

Mingle & Murder®

A game of a party, a murder and a vengeful ghost



for 5-10 players (playing time 30-45 minutes)

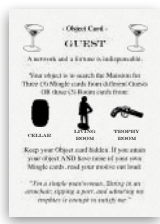
by Nicholas Hjelmberg

Nova Suecia Games

<http://www.novasuecia.se>

Version 1.2

COMPONENTS



- 10 object cards
- 1 Murderer
 - 1 Inspector
 - 1 Doctor
 - 7 Guests



- 50 action cards
- 3 Murder
 - 3 Catch
 - 3 Save
 - 41 Mingle



- 18 room cards
(1 pair of each room)



- 8 character cards

4 rule cards



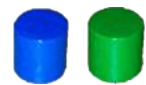
- 8 meeples; representing the Guests



- 2 halmas; representing the Inspector and the Doctor



- 24 disc action markers; 1 set of 3 for each Guest



- 6 cylinder action markers; 1 set of 3 each for the Inspector and the Doctor

SETUP

1. Arrange 1 pile per player as follow:

- 1 Murderer pile: The Murderer object card, 3 Murder cards.
- 1 Inspector pile (if 7 or more players): The Inspector object card, 3 Catch cards.
- 1 Doctor pile (if 9 or more players): The Doctor object card, 3 Save cards.
- As many Guest piles as needed to get 1 pile per player: 1 Guest object card, 3 non-character Mingle cards.



2. Pair the Room cards and randomly place them in 3 rows and 3 columns ("Mansion") with space ("Corridors") between them.

3. Turn face down, shuffle and draw 1 player pile each.
4. The Inspector and the Doctor announce their objects. The Inspector plays the green halma and the Doctor plays the blue halma. Both play with hands of 3 action cards.
5. The others keep their objects **hidden at all times**. They draw 1 Character card each, which tell which meeple they play and which character Mingle cards they start with. They play with hands of 5 action cards. (The Murderer pretends to be a Guest.)
6. All players take a set of 3 action markers of their color. The Guests take the discs and the Inspector and the Doctor take the cylinders.
7. Discard unused Character cards, meeples and halmas.
8. The party may begin!

OBJECT

Each player has a unique object as stated on the Object card.



- **Murderer:** Murder 2 other players by playing a Murder card to them.



- **Inspector:** Catch the Murderer by being played 1 Murder card.
- **Doctor:** Save 2 guests, either by playing Save cards to them or by drawing a Murder card.



- **Guest:** Mingle with 3 other guests or steal 3 items from the rooms listed on the Object card



COURSE OF THE GAME

The game is played over a number of *parties*, divided into *mingle rounds* and *murder rounds*.

MINGLE

Start the first mingle round with the player who last hosted a party. Start following rounds with the player who ended the previous murder round. In clockwise order, place your meeple/halma in any corridor not already containing a meeple/halma.

MURDER

The player who ended the previous mingle round starts the next murder round. In clockwise order, take back 1 of your meeples/halmas and place 1 of your action

markers in any of the adjacent rooms not already containing any of your action markers. They tell which rooms you act in and are resolved at the end of the party.



END THE PARTY

The party ends when all 3 action markers per player have been placed. Resolve 1 room at the time. Leave the action markers in the room until all rooms have been resolved.

1. Leave card in Room

For each room where you have placed an action marker, place 1 of your Action cards of your choice in a pile **face down**. When all players have placed their Action cards, add the top Room card to each pile and **shuffle**.

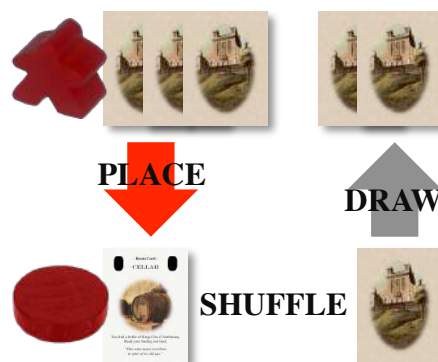
The pile should now contain 1 more card than the number of action markers placed in the room.

2. Draw card from Room

For each room where you have placed an action marker, draw 1 card from that pile and place it in front of you **face down** without looking at it.

The pile should now contain 1 card. Return it to the room.

When all rooms are resolved, each visited room should have 1 face down card and each player should have 3 face down cards.



CLEAN UP AFTER THE PARTY

Shuffle all the cards in front of you. In no particular order, look at each card and "act" it by reading the card flavor text.



Murder card

A murder attempt takes place. Check the following:

- **Murderer:** **Do not reveal** the card but keep it and try again later. (The flavor text reads as if you drew a Mingle card.)
- **Inspector:** **Reveal** the card. You **arrest** the Murderer.
- **Doctor:** **Reveal** the card. You **save** yourself.
- **Guest:** **Reveal** the card. If the Doctor is in play and it turns out that you also have a Save card, the Doctor **saves** you. Otherwise you are **murdered**.



Catch card

You are being investigated by the Inspector. **Reveal** the card and resolve it in the Invite to the next party phase.



Save card

You are being examined by the Doctor. **Reveal** the card and resolve it in the Invite to the next party phase.



Room card

You find a valuable item. **Do not reveal** the card but keep it and compliment your finding (reading the flavor text).



Mingle card

You find nothing but other guests. **Do not reveal** the card but keep it and enjoy the party (reading the flavor text).

INVITE TO THE NEXT PARTY

Prepare the next party as follow:

1. Reveal the face down card in each room.
 - Give murder cards to the Doctor face down. (The Guest was saved without help from the Doctor.)
 - Return catch cards and save cards to the Inspector and the Doctor respectively.
 - Leave room cards in the room to the next party.
 - Remove mingle cards from the game.

2. For each save card a Guest has, she returns 1 murder card to the Doctor face up. (The Doctor saved someone.)
3. For each catch card a Guest has, she returns 1 room card to the Mansion (if she has any and even if acquired an earlier party).
4. Return all save and catch cards to the Doctor and the Inspector.
5. The Inspector and the Doctor return room cards to the Mansion, leaving them with hands of 3 cards.
6. Guests refresh their hands up to 5 cards with non-character Mingle cards from outside the game if needed.
7. If the room cards of a room are depleted, mark it with a non-character Mingle card from outside the game turned face down. The room is considered empty and no action markers can be left there as long as there are no room cards there.
8. All players take back their action markers.

Each player should now have 5 cards (3 cards for the Inspector and Doctor) again. The player who ended the previous murder round starts the next mingle round.

If you were murdered and not saved, you no longer participates in the parties. However, you may return from the grave and haunt your Murderer, see End of Game.

END OF GAME

At the end of each round, check the following in order to determine if the game ends:



1. The Inspector has at least 1 Murder card.

The **Inspector** has caught the Murderer in the act and **wins**.



2. The Doctor has Murder cards worth at least 2 pts.

Murder cards face up earns the Doctor one (1) point and Murder cards face down earns the Doctor half (1/2) a point. The **Doctor** has prevented murders and **wins**.



3. At least two (2) Guests have been murdered.

The victims get **one (1)** chance to haunt the Murderer by naming him or her.

- If correct, the **Victims** get revenge from beyond the grave and **win**.
- If incorrect, another guest dies and the **Murderer wins**.



4. One (1) or more Guest objects have been fulfilled.

One or more **Guests** have laid their hands on the items they most desire or mingled with the most important guests and share the **victory**.



5. All three (3) Murder cards have been played.

The Murderer has failed but escapes. The party continues and all players **draw**.

STRATEGY TIPS

The following strategy tips may help you survive Aunt Agatha's dinner party and win the game:



Murderer: Minimize the odds of Murder cards being traced back to you. Leave them in rooms with as many and as different players as possible. Leave more than one card in a round only if time seems to be running out.



Inspector: Maximize the odds of drawing a Murder card. Keep track of which players' cards you may have drawn and visit rooms with players whose cards you have not yet drawn. Also be observant on players trying to avoid rooms you have visited and "shadow" them.



Doctor: Maximize the odds of a player drawing a Save card and a Murder card or of you drawing a Murder card. For the former, visit rooms with as many and as different players as possible. For the latter, be observant on players trying to avoid rooms you have visited.



Guest: Maximize the odds of finding the Room or Mingle cards you need. If you look for a Room card, it is easier to find it the fewer players that have been in the room. If you look for a Mingle card, keep track of which rooms its Guest has been to.



Victim: Keep track of which players visited the rooms you visited at the point of the 1st murder. Repeat for the 2nd murder and cross-check your findings. One of the players who visited both murder spots is the Murderer.

CREDITS

Game design: Nicholas Hjelmberg

Artwork: Nicholas Hjelmberg; the fine painters Rudolf von Alt, Antal Berkes, Pieter Gijssels, Thetart Haag, Jan van Kessel, Thomas Hosmer Shepherd, Jan Skramlik, Camille Pissarro; the fine designers at Openclipart.org JicJac, sheikh_tuhin, jarda, and SeriousTux

Production: The Game Crafter

Game testers: Mingling guests at Cafe & Co (<http://www.cafeco.se>)

Special thanks: My wife Su-San Oh for having to listen to my endless historical and game-technical considerations
