliminated from taking further turns but may still disprove suggestions.

WINNING THE GAME

The first player to make a correct accusation wins and reveals the mystery.



HUME