

Introduction

Cold Cash Risk is an unholy merger of *RISK* and *Acquire*. You play it on a *RISK* board using rules from both *Acquire* and *RISK*. Players assume the role of stockholders in globe-spanning corporations. The corporations control armies and territories and operate independently of the players.

You must own a copy of *Acquire* and *RISK* to play *Cold Cash Risk*.

Background

Powerful corporations are rapidly assimilating the small businesses of world. Stockholders attempt to reap ever-increasing profits from this expansion by buying and selling corporate stock. Stockholders may also become CEOs, driving the corporations they control to greater expansion, or gutting them for huge stock dividends.

Each corporation maintains security teams to control territories on the map. A corporation may expand by absorbing Mom & Pop operations, merging with other corporations (friendly takeovers) or attacking other corporations' territories (hostile takeovers.) The value of a corporation's stock increases and decreases as the corporation's territorial holdings expand and contract.

In the end, success is measured by one ruler; cold hard cash. He or she who ends the game with the most money, wins.

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Definitions

Corporation: A corporation is a entity separate from players. Corporations, along with Mom & Pops, control the territories on the board. Each corporation is run by a Chief Executive Officer (CEO).

CEO: The player who establishes a corporation becomes its first CEO. However, someone else may be elected CEO during a Stockholder's Meeting (see page 5).

Corporate Security: The lawyers, accountants, public relations staff, and other unwholesome thugs corporations use to engage in or defend against hostile takeovers.

Corporate Size: The size of a corporation is equal the number of territories it controls plus any continent bonuses. For example, if American controls Australia and no other territory, its size would be 6 (4 territories + 2 bonus). However, a corporation that controls only 1 territory is considered to be size 2.

Mom & Pop: an independently owned and operated business ripe for the picking. Mom & Pops are represented on the map by the black corporation tiles from *Acquire*.

Assets

Games: You must own a copy of *Acquire* and *RISK* to play *Cold Cash Risk*.

Money: You will need faux money in denominations of \$10, \$20, \$50, \$100, and \$500, \$1000, and \$5000. You may wish to use *Acquire* money for higher denominations and *Monopoly* money for lower.

Armies: Use *RISK* armies to represent corporate security. One army is the equivalent of 1 security team.

Tiles: Use the black tiles from *Acquire* to represent Mom & Pops. The number and letter on a tile have no meaning in *Cold Cash Risk*.

Opening Bell

Map: Place a *RISK* map in the center of the table. Do not place anything on the map at this time.

Cash: Give each player \$6,000 in whatever denominations he or she prefers.

Order: Give each player 1 *RISK* territory card. If you receive a wild card, discard it and draw another. The player whose territory comes first alphabetically will move first. For example, if you receive Alaska you will move first because it comes before all other *RISK* territories. Play will proceed from the first player clockwise around the table.

Mom & Pops: Each player must place 1 Mom & Pop in the territory named on his or her card and then discard the card.

Hand: Deal 3 new territory cards to each player.

Operating Cycle

Cold Cash Risk is played in a series of game turns. Each game turn consists of 2 phases:

1. Activity Phase
2. Earnings Phase

Activity Phase: Beginning with the first player and proceeding clockwise, each player does the following:

1. Place a Mom & Pop
2. Execute 1 Action
3. Take a Territory Card

Actions: You may execute 1 of the these actions on your turn:

1. Buy Stock
2. Sell Stock
3. Call a Stockholders' Meeting
4. Hostile Takeovers (CEOs only)

Earnings Phase: Beginning with the first player and proceeding clockwise, you may execute 1 of the these actions for each corporation you control:

1. Restructure
2. Hire Security
3. Pay Dividends
4. Downsize

Activity Phase

Beginning with the first player and proceeding clockwise, each player does the following:

1. Place a Mom & Pop
2. Execute 1 Action
3. Take a Territory Card

Place a Mom & Pop

Play a Card: Look at the territory cards in your hand. If possible, you *must* place a Mom & Pop into 1 of the territories you have a card for. If you hold a wild card, you may use it to place a Mom & Pop into any empty territory. Once you place a Mom & Pop, discard the corresponding territory card.

Empty Territory: You may place a Mom & Pop only into an empty territory. If you do not have a card that allows you to play into an empty territory, discard your hand. You may no longer place Mom & Pops.

Result: The placement of a Mom & Pop will allow you to do one of the following:

1. Found a New Corporation
2. Allow Mom & Pop to be Absorbed
3. Allow Corporations to Merge
4. Nothing Interesting

Found a New Corporation

Tower: If there are fewer than 6 corporate towers on the map, you have the option of founding a new corporation. Choose one corporation that is not in play and place its tower into the territory where you placed the Mom & Pop.

Corporate Security: Choose a color for the corporation's security teams and place that container in front of you. This denotes that you are the corporation's CEO. Replace the Mom & Pop you just placed with 3 security teams.

Adjacent Mom & Pops: All Mom & Pops contiguous with the new corporation are immediately absorbed into it. Replace each of these Mom & Pops with 1 security team of the new corporation's color.

Free Share: Take 1 free share of stock in the new corporation.

Adjacent Corporation: It does not matter if the Mom & Pop you placed, or any of the Mom & Pops absorbed, border another corporation. You may still found a new corporation.

Single Mom & Pop: You may found a corporation with a single Mom & Pop. A corporation that controls only 1 territory is size 2.

Limit: The maximum number of active corporations is 6. If there are already 6 corporations in play, you may not found a new one.

Mom & Pop Absorbed

If you place a Mom & Pop so that it borders 1 or more corporations, you may allow the Mom & Pop to be absorbed into 1 of those corporations. Replace the Mom & Pop with 1 security team of the absorbing corporation's color. If there are 2 or more bordering corporations, you choose which one absorbs the Mom & Pop.

Allow Corporations to Merge

If you place a Mom & Pop so that it borders 2 or more corporations, you may allow those corporations to merge. However, the CEOs of both corporations must agree to the merger.

Safe Size: As in *Acquire*, if the size of the smaller corporation is 11 or higher, it cannot be merged.

Agreement: If both CEOs agree, replace the Mom & Pop with 1 security team of the larger corporation's color. Also replace all of the smaller corporation's security teams with teams of the larger corporation's color. Remove the smaller corporation's tower. If the corporations are the same size, the player who placed the Mom & Pop chooses which is treated as larger.

Bonuses: Follow *Acquire* rules to grant bonuses to the stockholders in the smaller corporation and dispose of the smaller corporation's stock.

Multiple Mergers: Follow the *Acquire* rules to handle multiple mergers.

Disagreement: If either CEO does not agree to the merger, the Mom & Pop you placed *must* remain a Mom & Pop. If your proposed merger fails, you may not "change your mind" and use the Mom & Pop to found a new corporation or allow it to be absorbed into another corporation.

Nothing Interesting

You are never required to found a new corporation, allow absorption, or propose a merger. You may simply choose to leave the Mom & Pop as is.

Execute One Action

You may execute 1 of these actions on your turn:

1. Buy Stock
2. Sell Stock
3. Call a Stockholders' Meeting
4. Hostile Takeovers (CEOs only)
5. Pass

Buy Stock

You may purchase 1, 2, or 3 shares of stock in any active corporation. As in *Acquire*, the size and tier of the corporation determine the price of each share of stock. The size of a corporation is equal to the number of territories it controls plus any continent bonuses.

Sell Stock

You may sell 1 or more shares of stock in 1 or more active corporations. There is no limit to the number of shares you may sell.

Call a Stockholders' Meeting

You may find yourself holding valuable stock in a corporation saddled with an incompetent CEO. Rather than unload your holdings, you may attempt to unload the CEO.

New CEO: You may call a meeting of the stockholders of any 1 corporation you own stock in. The sole purpose of this meeting is to elect a new CEO. As the player calling the meeting, you must put forward a nomination. Then all stockholders must vote either for or against the nominee.

Nominee: You may nominate anyone you like. You may name any player, including yourself, or someone who does not even own stock in the corporation. However, you may not nominate someone who does not want to be nominated. If no one wants the job, you can take a different action.

Voting: Each player gets 1 vote for each share of stock he or she holds in the corporation. All of a player's votes must be either for or against the nominee. You may take a few minutes to negotiate an agreement and then take a single vote. Balloting must be open, but you may ask for votes in any order you want.

Result: If the fors win, your nominee becomes the corporation's new CEO. He or she must take the corporation's security team container. If the againsts win, or there is a tie, the incumbent remains CEO.

Secrecy: If you do not want to reveal how many shares of stock you hold, you may keep some or all of them hidden. However, you may not vote with hidden shares.

Hostile Takeovers (CEOs only)

Not surprisingly, negotiations often fail and CEOs are forced to resort to more direct means of conducting business. If you are the CEO of 1 or more corporations, you may use 1 of those corporations to conduct hostile takeovers.

RISK: You will play a single turn of *RISK* with the corporations' security teams acting as armies.

Placement: Your corporation *does not* receive new security teams from territories or continent bonuses at this time. It receives these during the Earnings Phase.

Attack: Follow the rules of *RISK* to attack from territory to territory. You may attack as many corporations or Mom & Pops as you like. *However, you may not attack or move into an empty territory.*

Defending Mom & Pop: *After* you announce an attack against a Mom & Pop, roll 1 die to determine how many security teams it will defend with. After you determine how many teams the Mom & Pop has, you must complete at least 1 round of combat against it. The Mom & Pop will roll 2 dice as long as it has 2 or more security teams. Once you have completed all attacks for the turn, remove any remaining Mom & Pop security teams from the map. The Mom & Pop will roll again for the number of security teams next time it must defend against an attack.

Free Move: After you have completed all attacks, you may make 1 free move. You may make a free move even if you do not attack.

Territory Card: Unlike *RISK*, no one receives a territory card after a successful conquest. Territory cards are never used to build new armies.

Tower: If your corporation conquers a territory that contains another corporation's tower, you have successfully taken over that corporation.

Bonuses: Follow *Acquire* rules to grant bonuses to the stockholders in the defeated corporation and dispose of the defeated corporation's stock. *However, all values are halved.* Bonuses are halved, the value of the defeated corporation's stock sold to the bank is halved, and 4 shares of defeated stock are required in trade for 1 share of winner stock.

Size: Follow *Acquire* rules to compute the size of the bonus based on the size and tier of the defeated corporation. Include the defeated corporation's tower territory and any remaining territory it controls in your calculations. Do not include any territory the corporation just lost, except its tower territory.

New Security: Remove the defeated corporation's tower and replace its security teams with teams of your corporation's color.

Take a Territory Card

End your turn by taking 1 territory card from the deck. If you have a territory card you cannot use, discard it now and draw your hand back up to 3 cards. If there are no more cards, continue to play normally. Do not reshuffle the deck.

Earnings Phase

Beginning with the first player and proceeding clockwise, you may execute 1 of the following actions for each corporation you control. Treat each corporation you control separately.

1. Restructure
2. Hire Security
3. Pay Dividends
4. Downsize

Restructure

Free Moves: Follow *RISK* rules to make 1, 2, or 3 free moves. You may move the same security teams more than once.

Hire Security

RISK: Follow *RISK* rules to determine how many security teams your corporation receives based on its territorial holdings. For example, if American controls Australia and no other territory, it receives 3 teams (1 for territories + 2 for continent bonus). Place these teams in any territory controlled by American.

Pay Dividends

Acquire: Follow *Acquire* rules to determine the value of your corporation's stock based on its size and tier. The per-share-dividend is equal to 10% of this value. For example, if American is size 11, its stock is worth \$800. So it will pay a dividend of \$80 per share.

Dividend: Each player who owns 1 or more shares of stock in your corporation receives an amount of money equal to the number of shares he or she owns multiplied by the dividend. For example, if you hold 5 shares of stock in American and the dividend is \$80, you receive \$400.

Secrecy: If you do not want to reveal how many shares of stock you hold in a corporation, you may keep some or all of them hidden. However, you do not receive dividends for hidden shares.

Downsize

Fire Security: Determine the number of security teams you would receive if you were hiring new security (see Hire Security above). Then remove that number of teams instead.

Double Dividends: Determine the amount of money each stockholder would receive if you paid normal dividends (see Pay Dividends above). Then double that amount of money for each stockholder.

Closing Bell

Corporate Size: If a single corporation is size 22 or greater, or all corporations are size 11 or greater, the game *may* end. When these conditions are met, any player may declare the game over at the *beginning* of his or her turn.

Bonuses: Follow *Acquire* rules to grant bonuses and cash out stock. The player who has the highest total wins. Unused territory cards are not considered an asset.

Options

Variable Turn Order

After the first turn, use *Acquire* tiles to determine turn order. At the beginning of each Operating Cycle, place into an opaque container a number of tiles equal to the number of players. Use tiles with row numbers '1' through the number of players. Ignore the column letters. Each player draws a tile and places it faceup in front of him or herself. The player who drew the '1' tile moves first during both the Activity and Earnings Phases, the player who drew the '2' tile moves second, and so on.

Alternate Endings

Short Game: The game ends when the final territory card is played. The player who played the card may complete his or her turn. Then determine the winner normally.

Long Game: The game ends when a single corporation controls every territory on the map. When this occurs, determine the winner normally.

Accreditation

Variant Designer: Greg Turner

Playtesters: Jack Allen, Roger Allen, Chris Eslick, Kevin A. George, Byron Henderson, Dean Henderson, Richard Latty, Leon Major, Ed Martin, Alex Mathias, Claude McDaniel, Marc Morain, David Reid, Winford Sterling, Ed Vineyard

Updated: 2005-11-14

High Frontier Political Events

2025-JUN-05

How This Works

This event deck replaces the event die roll.

Draw Event: The Secretary General (Sec-Gen) draws an event at the beginning of the 1st turn. Then every subsequent turn the Sec-Gen draws a new event *after* advancing the Sunspot Cube.

Sunspot Cycle: When Sunspot Cycle event is drawn, apply the event for the current season. Just like you rolled a '5' or '6' using the standard event rules.

Seniority

Reshuffle: Each time the Sunspot Cube passes Seniority, set the most recent event aside face-up then shuffle the remaining cards to form a fresh event deck.

New Sec-Gen: The Sec-Gen position passes to the player whose ideology is the Active Law, even if that player is the current Sec-Gen. If the Active Law isn't associated with a player, the current Sec-Gen must choose a different player to be Sec-Gen.

Anarchy/War: The change to Sec-Gen is delayed during anarchy/war. Determine a new Sec-Gen after anarchy/war has been resolved.

Sometimes Nothing Happens

Conditional: Half the cards have an effect only if a certain condition is met. For example, the Authority event applies only if the gold, Active Law star is on Authority. If the condition isn't met, ignore the card. There is no event this turn.

Repetition: If the same event comes up twice or more in a row, ignore the subsequent events. There is no event this turn. Treat Pad Explosion and Space Debris as the same event. Treat all Sunspot Cycle events as the same event.

Bonus Operations

Some events give players a bonus operation. For example, Freedom allows each player to Free Market 1 card. In normal turn order, beginning with the Sec-Gen, each player may perform *only* the operation specified. When everyone has finished, proceed with the turn normally.

War and Peace and Anarchy

No Active Law: There is no Active Law during anarchy or war.

Anarchy/War Ends: Anarchy and war don't end automatically. Instead, anarchy/war continues until you draw an Anarchy/War Ends event. Then follow the instructions on the card.

Delegates: Add, move, or remove delegates in normal turn order, beginning with the current Sec-Gen.

Tally Vote: If 2 or more ideologies tie, the current Sec-Gen chooses between them. Then choose a new Sec-Gen if required.

Errata

Paleoconservative Directive: Each positive glory chit earned from the Stability Event counts toward the number of glory chits. Each negative glory chits counts against this number.

Inspiration



Put the topmost card of each patent deck and the colonist queue on the bottom.

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Inspiration



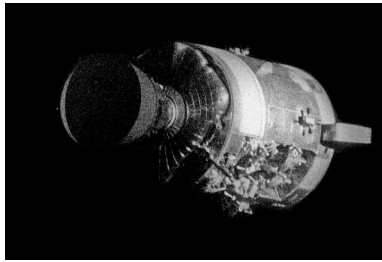
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Inspiration



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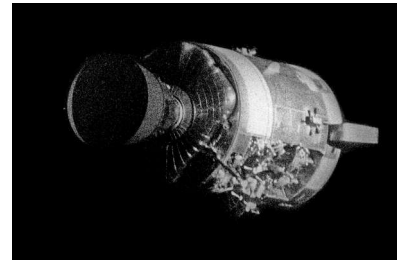
Glitch



Each player places a busted disk on his stack with the most cards that has neither a busted disk nor humans. Choose which stack if tied.

See *Glitch Trigger* in the glossary.

Glitch



Each player places a busted disk on her stack with the most cards that has neither a busted disk nor humans. Choose which stack if tied.

See *Glitch Trigger* in the glossary.

Pad Explosion



Each player decommissions his heaviest card in LEO. Choose which card if tied.

Crew, black-side, purple-side, colonists, contracts, and Bernal's are immune.

Space Debris



Each player decommissions her heaviest card in LEO. Choose which card if tied.

Crew, black-side, purple-side, colonists, contracts, and Bernal's are immune.



Equality



Symposia: If Equality is the Active Law, each player may take the top card from 1 patent deck. Ignore academia limit. Cards do *not* come with supports.

This is a *Bonus Operation*.

Unity



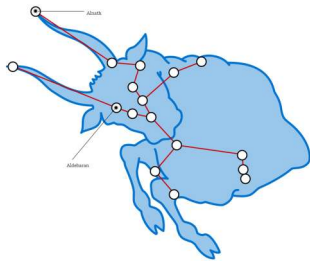
Plenary Session: If Unity is the Active Law, each player may perform a *Fundraise Bonus Operation*. However, tally the vote only *after* all players have finished. The Sec-Gen decides ties.

Centrist



Premiums Due: If Centrist is the Active Law, each player with a delegate in Centrist pays 1 aqua to the bank. Ignore if you have no aqua.

Freedom



Bull Market: If Freedom is the Active Law, each player may Free Market 1 patent card for 4 aquas.

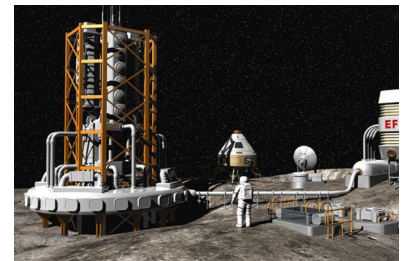
This is a *Bonus Op*.

Authority



Forced Labor: If Authority is the Active Law, each player may perform 1 *Bonus Operation* but no movement.

Individuality



Choice: If Individuality is the Active Law, each player may perform 1 *Bonus Operation* using any factory belonging to any player.

Honor

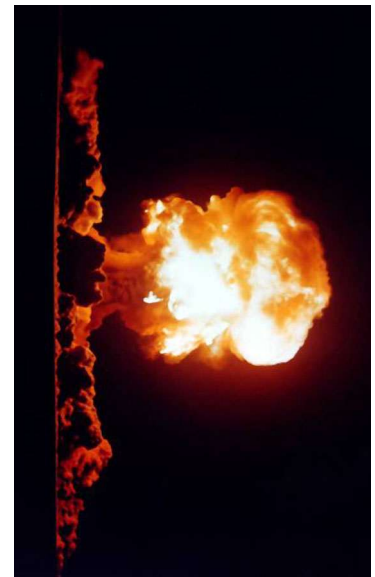


Hero Worship: If Honor is the Active Law, each player gains 1 aqua for each positive glory chit they hold anywhere.

Stability



Dominant Ideology: Unless Anarchy or War are in effect, gain 2 VPs if your ideology is the Active Law. Lose 1 VP if the opposite ideology is the Active Law.



Anarchy/War Ends



Centrist Purge: If Anarchy or War are in effect, each player loses 1 Centrist delegate. Then tally vote.

Anarchy/War Ends



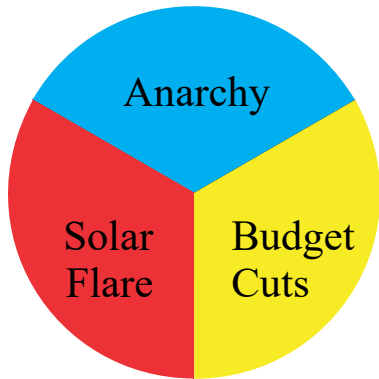
Core Values: If Anarchy or War are in effect, each player may place a new delegate into their ideology. This is *not* a Fundraise. Then tally vote.

Anarchy/War Ends

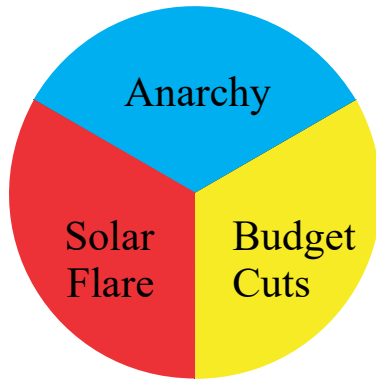


Rightward Shift: If Anarchy or War are in effect, each player must move 1 delegate clockwise in the assembly. Then tally vote.

Sunspot Cycle



Sunspot Cycle

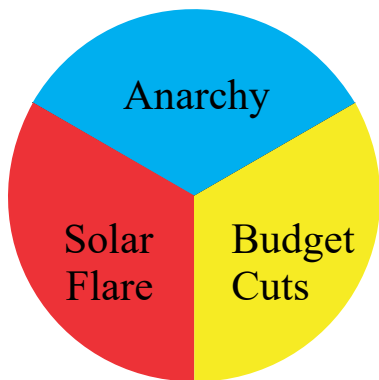


Anarchy/War Ends

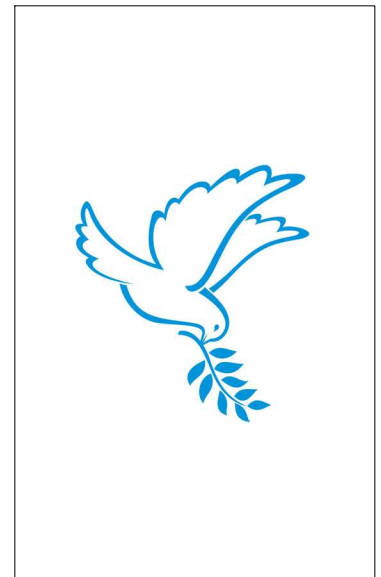
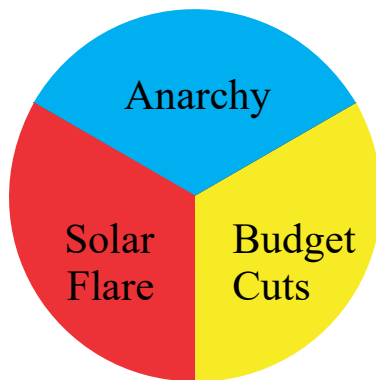


Leftward Shift: If Anarchy or War are in effect, each player must move 1 delegate counter-clockwise in the assembly. Then tally vote.

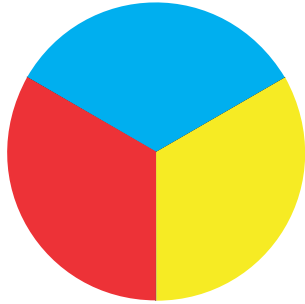
Sunspot Cycle



Sunspot Cycle

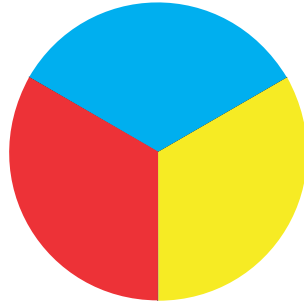


**High
Frontier**



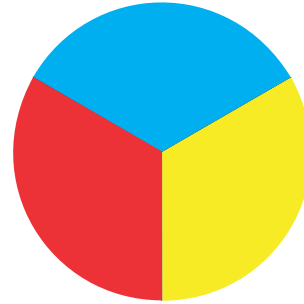
Event

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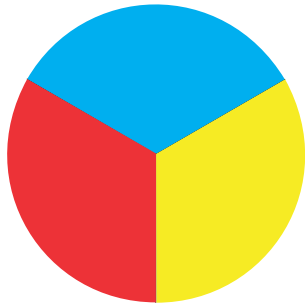
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Event

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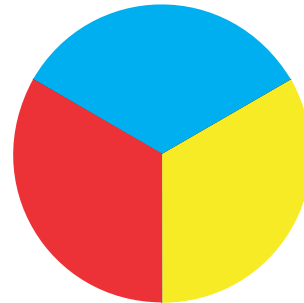
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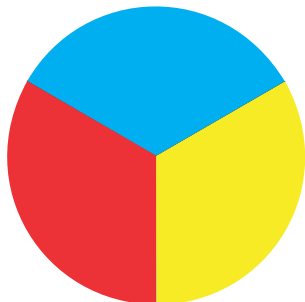
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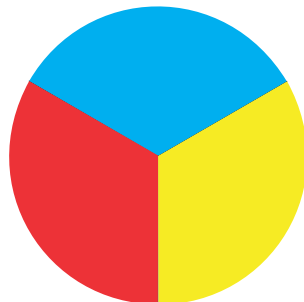
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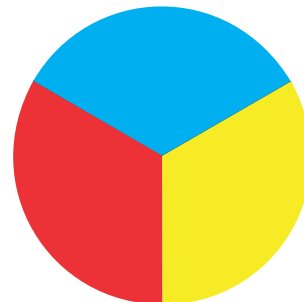
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Event

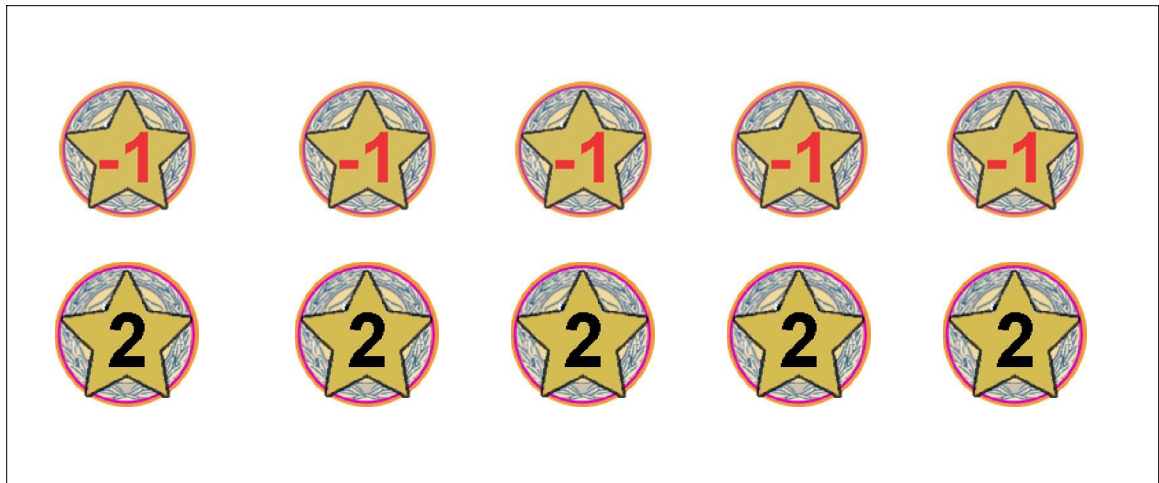
**High
Frontier**



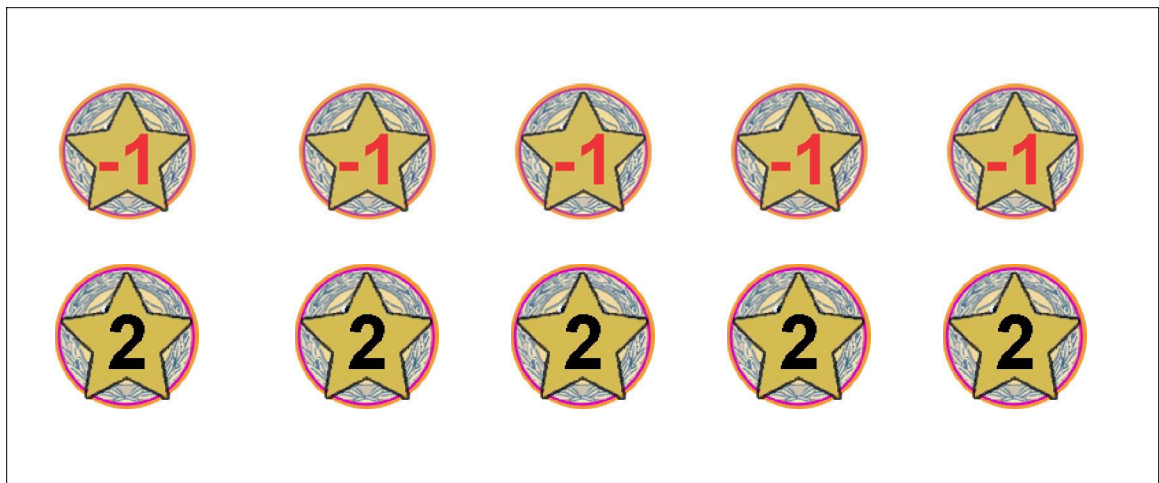
Event

Ideological Glory from Stability Event

Front



Back



Special thanks to:

Anthony

Brian L.

e.kizito

The Blue Tweezers

Introduction

Killer Clue is an unauthorized expansion for Parker Brothers' Clue®. You *must* own a copy of Clue to play this expansion.

In *Killer Clue*, one of the players is secretly the killer. If you are the killer, you must murder the other players one by one until no one is left to expose your original crime. If you are an innocent suspect, you must determine who, where, and how the original murder was committed before you become the killer's next victim.

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Equipment

Original Game

You *must* own a copy of Parker Brothers' Clue to play *Killer Clue*.

Envelopes

You need 6 small envelopes. Label the envelopes with each suspect's name; 1 envelope per suspect. When you set up the game, you will use these to secretly assign one player to be the killer. See Getting Started on page 3.

Cards

There are 3 types of cards:

- Clue
- Intrigue
- Danger

Clue

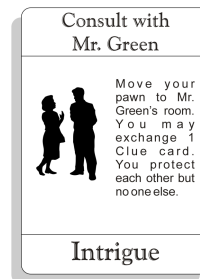
Use the Clue cards that come with this expansion in place of the cards that came with your game.



Intrigue

You may play Intrigue cards during the Intrigue round, which follows the Investigation round each turn. The Intrigue cards are:

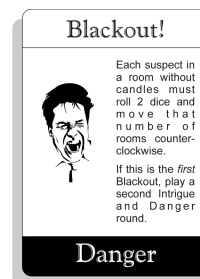
- Consult with Suspect
- Crime Scene
- Doors Locked
- Examine Weapon
- Motive
- Suspect Disappears
- Suspect Distracted
- Suspect Moves First



Danger

You must play 1 Danger card during the Danger round, which follows the Intrigue round each turn. The Danger cards are:

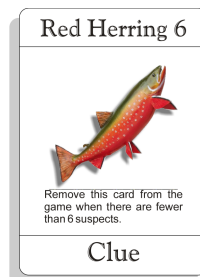
- Blackout
- Candles in Room
- Suspect Murdered!



Only the killer will possess the Suspect Murdered cards

Optional Cards

There are 2 optional Intrigue cards; Butler Enters Room and Maid Enters Room. And there are 2 optional Red Herring Clue cards. These cards are described in the Optional Rules on page 15.



Getting Started

Follow this procedure to set up a game of *Killer Clue* while concealing the killer's identity:

1. Choose Suspects
2. Sort Cards
3. Place Weapons into Rooms
4. Assign Killer
5. Fill Killer's Envelope
6. Deal Clue Cards to Players
7. Place Intrigue & Danger Cards in Envelopes
8. Pass Out Envelopes
9. Inspect Your Envelope

1. Choose Suspects

Take a Pawn: Each player must choose which suspect he or she will play. When you choose, take the pawn that corresponds to your suspect.

Missing Suspects: Remove from play the Clue, Intrigue, and Danger cards for any unplayed suspects. Also remove the unplayed suspects' envelopes.

Example: You have only 5 players and no one is playing Col. Mustard. Remove Col. Mustard's envelope as well as the following cards:

1. Suspect: Col. Mustard
2. Consult With Col. Mustard
3. Col. Mustard Disappears
4. Col. Mustard Distracted
5. Col. Mustard Moves First
6. Col. Mustard Murdered!

2. Sort Cards

Clues: Divide the Clue cards into 3 separate stacks; suspects, weapons, and rooms. Leave the stacks faceup.

Suspect Murdered + 1 Blackout: Separate the Suspect Murdered cards into a separate stack of their own. Place 1 of the Blackout cards in the stack and leave the stack faceup.

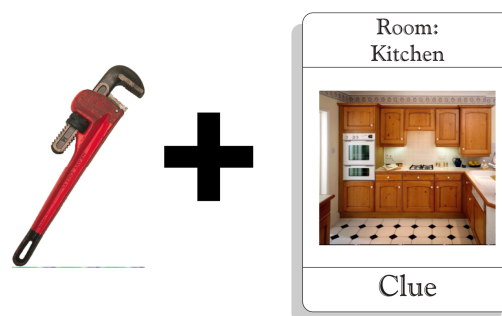
Intrigue & Danger: Shuffle together the Intrigue and remaining Danger cards and place them in a stack of their own. Leave the stack faceup.

Five Stacks: When you are done, you should have 5 stacks of faceup cards:

1. Suspects
2. Weapons
3. Rooms
4. Suspect Murdered + 1 Blackout
5. Intrigue & Danger

3. Place Weapons into Rooms

Randomly assign each weapon token to a room. Shuffle the room cards and place them facedown. Choose one of the weapon tokens and then draw the top room card. Place the weapon you choose into the room shown on the card. Then pick another weapon token and draw the next room card. Continue choosing weapons and drawing cards until all weapon tokens have been placed on the board.



Place the Wrench in the Kitchen

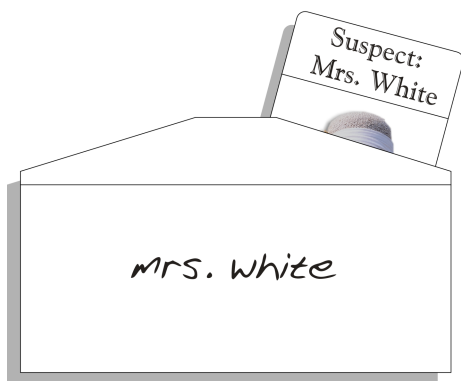
Killer Clue

An Unauthorized Expansion

4. Assign Killer

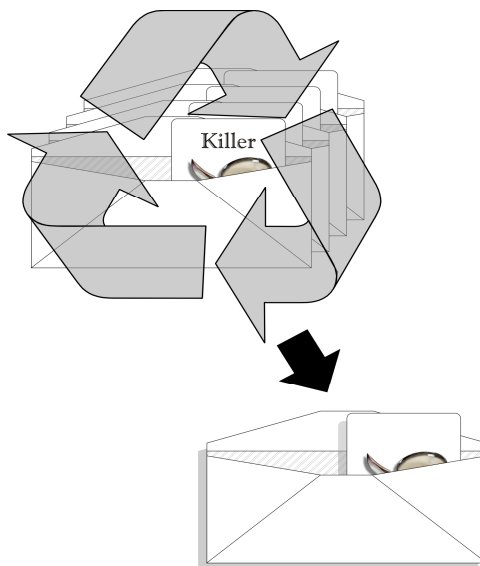
Envelopes: Set the envelopes faceup in front of you with the suspects' names visible on top. Place into each envelope the matching Clue card. In other words, place the Suspect: Mr. Green card into the Mr. Green envelope, place the Suspect: Miss Scarlet card into the Miss Scarlet envelope, and so on.

Hidden: Place each suspect card faceup into its faceup envelope. Make sure to place each card far enough into its envelope so that you can no longer see the card.



Place each Suspect Clue card faceup into the corresponding faceup envelope

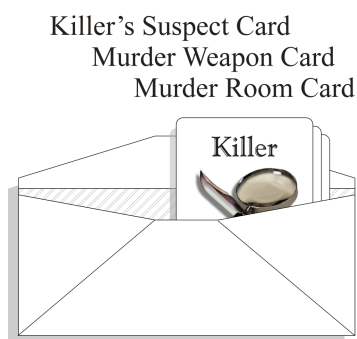
Shuffle & Choose: Now turn the envelopes facedown and shuffle them thoroughly. Keeping the envelopes facedown, set one aside. This will be the killer's envelope.



Shuffle the envelopes and choose the killer's at random

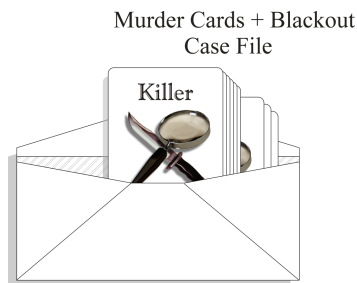
5. Fill Killer's Envelope

Case File: Keep the killer's envelope face-down so that you cannot see the name. Turn the weapon cards facedown and shuffle them. Without looking, choose 1 at random and place it facedown into the killer's envelope. Likewise, shuffle the room cards and place 1 facedown into the killer's envelope. The 3 Clue cards in the killer's envelope define the Case File for the game. See Killer Tutorial on page 12 for a description of the Case File.



Add a Weapon card and a Room card to complete the Case File

Suspect Murdered Cards: Place the Suspect Murdered cards plus 1 Blackout card facedown into the killer's envelope.



Place the Suspect Murdered cards and a Blackout card on top of the Case File Cards

6. Deal Clue Cards to Players

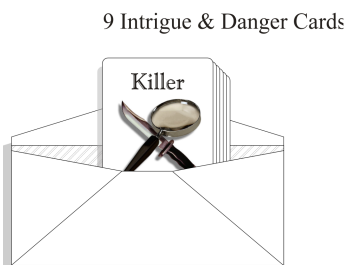
Keeping the cards and envelopes face-down, take the suspect cards out of the innocent suspects' envelopes. Do not take any cards out of the killer's envelope. Keep the suspect cards facedown and shuffle them together with the remaining weapon and room Clue cards. Then deal these Clue cards out to all players.

7. Place Intrigue & Danger Cards in Envelopes

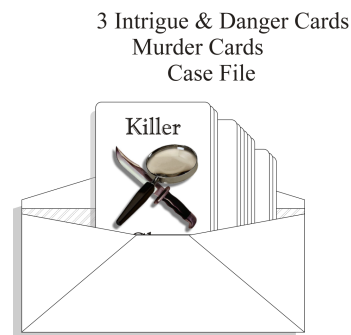
Innocents: Shuffle the Intrigue and remaining Danger cards together and deal 9 cards each into a number of stacks equal to the number of innocent suspects. Then place 1 stack facedown into each innocent suspects' envelope.

Killer: Place the next 3 Intrigue and Danger cards into the Killer's envelope.

Draw Pile: Set the remaining Intrigue and Danger cards facedown to one side. This will be the draw pile.



Innocent Suspect's Envelope



Killer's Envelope

8. Pass Out Envelopes

Keeping them facedown, shuffle *all* of the envelopes together until you have no idea which one belongs to the killer. Then turn the envelopes faceup and give each one to the player named on the envelope.

9. Inspect Your Envelope

Look at the cards in your envelope. Be very careful not to reveal any of your cards to another player. If you have the Suspect Murdered cards, you are the killer! See Killer Tutorial on page 12 for more information.



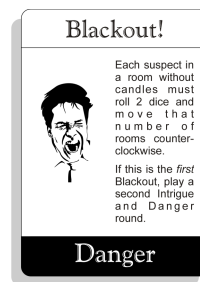
Killer's Envelope

Game Sequence

Killer Clue is played in a series of game turns. Each game turn is divided into 3 or 5 rounds:

1. Investigation Round
2. First Intrigue Round
3. First Danger Round
4. Second Intrigue Round (only after a Blackout)
5. Second Danger Round (only after a Blackout)

Blackout: If someone plays a Blackout card during the First Danger Round, you must play a Second Intrigue Round followed by a Second Danger Round. There will never be a Third Intrigue or Danger Round.



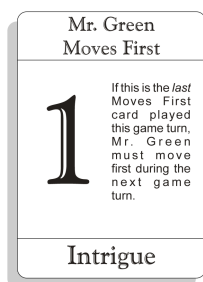
A Blackout card triggers a second Intrigue Round followed by a second Danger Round

Investigation Round

During the Investigation Round, players take turns moving their pawns and making suggestions and/or accusations. This round is played exactly the same way as a turn of standard Clue with the exceptions described in this section.

Player Order

Play proceeds to the left, beginning with the first player. The first player to move on the first game turn is Miss Scarlet. On subsequent turns, the first player is determined by the *last* Suspect Moves First card played during the most recent Intrigue Round. If a Suspect Moves First card was not played during the previous Intrigue Round, the player who moved first last turn will move first again this turn.



The last Suspect Moves First card played determines who moves first next turn

Movement

Dice: Roll 2 dice instead of just 1.

Diagonals: Diagonal moves are allowed in the corridors and into and out of doorways.

Weapon: You may take 1 weapon with you when you leave a room either by regular movement or when you are summoned to answer a suggestion. When you enter a room, you must place the weapon into that room.

Weapons

When you make a suggestion you may name only a weapon that is in your room. For example, if the knife is in the kitchen but you are in the billiard room, you may not suggest that the knife is the murder weapon. If the revolver and the candle stick *are* in the billiard room, your suggestion may include either of these weapons.

Suggestions

Clues: You will suggest a suspect, room, and weapon. You must be in the room you suggest and the room must contain the weapon you suggest. The suspect you suggest is summoned to the room.

Order: The suspect you name must be the first to try to disprove your suggestion. Beginning with the named suspect and going either clockwise or counter-clockwise (your choice), each suspect must attempt to disprove your suggestion by *giving* you one of the Clue cards that make up your suggestion.

Example: You suggest Mr. Green committed the original murder in the library with the rope, so Mr. Green will be the first to try to prove you wrong. If Mr. Green cannot prove his innocence, the opportunity passes to Green's left (or right) and so on around the board until all the players (other than you) have had an opportunity to disprove your suggestion.

Give Card: To prove a suggestion false, *give* your Clue card to the suggesting player instead of just showing it to him or her. Do *not* show this card to any player other than the one you are giving it to.

Accusations

Clues: You will accuse a suspect of the murder, in a room, with a weapon. You are not required to be in the room you name and the room you are in does not need to contain the weapon. Furthermore, the suspect you accuse is not summoned to the room.

Order: The suspect you name must be the first to try to disprove your accusation. Beginning with the accused and going either clockwise or counter-clockwise (your choice), each suspect must attempt to disprove your accusation by giving you one of the Clue cards that make up your accusation. If no one gives you a card, and the accusation is correct, the killer *must* come forward and confess the crime. However, if the accusation is incorrect, the killer *must remain silent*.

Restrictions: You may not make an accusation if you hold any of the Clue cards that make up your accusation. The killer may *never* make an accusation.

Incorrect: If you make an incorrect accusation, you are out of the game just as in standard Clue. Without showing them to the other players, *remove from play* the Intrigue and Danger cards you are holding. Then shuffle your Clue cards and, starting to your left, deal them facedown to the remaining players.

Killer's Behavior

The killer should do his or her best to act just like any other suspect, moving from room to room and making suggestions. However, the killer may *never* make an accusation.

Intrigue Round

No One in Room: If all suspects are in the corridor, skip the Intrigue and Danger Rounds and continue play with another Investigation round.

Play Intrigue Cards: Beginning with the player who moved first during the Investigation round, players take turns playing Intrigue cards. When it is your turn, you may play *faceup* 0, 1, or 2 Intrigue cards. However, *you must keep at least 1 card to play during the Danger Round*. See Danger Round on page 10.

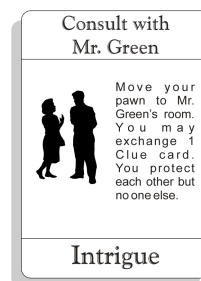
The Intrigue cards are:

- Consult with Suspect
- Crime Scene
- Doors Locked
- Examine Weapon
- Motive
- Suspect Disappears
- Suspect Distracted
- Suspect Moves First

Consult with Suspect

Move and Trade: Move your pawn into the suspect's room. Once there, if you both agree, you may trade one Clue card with that suspect. Neither of you may say what type of Clue card you are trading.

Protection: The consulting suspects protect each other, but they do not protect any other suspects in the room. See How to Commit Murder on page 12.



Crime Scene

First Card: Move your pawn into the room named on the card. If this is the *first* Crime Scene card played during this Intrigue round, you may make a “mini-suggestion” that the room is the scene of the crime. Beginning with the player on your left or right (your choice), each player must check to see if he or she has the room card and, if so, give it to you.

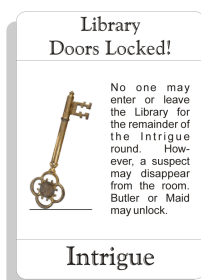


Not First: If this is not the first Crime Scene card played this Intrigue round, you must still move your pawn to the room, but you may not make a “mini-suggestion”.

Next Turn: In either case, you may make a normal suggestion in the new room during next turn’s Investigation round.

Doors Locked!

For the remainder of the current *Intrigue* round, no one may enter or leave the room named on the Doors Locked card. Secret passageways, if any, are also locked. This card affects the Consult with Suspect, Crime Scene, Examine Weapon, and Motive cards.

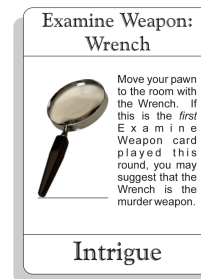


Suspect Disappears: Doors Locked does *not* affect the Suspect Disappears card.

Butler and Maid: The butler and maid may enter a locked room, unlocking it. See Optional Rules on page 14.

Examine Weapon

First Card: Move your pawn into the room that contains the weapon named on the card. If this is the *first* Examine Weapon card played during this Intrigue round, you may make a “mini-suggestion” that the weapon is the one used in the murder. Beginning with the player on your left or right (your choice), each player must check to see if he or she has the weapon card and, if so, give it to you.

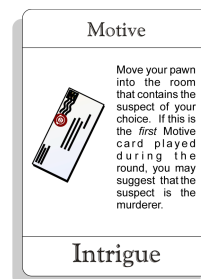


Not First: If this is not the first Examine Weapon card played this Intrigue round, you must still move your pawn to the room, but you may not make a “mini-suggestion”.

Next Turn: In either case, you may make a normal suggestion in the new room during next turn’s Investigation round.

Motive

First Card: Move your pawn into the room that contains the suspect of your choice. If this is the *first* Motive card played during this Intrigue round, you may make a “mini-suggestion” that the suspect is the murderer. Beginning with the player on your left or right (your choice), each player must check to see if he or she has the suspect card and, if so, give it to you.

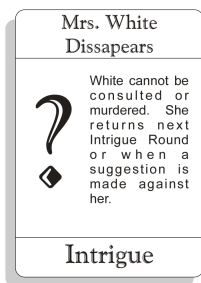


Not First: If this is not the first Motive card played this Intrigue round, you must still move your pawn to a room containing another suspect, but you may not make a “mini-suggestion”.

Next Turn: In either case, you may make a normal suggestion in the new room during next turn’s Investigation round.

Suspect Disappears

The suspect mysteriously disappears. It does not matter if Doors Locked has been played. Remove the suspect's pawn from the board. The suspect may not take a weapon.



Immunity: You cannot play a Consult With Suspect, Motive, or Suspect Murdered! card on a missing suspect.

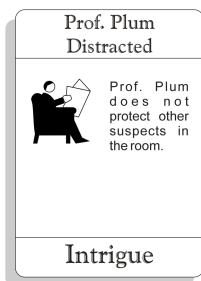
Return: The suspect may return to the room of his or her choice at the beginning of the next Intrigue round. In addition, the suspect *must* be returned to the board when another player names the missing suspect in a suggestion.

Cards: The missing suspect must still hand over a Clue card in order to disprove another player's suggestion or accusation. A missing suspect may still play cards during the Intrigue and Danger rounds.

Suspect Distracted

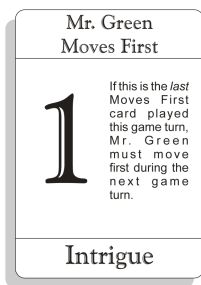
Protection: The suspect no longer protects other suspects in the room. See How to Commit Murder on page 12.

Not Available: If the suspect is not in a room, the card has no affect.



Suspect Moves First

Last Card: If this is the *last* Suspect Moves First card played during the game turn, the named suspect must move first during next turn's Investigation and Intrigue rounds.



Danger Round

Play One Card Facedown: During this round, each player *must* play a *single* card facedown. You may play one Intrigue or Danger card. However, Intrigue cards have no effect during the Danger round.

Shuffle: After everyone has played a card, shuffle them together to conceal who played which card. Then turn them all faceup. Handle the cards' effects in this order:

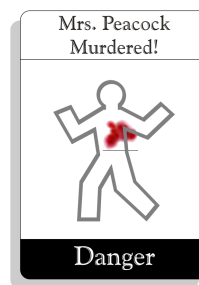
1. Intrigue
2. Suspect Murdered!
3. Candles in Room
4. Blackout!

Intrigue

Intrigue cards have no effect during the Danger round.

Suspect Murdered!

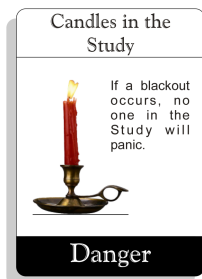
Remove Pawn: The suspect named on the card has been murdered! Remove the suspect's pawn; he or she is out of the game.



Suspect's Cards: Without looking at them, *remove from play* the Intrigue and Danger cards the dead suspect was holding. Also without looking, shuffle his or her Clue cards and, starting to the victim's left, deal the cards facedown to the remaining players.

Candles in Room

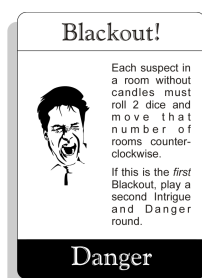
Suspect in Room: No one in the room will panic if there is a blackout. Place the card in the room so everyone will remember.



No One in Room: If there are no suspects in the room when the card is played, the card has no effect.

Blackout!

Panic: Someone has turned out all the lights and everyone panics! All suspects who are in a room that does not have candles must move to a new room chosen at random. Suspects in corridors or candlelit rooms are unaffected.



Move Pawns: Roll 2 dice for each affected suspect. Move the suspect's pawn counter-clockwise around the board the number of rooms equal to the die result. For example, if Prof. Plum is in the ballroom and rolls 3, move him to the library. If Prof. Plum had rolled a 9, he would end up back in the ballroom because there are 9 rooms in the house.

Multiple Blackouts: A second Blackout card played during the same Danger round has no effect. A Blackout played during the Second Danger round also has no effect.

Second Rounds

If one or more Blackouts was played during the First Danger round, you must play a Second Intrigue round followed by a Second Danger round. Cards played during the first rounds have no effect during the second rounds and cannot be played again during the second rounds. A Blackout played during the Second Danger round has no effect.

Ending the Turn

Remove Dead Cards: Examine the cards that were played during the Intrigue and Danger rounds and remove from play any that refer to a dead suspect. For example, if Mrs. Peacock was murdered this turn and someone played the Consult with Mrs. Peacock card, remove the card.

Shuffle Cards: Shuffle the cards that were played back into the draw pile.

Draw Cards: You must draw back as many cards as you played during the Intrigue and Danger rounds.

Hand Size: If you are an innocent suspect, you should end the turn with 9 Intrigue and/or Danger cards in your hand. If you are the killer, you should have a number of Intrigue and Danger cards (including Suspect Murdered! cards) equal to 4 plus the original number of players. So if the game started with 6 players, you will have 10 Intrigue and Danger cards in your hand.

Winning the Game

If the killer murders all other suspects, he or she wins the game. If an innocent suspect makes a correct accusation, he or she wins.

Killer Tutorial

Suspect Murdered Cards: If the envelope you receive at the beginning of the game contains the Suspect Murdered cards, you are the killer. In order to win, you must kill all the other suspects. If another suspect makes a correct accusation before you can kill everyone, he or she wins and you go off to the gallows.

Special Rules: As the killer, you must follow certain special rules defined in this section.



If you have the Suspect Murdered cards, you are the killer

Case File

The 3 Clue cards in your envelope define the original murder the other players will try to deduce. These are the card for the suspect you are playing, the murder weapon card, and the murder room card. You may *never* give one of these 3 cards to another player. In a standard game, these cards would be in the Case File in the center of the board. However, in *Killer Clue*, you must keep these cards hidden in your envelope.



Suggestions

It is in your best interest to act just like any other player, moving from room to room and making suggestions. When another player makes a suggestion, you must give him or her a *non-Case File Clue* card if you have one that will disprove the suggestion.

Accusations

You may *never* make an accusation. If another player makes a correct accusation, you *must* come forward and confess the crime. However, if the accusation is incorrect, you *must remain silent*. Someone else will disprove the accusation by giving the accuser a Clue card.

How to Commit Murder

During a Danger Round, you may play a single Suspect Murdered card to kill 1 suspect. However, the suspect must be a valid target or you may not play the card.

Location: You may kill only a suspect who is in a room. You cannot kill a disappeared suspect or a suspect in a corridor. The location of your own pawn does not matter.

Protected: You may not kill a suspect who is protected. See Protected on the next page for an explanation.

Success: You may play a Suspect Murdered card *only* if you have the opportunity to kill the suspect named on the card. You may *not* play a Suspect Murdered card against a suspect who is protected. Someone *must* die each time you play a Suspect Murdered card.

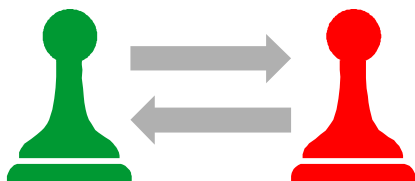
Optional: Playing a Suspect Murdered card is always optional. You may have some clever reason for not killing someone even when you have the opportunity to do so.

Suicide: You cannot kill yourself.

Protected

Definition

In general, a suspect automatically protects all *other* suspects in the same room. For example, if Miss Scarlet and Mr. Green are both in the Library, Miss Scarlet protects Mr. Green and Mr. Green protects Miss Scarlet.



Suspects in the same room protect each other

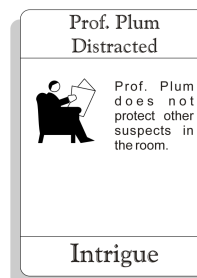
Killer: Even the killer protects others in the same room. In the previous example, If Miss Scarlet is the killer, she would still protect Mr. Green and could not murder him.

Alone: A suspect who is alone in a room is not protected.

Intrigue Cards

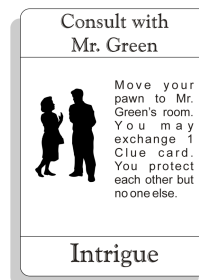
Protection may be modified during the Intrigue round by the Suspect Distracted and Consult With Suspect Intrigue cards.

Distracted: A distracted suspect does not protect *any* other suspects in the same room.



If Prof. Plum is distracted, he does not protect the other suspects in his room

Consult: Consulting suspects protect each other, but they do not protect any other suspects in the same room.

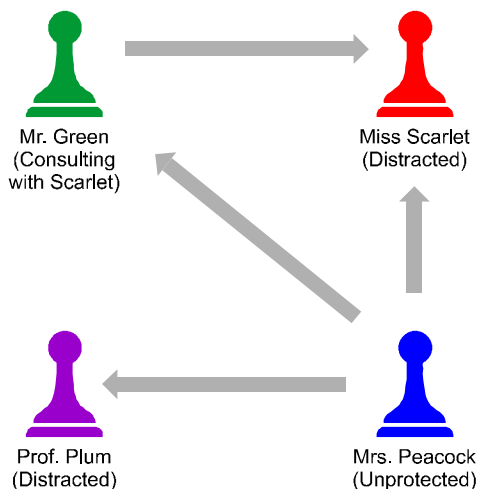


If Miss Scarlet consults with Mr. Green, they protect only each other

Disappeared: A suspect who has disappeared is safe and cannot be murdered.

Example

Mr. Green, Miss Scarlet, Prof. Plum, and Mrs. Peacock are all in the dining room. During the previous Intrigue Round, Miss Scarlet played the Consult With Mr. Green card and moved her pawn to the dining room. Also played were the Miss Scarlet Distracted and Prof. Plum Distracted cards. Mr. Green protects only Miss Scarlet because they were consulting. Miss Scarlet and Prof. Plum do not protect anyone because they were both distracted. Mrs. Peacock protects all of the other suspects, but she herself is not protected. In this situation, the killer may murder only Mrs. Peacock.



Everyone is protected except Mrs. Peacock

Optional Rules

Butler & Maid Intrigue Cards

Number of Players: If you have 5 or fewer players at the start of the game, add the Butler Enters Room Intrigue card to the game. If you have 4 or fewer players, also add the Maid Enters Room card.

Room: The butler or maid enters the room of your choice as long as the room contains 1 or more suspects. The staff is very alert, so all of the suspects in the room are protected and cannot be killed during the next Danger round. Place the card in the room so everyone will remember.

Locked: The butler or maid may enter a locked room, unlocking it.



The Butler or Maid protect everyone in the room

Mistakes

Even the finest criminal master mind can make a mistake now and then. If you give someone a Clue card from the Case File or you play a Suspect Murdered card against a protected suspect, admit that you are the killer and take the card back into your hand. To save face, you might say something fiendish like “Yes! I did it. But you’ll never prove it. And you’ll never leave this mansion—alive. Mbhahahaha!”

Red Herring Clue Cards

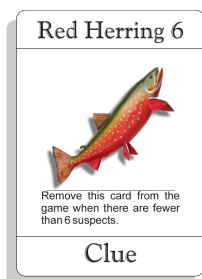
Number of Players: If you have 5 or more players at the start of the game, add the Red Herring 5 Clue card. If you have 6 players, also add the Red Herring 6 card.

Murder: As suspects are murdered, you must remove Red Herrings from the game. If there are only 5 suspects left alive, the player holding the Red Herring 6 card must give it up. And if there are only 4 suspects left, the player holding Red Herring 5 must give it up.

Set Up: Shuffle the Red Herring cards in with the Clue cards during step 6 of the Getting Started procedure. See page 5.

Suggestions: When another player makes a suggestion and it is your turn to prove it false, you may give a Red Herring card to the suggesting player. You may do so even if you hold a Clue card that would disprove the suggestion.

Accusation: You can *not* use a Red Herring to disprove an accusation.



You may answer a suggestion by giving a Red Herring card

Credits

Expansion Designer: Roger Allen

Produced By: Interformic Games

Special Thanks: Sue Henderson

Playtesters: Lisa Berry, Karen Cleary, David Crockett, Nancy Crockett, Kevin A. George, Byron Henderson, Dean Henderson, Rick Herrick, John Highland, Ben Hopkins, Heather Jackson, Leon Major, Ted Massad, Jeff Moore, Marc Morain, Robert Ohlde, John Parham, David Reed, Kelly Rice, Joe Sanchez, Kevin Shilling, Claire Sterling, Winford Sterling, Greg Turner, Thad Vasicek, Chris Vogel, Kit Wench, Alex Woodruff, Nick Zung, and many more...

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Getting Started (page 3)

Follow this procedure to set up a game of *Killer Clue* while concealing the killer's identity:

1. Choose Suspects
2. Sort Cards
3. Place Weapons into Rooms
4. Assign Killer
5. Fill Killer's Envelope
6. Deal Clue Cards to Players
7. Place Intrigue & Danger Cards in Envelopes
8. Pass Out Envelopes
9. Inspect Your Envelope

Game Sequence (page 6)

Killer Clue is played in a series of game turns. Each game turn is divided into 3 or 5 rounds:

1. Investigation Round
2. First Intrigue Round
3. First Danger Round
4. Second Intrigue Round (only after a Blackout)
5. Second Danger Round (only after a Blackout)

Blackout: If someone plays a Blackout card during the First Danger Round, you must play a Second Intrigue Round followed by a Second Danger Round. There can never be a Third Intrigue or Danger Round.

Investigation Round (page 7)

This round is played the same way as a turn of standard Clue with the exceptions described here.

Weapons

Movement: You may take 1 weapon with you when you leave a room, either by regular movement or when you are summoned to answer a suggestion. Place the weapon in front of you

while you are in the corridor. When you enter a room, you must place the weapon into that room.

Suggestions

Clues: You must be in the room you suggest and the room must contain the weapon you suggest. The suspect you suggest is summoned to the room.

Give Card: To prove a suggestion false, *give* your Clue card to the suggesting player instead of just showing it to him or her.

Accusations

Restrictions: You may not make an accusation if you hold any of the Clue cards that make up your accusation. The killer may *never* make an accusation.

Incorrect: If you make an incorrect accusation, you are out of the game just as in standard Clue. Without showing them to the other players, *remove from play* the Intrigue and Danger cards you are holding. Then shuffle your Clue cards and, starting to your left, deal them face-down to the remaining players.

Intrigue Round (page 8)

Play Intrigue Cards: Beginning with the player who moved first during the Investigation round, players take turns playing Intrigue cards. When it is your turn, you may play *faceup* 0, 1, or 2 Intrigue cards. However, *you must keep at least 1 card to play during the Danger Round.*

Danger Round (page 10)

Play One Card Facedown: During this round, each player *must* play a *single* card facedown. You may play one Intrigue or Danger card. However, Intrigue cards have no effect during the Danger round.

Ending the Turn (page 11)

Remove Dead Cards: Examine the cards that were played during the Intrigue and Danger rounds and remove from play any that refer to a dead suspect.

Shuffle Cards: Shuffle the cards that were played back into the draw pile.

Draw Cards: You must draw back as many cards as you played during the Intrigue and Danger rounds.

Winning the Game (page 11)

If the killer murders all other suspects, he or she wins the game. If an innocent suspect makes a correct accusation, he or she wins.

Killer Tutorial (page 12)

Suspect Murdered Cards: If the envelope you receive at the beginning of the game contains the Suspect Murdered cards, you are the killer.

Case File (page 12)

The 3 Clue cards in your envelope define the original murder the other players will try to deduce. You may *never* give one of these 3 cards to another player. You must keep these cards hidden in your envelope.

How to Commit Murder (page 12)

During a Danger Round, you may play a single Suspect Murdered card to kill 1 suspect. However, the suspect must be a valid target or you may not play the card.

Location: You may kill only a suspect who is in a room. You cannot kill a disappeared suspect or a suspect in a corridor. The location of your own pawn does not matter.

Protected: You may not kill a suspect who is protected. See Protected below.

Success: You may play a Suspect Murdered card *only* if you have the opportunity to kill the suspect named on the card. You may *not* play a Suspect Murdered card against a suspect who is protected. Someone *must* die each time you play a Suspect Murdered card.

Optional: Playing a Suspect Murdered card is always optional. You may have some clever reason for not killing someone even when you have the opportunity to do so.

Suicide: You cannot kill yourself.

Protected (page 13)

Definition

In general, a suspect automatically protects all *other* suspects in the same room. For example, if Miss Scarlet and Mr. Green are both in the Library, Miss Scarlet protects Mr. Green and Mr. Green protects Miss Scarlet.

Killer: Even the killer protects others in the same room. In the previous example, if Miss Scarlet is the killer, she would still protect Mr. Green and could not murder him.

Alone: A suspect who is alone in a room is not protected.

Intrigue Cards

Protection may be modified during the Intrigue round by the Suspect Distracted and Consult With Suspect Intrigue cards.

Distracted: A distracted suspect does not protect *any* other suspects in the same room.

Consult: Consulting suspects protect each other, but they do not protect any other suspects in the same room.

Disappeared: A suspect who has disappeared is safe and cannot be murdered.

Suspect:
Prof. Plum



Clue

Suspect:
Miss Scarlet



Clue

Suspect:
Col. Mustard



Clue

Suspect:
Mrs. White



Clue

Suspect:
Mr. Green



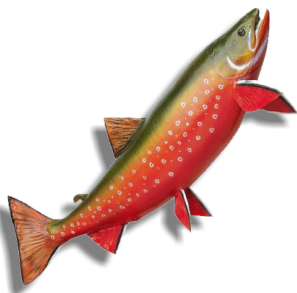
Clue

Suspect:
Mrs. Peacock



Clue

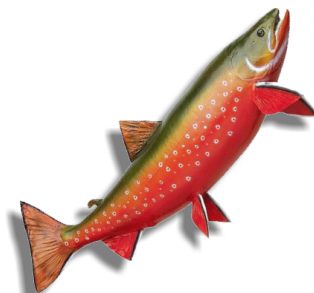
Red Herring 5



Remove this card from the
game when there are fewer
than 5 suspects.

Clue

Red Herring 6



Remove this card from the
game when there are fewer
than 6 suspects.

Clue

Weapon:
Candlestick



Clue

Weapon:
Knife



Clue

Weapon:
Lead Pipe



Clue

Weapon:
Revolver



Clue

Weapon:
Rope



Clue

Weapon:
Wrench



Clue

Room:
Lounge



Clue

Room:
Dining Room



Clue

Room:
Kitchen



Clue

Room:
Ballroom



Clue

Room:
Conservatory



Clue

Room:
Billiard Room



Clue

Room:
Library



Clue

Room:
Study



Clue

Room:
Hall



Clue

Crime Scene: Lounge



Move your pawn to the Lounge. If this is the *first* Crime Scene card played this round, you may suggest that the murder took place in the Lounge.

Intrigue

Crime Scene: Dining Room



Move your pawn to the Dining Room. If this is the *first* Crime Scene card played this round, you may suggest that the murder took place in the Dining Room.

Intrigue

Crime Scene: Kitchen



Move your pawn to the Kitchen. If this is the *first* Crime Scene card played this round, you may suggest that the murder took place in the Kitchen.

Intrigue

Crime Scene: Ballroom



Move your pawn to the Ballroom. If this is the *first* Crime Scene card played this round, you may suggest that the murder took place in the Ballroom.

Intrigue

Crime Scene: Conservatory



Move your pawn to the Conservatory. If this is the *first* Crime Scene card played this round, you may suggest that the murder took place in the Conservatory.

Intrigue

Crime Scene: Billiard Room



Move your pawn to the Billiard Room. If this is the *first* Crime Scene card played this round, you may suggest that the murder took place in the Billiard Room.

Intrigue

Crime Scene: Library



Move your pawn to the Library. If this is the *first* Crime Scene card played this round, you may suggest that the murder took place in the Library.

Intrigue

Crime Scene: Study



Move your pawn to the Study. If this is the *first* Crime Scene card played this round, you may suggest that the murder took place in the Study.

Intrigue

Crime Scene: Hall



Move your pawn to the Hall. If this is the *first* Crime Scene card played this round, you may suggest that the murder took place in the Hall.

Intrigue

Lounge
Doors Locked!



No one may enter or leave the Lounge for the remainder of the Intrigue round. However, a suspect may disappear from the room. Butler or Maid may unlock.

Intrigue

Dining Room
Doors Locked!



No one may enter or leave the Dining Room for the remainder of the Intrigue round. A suspect may still disappear from the room. Butler or Maid may unlock.

Intrigue

Kitchen
Doors Locked!



No one may enter or leave the Kitchen for the remainder of the Intrigue round. However, a suspect may disappear from the room. Butler or Maid may unlock.

Intrigue

Ballroom
Doors Locked!



No one may enter or leave the Ballroom for the remainder of the Intrigue round. However, a suspect may disappear from the room. Butler or Maid may unlock.

Intrigue

Conservatory
Doors Locked!



No one may enter or leave the Conservatory for the remainder of the Intrigue round. A suspect may still disappear from the room. Butler or Maid may unlock.

Intrigue

Billiard Room
Doors Locked!



No one may enter or leave the Billiard Room for the remainder of the Intrigue round. A suspect may still disappear from the room. Butler or Maid may unlock.

Intrigue

Library
Doors Locked!



No one may enter or leave the Library for the remainder of the Intrigue round. However, a suspect may disappear from the room. Butler or Maid may unlock.

Intrigue

Study
Doors Locked!



No one may enter or leave the Study for the remainder of the Intrigue round. However, a suspect may disappear from the room. The Butler or Maid may unlock.

Intrigue

Hall
Doors Locked!



No one may enter or leave the Hall for the remainder of the Intrigue round. However, a suspect may disappear from the room. The Butler or Maid may unlock.

Intrigue

Examine Weapon: Candlestick



Move your pawn to the room with the Candlestick. If this is the *first* **E x a m i n e** Weapon card played this round, you may suggest that the Candlestick is the murder weapon.

Intrigue

Examine Weapon: Knife



Move your pawn to the room with the Knife. If this is the *first* **E x a m i n e** Weapon card played this round, you may suggest that the Knife is the murder weapon.

Intrigue

Examine Weapon: Lead Pipe



Move your pawn to the room with the Lead Pipe. If this is the *first* **E x a m i n e** Weapon card played this round, you may suggest that the Lead Pipe is the murder weapon.

Intrigue

Examine Weapon: Revolver



Move your pawn to the room with the Revolver. If this is the *first* **E x a m i n e** Weapon card played this round, you may suggest that the Revolver is the murder weapon.

Intrigue

Examine Weapon: Rope



Move your pawn to the room with the Rope. If this is the *first* **E x a m i n e** Weapon card played this round, you may suggest that the Rope is the murder weapon.

Intrigue

Examine Weapon: Wrench



Move your pawn to the room with the Wrench. If this is the *first* **E x a m i n e** Weapon card played this round, you may suggest that the Wrench is the murder weapon.

Intrigue

Motive



Move your pawn into the room that contains the suspect of your choice. If this is the *first* **M o t i v e** card played during the round, you may suggest that the suspect is the murderer.

Intrigue

Motive



Move your pawn into the room that contains the suspect of your choice. If this is the *first* **M o t i v e** card played during the round, you may suggest that the suspect is the murderer.

Intrigue

Motive



Move your pawn into the room that contains the suspect of your choice. If this is the *first* **M o t i v e** card played during the round, you may suggest that the suspect is the murderer.

Intrigue

Prof. Plum Disappears



Plum cannot be consulted or murdered. He returns next Intrigue Round or when a suggestion is made against him.

Intrigue

Miss Scarlet Disappears



Scarlet cannot be consulted or murdered. She returns next Intrigue Round or when a suggestion is made against her.

Intrigue

Col. Mustard Disappears



Mustard cannot be consulted or murdered. He returns next Intrigue Round or when a suggestion is made against him.

Intrigue

Mrs. White Disappears



White cannot be consulted or murdered. She returns next Intrigue Round or when a suggestion is made against her.

Intrigue

Mr. Green Disappears



Green cannot be consulted or murdered. He returns next Intrigue Round or when a suggestion is made against him.

Intrigue

Mrs. Peacock Disappears



Peacock cannot be consulted or murdered. She returns next Intrigue Round or when a suggestion is made against her.

Intrigue

Butler Enters Room



All suspects in the room are protected.
A locked room is unlocked.
Add when game starts with 5 or fewer suspects.

Intrigue

Maid Enters Room



All suspects in the room are protected.
A locked room is unlocked.
Add when game starts with 4 or fewer suspects.

Intrigue

Prof. Plum
Distracted



Prof. Plum does not protect other suspects in the room.

Intrigue

Miss Scarlet
Distracted



Miss Scarlet does not protect other suspects in the room.

Intrigue

Col. Mustard
Distracted



Col. Mustard does not protect other suspects in the room.

Intrigue

Mrs. White
Distracted



Mrs. White does not protect other suspects in the room.

Intrigue

Mr. Green
Distracted



Mr. Green does not protect other suspects in the room.

Intrigue

Mrs. Peacock
Distracted



Mrs. Peacock does not protect other suspects in the room.

Intrigue

Prof. Plum
Moves First

1

If this is the *last* Moves First card played this game turn, Prof. Plum must move first during the next game turn.

Intrigue

Miss Scarlet
Moves First

1

If this is the *last* Moves First card played this game turn, Miss Scarlet must move first during the next game turn.

Intrigue

Col. Mustard
Moves First

1

If this is the *last* Moves First card played this game turn, Col. Mustard must move first during the next game turn.

Intrigue

Mrs. White
Moves First

1

If this is the *last* Moves First card played this game turn, Mrs. White must move first during the next game turn.

Intrigue

Mr. Green
Moves First

1

If this is the *last* Moves First card played this game turn, Mr. Green must move first during the next game turn.

Intrigue

Mrs. Peacock
Moves First

1

If this is the *last* Moves First card played this game turn, Mrs. Peacock must move first during the next game turn.

Intrigue

Consult with
Prof. Plum



Move your pawn to Prof. Plum's room. You may exchange 1 Clue card. You protect each other but no one else.

Intrigue

Consult with
Miss Scarlet



Move your pawn to Miss Scarlet's room. You may exchange 1 Clue card. You protect each other but no one else.

Intrigue

Consult with
Col. Mustard



Move your pawn to Col. Mustard's room. You may exchange 1 Clue card. You protect each other but no one else.

Intrigue

Consult with
Mrs. White



Move your pawn to Mrs. White's room. You may exchange 1 Clue card. You protect each other but no one else.

Intrigue

Consult with
Mr. Green



Move your pawn to Mr. Green's room. You may exchange 1 Clue card. You protect each other but no one else.

Intrigue

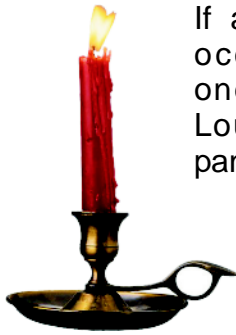
Consult with
Mrs. Peacock



Move your pawn to Mrs. Peacock's room. You may exchange 1 Clue card. You protect each other but no one else.

Intrigue

Candles in the Lounge



If a blackout occurs, no one in the Lounge will panic.

Danger

Candles in the Dining Room



If a blackout occurs, no one in the Dining Room will panic.

Danger

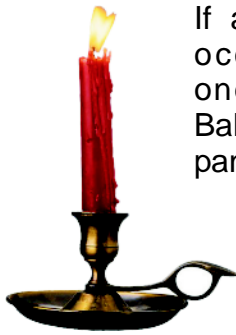
Candles in the Kitchen



If a blackout occurs, no one in the Kitchen will panic.

Danger

Candles in the Ballroom



If a blackout occurs, no one in the Ballroom will panic.

Danger

Candles in the Conservatory



If a blackout occurs, no one in the Conservatory will panic.

Danger

Candles in the Billiard Room



If a blackout occurs, no one in the Billiard Room will panic.

Danger

Candles in the Library



If a blackout occurs, no one in the Library will panic.

Danger

Candles in the Study



If a blackout occurs, no one in the Study will panic.

Danger

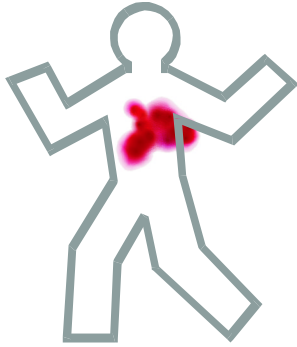
Candles in the Hall



If a blackout occurs, no one in the Hall will panic.

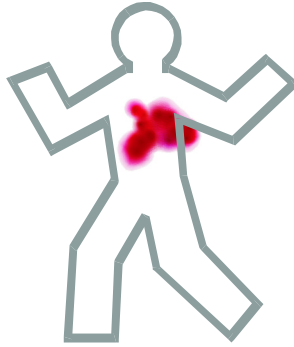
Danger

Prof. Plum
Murdered!



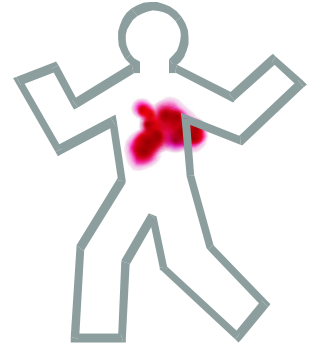
Danger

Miss Scarlet
Murdered!



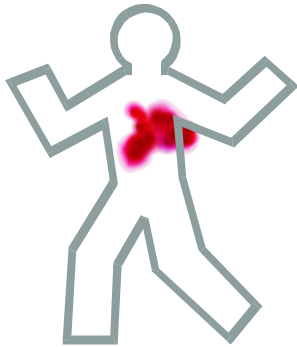
Danger

Col. Mustard
Murdered!



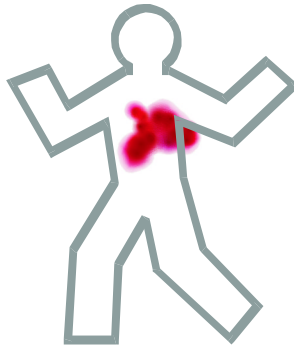
Danger

Mrs. White
Murdered!



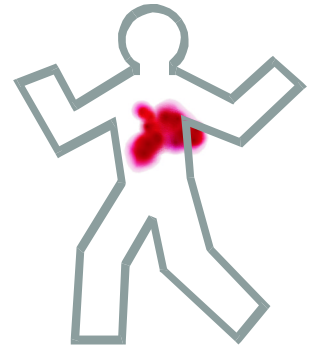
Danger

Mr. Green
Murdered!



Danger

Mrs. Peacock
Murdered!



Danger

Blackout!



Each suspect in a room without candles must roll 2 dice and move that number of rooms counter-clockwise.

If this is the *first* Blackout, play a second Intrigue and Danger round.

Danger

Blackout!



Each suspect in a room without candles must roll 2 dice and move that number of rooms counter-clockwise.

If this is the *first* Blackout, play a second Intrigue and Danger round.

Danger

Killer



Clue

Killer



Clue

Killer



Clue

Killer



Clue

Killer



Clue

Killer



Clue

Killer



Clue

Killer



Clue

Killer



Clue



KILLER CLUE RULE BOOK

KILLER CLUE GAME SEQUENCE

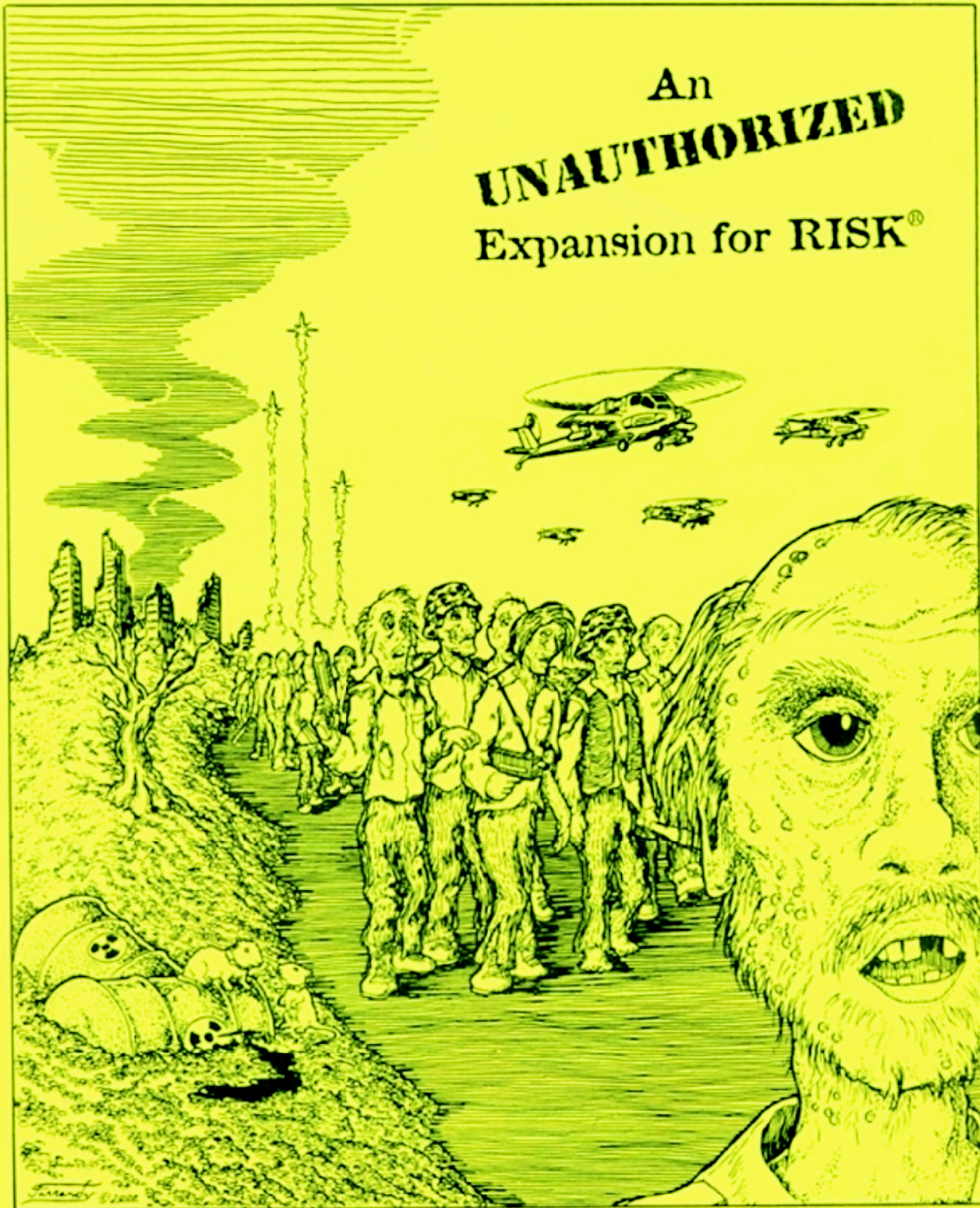
1. Investigation Round
2. First Intrigue Round
3. First Danger Round
4. Second Intrigue Round
*only after a Blackout
5. Second Danger Round
*only after a Blackout
6. Ending the Turn

6. OPTIONAL RULES

- No. of Players:** (i) 6 Players: add Red Herrings #5 and #6; (ii) 5 Players: add only Red Herring #5 plus Butler Enters Room; (iii) 4 Players or less: add both the Butler Enters Room and Maid Enters Room but no Red Herrings.
- Butler & Maid cards:** (i) when played, the Butler or Maid enters the room of your choice as long as it contains 1 or more suspects. All of the suspects in the room are protected and cannot be killed during the next Danger Round. Place card in room to remember. (ii) the Butler or Maid may enter a locked room, unlocking it. (iii) if you play a Consult w/ Suspect card, you may not exchange a Clue card if the Butler or Maid are in the room.
- Red Herring cards:** (i) Murder - as suspects are murdered Red Herring cards must be removed from the game; if only 5 suspects remain, whoever has RH #6 must give it up (same for RH #5 if only 4 remain). (ii) Setup - shuffle RH cards in with the Clue cards during Getting Started steps. (iii) Play - when a player makes a suggestion and it is your turn to prove it false, you may give a RH card to the suggestor; you may do so even if you hold a Clue card that would disprove them. You may NOT use a RH card to disprove an Accusation.
- Dice:** Instead of (2) 6-sided dice you may use a 12 sided die to move suspects during the Investigation Round and during a Blackout to move suspects around the house.

One World Dominion

An
UNAUTHORIZED
Expansion for RISK®



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Introduction

One World Dominion introduces 44 new territory cards that replace the standard RISK® cards. Except when superseded by these rules or by text on the new cards, follow the standard rules of play for RISK.

Card Play

Turning in Card Sets

You may turn in a set of cards for bonus armies as follows:

Card Set	Bonus Armies
3 Artillery	6 Armies
3 Infantry	9 Armies
3 Helicopters	12 Armies
1 of Each	9 Armies

In this expansion, the number of armies you receive for a given card set is fixed; it does not grow based on the number of sets turned in previously.

If 1 or more of the cards in a set name areas you control, you may place 2 additional armies in each of those areas.

When you turn in a set of cards for bonus armies, you may not perform the action stated on any of the cards in the set. You may only perform the action stated on a card when you play that card singly.

Playing Cards Singly

To perform the action stated on a card, play it by itself. Announce the action you are taking and then discard the card. For example, if you hold the Orbital Laser card and wish to play it, show the card to the other players, announce which army you are vaporizing, and then place the Orbital Laser card in the discard pile.

When to Play a Card

In the upper right-hand corner of each card you will find a letter code that designates when the card may be played:

- (A) While you are attacking
- (D) While you are defending during another player's turn
- (F) While you are making your free move
- (N) When an opponent plays a card against you
- (P) While you are placing new armies at the beginning of your turn
- (S) Special—read the instructions on the card

A card that has more than 1 letter code may be played during any of the phases indicated by those letters. *You may play a card only during its designated phase, and you may play only 1 card per phase.* During another player's turn, you may play only 1 (S) and 1 (D) card.

Additional Armies

When you play a single card that names an area you control, you may immediately place 2 additional armies in that area—no matter whose turn it is or what part of the turn you are on.

Hand Limit

If you start your turn with 5 or more cards, you must reduce the number of cards in your hand to 4 or less. So if you have exactly 5 cards, you may play 1 (P) card to reduce your hand to 4 cards.

You may turn in a set and play a (P) card when you are placing armies at the beginning of your turn. However, the (P) card you play cannot be part of the set you turn in.

Negating Cards

A negating card states that it may be used to negate another card or cards. If you play a card to negate another card, discard both cards immediately. Unless stated otherwise, neither card has any further effect.

If the negating card you play names an area you control, you receive 2 additional armies in that area. The player of the negated card does *not* receive 2 additional armies.

You must play a negating card immediately after the card you want to negate. Once the action stated on a card has been completed, it is too late to negate that card.

Unless the negating card states otherwise, you can only negate a card that is played against you or an area you control. A negating card can not itself be negated.

Trading and Capturing Cards

You may not trade cards with or give cards to another player unless he or she plays the Informant card against you or captures your last remaining area. If you go out of the game for any reason other than an opponent capturing your last remaining area, you must place your cards in the discard pile.

Special Terms

Area and Sea Lane

To save room on the cards, the word *area* is used instead of territory. The term *sea lane* refers to the dashed or double lines that connect 2 areas across an ocean.

One Game Turn

When a card states that its influence lasts for 1 game turn, place that card in front of the player whose turn it is when the card is played. Then, at the beginning of that player's next turn, remove the card to indicate that it is no longer in effect.

Committed Attack

If a card requires you to make a committed attack, before combat begins you must declare how many armies you are attacking with. Once combat begins, you cannot voluntarily add or subtract armies to or from the attack; you must continue the attack until all opposing armies or all committed armies are eliminated. The number of armies you commit must be at least 1 less than the number of armies in the area you are attacking out of.

Randomly Chosen Area

The Mad Cow Disease, Mutant Horde, and Nerve Gas cards call for an attack on a randomly chosen area that is adjacent to a target area. To choose the affected area, count off all the areas adjacent to the target area and roll 1 die.

For example, if the Mutant Horde is attacking out of Kamchatka, you would count off “Alaska, 1; Japan, 2; Mongolia, 3; Irkutsk, 4; Yakutsk, 5” and roll a die. If the result matches one of the numbers you counted off, the area with that number is attacked. If the result does not match one of the numbers you counted off, continue rolling a die until you get a result that does. In the previous example, if the result is 6 you would continue to roll the die until the result is 5 or less.

Involuntary Attack

The Mad Cow Disease and Provocateur cards force the armies in a target area to attack an adjacent area. During each round of an involuntary attack, the attacker must roll the maximum allowable number of dice. The attack continues until the attacker has only 1 army left or the defender is eliminated. If 8 or more attacking armies capture an area, $\frac{1}{2}$ of the armies, rounded down, must move into the area. If fewer than 8 armies capture an area, the number of armies equal to the number of attack dice must move into that area.

The attacker may play 1 (A) card, and the defender may play 1 (D) card during an involuntary attack. No one receives a card for involuntarily capturing an area.

If rebels capture a new area due to an involuntary attack, divide the 3 armies they receive each turn to make the number of armies in each area as equal as possible. To place an odd army, roll a die to randomly select a rebel area.

Special Results

Neutral Players

Playing the Rebellion or Mutant Horde card will result in the creation of a new, neutral player. Use an unused army color or coins to mark neutral areas. The actions of rebels and mutants are automatic and are described on their cards.

Unless the card states otherwise, neutral players are affected by card play just as normal players are. You are not required to eliminate neutral players to win the game.

If rebels capture a new area, divide the 3 armies they receive each turn to make the number of armies in each area as equal as possible. To place an odd army, roll a die to randomly select a rebel area.

If a mutant horde captures a new area, they move *all* of their armies into the area, leaving an empty area behind.

Empty Area

The result of a card action may leave an area empty.

You do not receive an army bonus for a continent that has an empty area. You may attack an empty area and capture it automatically. For the purpose of drawing a card, this counts as capturing a area.

Opponents in the Same Area

If a card action results in your armies occupying the same area as another player’s armies, *all* of your armies in the area must attack the opposing armies in the area; you cannot hold 1 army back as is normally required. Also, all of your attacks against armies within the same area must be resolved before, and independently of, any normal attacks you may make during your turn.

Card Errata

Ebola

If the die roll is 4 or 5, the target area is affected *only* if it is on the randomly selected continent.

Round Down

When you remove or replace $\frac{1}{2}$ the armies in an area, and there is an odd number, leave the extra army in the area.

Saboteur

You must play the Saboteur card against another player *before* he or she turns in a card set for bonus armies. If your opponent has already turned in a set, it is too late to play the Saboteur.

Credits


Expansion Designer: Greg Turner

Editorial Consultant: Carrie McDowell

Playtesters: Robert Acree, Roger Allen, Dean Ashley, Cam Barnes, Dennis Barraza, Lisa Berry, Daniel Bowers, Derek Bowers, Chris Burnham, Bill Buthod, Greg Eustice, Harry T. Ford III, Kevin George, Jeff Harkness, Dean Henderson, Rick Herrick, John Highland, Beth Hooper, Michael Keller, Randy Luce, Leon Major, Ed Martin, Claude McDaniel, Mac McMasters, Miles the Gamer, Graham Mitchell, Marc Morain, Robert Morton, David Reid, Savanna Reid, Winford Sterling, David Timmons, Kip Turner, Ed Vineyard, Travis Williams

Special Additional Thanks To: Defcon IV, Jester's Games, Kevin George, Dean Henderson, Miles the Gamer

Artillery (AD)




At the *beginning* of 1 battle, roll 1 die and eliminate that number of opposing armies. If you are attacking, you must complete at least 1 round of combat after playing this card. If you are defending, the attacker is not required to complete a round of combat.

If your opponent plays Fresh Recruits during the same battle you play Artillery, add the new armies before artillery fire.

Brazil


Economic Sanctions (S)



You may play this card at the *beginning* of an opposing player's turn to prevent that player from receiving armies for the *areas* he or she controls. Your opponent still receives bonus armies for continents and armies from card sets and card play.

Eastern Australia


Fighters (N)



You may play this card to negate Bombers or Paratroops when one of them is played against you. If you use this card to negate Paratroops, all armies committed to the Paratroop attack are eliminated.

Great Britain


Killer Satellite (S)



You may play this card to negate ICBM or Orbital Laser if one of them is played against you *or another player*.

Japan

Human Cloning (PN)




Double the bonus armies you receive for 1 of the continents you control. For example, if you control North America, you receive 10 armies instead of 5.

For the remainder of your turn after you play this card, no one may play Propaganda against you.

You may also play this card to negate Propaganda when it is played against you.

Central America

Industrial Sector (PN)




Receive 1 army for every 2 areas you control instead of 1 army for every 3. If you control fewer than 10 areas, you receive a minimum of 5 armies. For the remainder of your turn after you play this card, no one may play Economic Sanctions against you.

You may also play this card to negate Economic Sanctions when it is played against you.

Eastern United States

Haz-Gear (SN)




All of your armies may ignore the effects of Ebola, Nerve Gas, and Toxic Waste for 1 game turn. During this time, your armies may enter an area affected by ICBM or Nuclear Terrorists.

You may also play this card to negate Mad Cow Disease or Mutant Horde when one of them is played against you. Even when played to negate another card, Haz-Gear remains in effect for 1 game turn.

You may play this card at any time.

Indonesia

United Nations (S)



You draft a strongly worded resolution condemning the militarism of an opposing player. Your resolution is passed unanimously by the Security Council and your speech regarding the matter is well received by the General Assembly. *There is no effect.*

You may play this card at any time.

Northern Europe

Fresh Recruits (AD)

At the beginning of 1 battle, roll 1 die and add that number of armies to the area you are defending or attacking out of. For the remainder of the attacker's turn, when you are defending or attacking out of this area, subtract 1 from all your die rolls.

If you are attacking, all of the new armies must be included in a *committed attack* against an adjacent area. If you are defending, your opponent must complete at least 1 round.



Propoganda (S)

Use rumors and lies to demoralize the citizens of 1 continent of your choice.

You may play this card at the beginning of an opponent's turn to prevent that player from receiving bonus armies for 1 continent he or she controls.



Northwest Territory

Fast Rail (FN)

Move armies from 1 area through any number of contiguous, friendly areas into 1 friendly area. This counts as your free move for your turn.

You may also play this card to negate Saboteur when it is played against you.



South Africa

Radar (D)

After an opposing player announces an attack on 1 area that you control, prior to the attack, you may make 1 free move into or out of that area. The attacker must complete at least 1 round of the announced attack.



Southern Europe

Saboteur (S)

You may play this card at the *beginning* of an opponent's turn to prevent that player from receiving *any* new armies during his or her turn. Your opponent should set aside all of the new armies he or she would have received. At the beginning of his or her next turn, your opponent receives these delayed armies in addition to the new armies he or she receives normally on that turn.



Western Australia

APCs (PFN)

Use armored personnel carriers to quickly move your troops up to (or away from) the front lines.

You receive 1 additional free move either immediately after placing your new armies or after your regular free move.

You may also play this card to negate Saboteur when it is played against you.

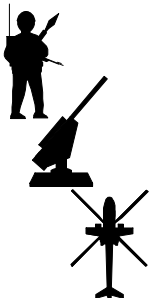


Western Europe

Nuclear Terroists (S)

Equip militant fanatics with the means to build and detonate a nuclear device. Draw (and discard) the next card in the deck and eliminate all the armies in the area named on the card. No army may enter this area for 1 game turn. If you draw a Wild Card, there is no effect.

You may play this card at any time.

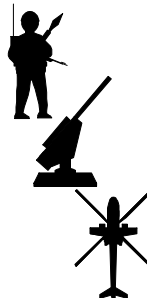


Western United States

Ebola (A)

Attempt to kill $\frac{1}{2}$ the armies (rounded down) in 1 area. Roll 1 die. If the result is 1, 2, or 3, only the target area is affected. If the result is 4 or 5, the virus escapes and affects every area on a random continent. If the result is 6, the virus affects every area on the map.

To determine a random continent, draw (and discard) the next card. The virus affects the continent that contains the area named on the card. If it is a Wild Card, there is no effect.



Wild Card

Wild Card

Bombers (A)



Carpet bomb 1 area of your choice. Roll 1 die to determine how many armies in the area *survive* the attack. All other armies in the area are eliminated.

Hacker (P)



Disrupt enemy logistics by cracking their computer system. You may make 1 free move of opposing armies from 1 area into 1 adjacent area friendly to those armies. You must leave at least 1 army behind. This does not use up either player's regular free move.

Alaska

Counter Espionage (N)



If an area you control is targeted by 1 of the following, you may choose a new target area: Ebola, ICBM, Mutant Horde, Orbital Laser, Rebellion, or Toxic Waste. The new target area can belong to any player.

Argentina

Mad Cow Disease (P)



Secretly supply opposing armies with bad meat. Choose 1 area adjacent to an area you control. The armies in the target area go temporarily insane and immediately make an *involuntary attack* against a randomly chosen adjacent area. The insane armies may attack armies of their own color.

China

National Guard (P)



In addition to the other armies you receive this turn, place 1 new army in every area you control on 1 continent of your choice.

Congo

Mole (S)



You may play this card to negate any other card. You may play this card at any time, even when you are not the target of the card you are negating.

You may not play this card to negate a card set or a card that is part of a card set.

East Africa

Nerve Gas (A)



Launch nerve gas canisters into an area that is adjacent to an area you control. This will kill $\frac{1}{2}$ the armies (rounded down) in the target area or in an area adjacent to the target area.

Roll 1 die. If the result is 1, 2, 3, or 4, the target area is affected. If the result is 5 or 6, a randomly chosen area adjacent to the target area suffers the effect.

Egypt

Informant (S)



You may look at all the cards another player is holding and steal 1 of them. You can not steal a card that has or is being played.

You may play this card at any time.

Iceland

Kamchatka

Stealth Technology (AN)



Use advanced technology to catch defending armies by surprise. During the first 3 rounds of 1 battle, the attacker and defender roll dice normally, but ignore attacker losses. The defender must roll 2 dice if he or she is able to. During the remainder of the battle after you play this card, the defender may not play Radar.

You may also play this card to negate Radar when it is played by a defender.

Middle East

Toxic Waste (P)



Dump toxic waste in 1 area of your choice. No army may enter or leave this area, no army may attack into or out of this area, and no new army may be placed into this area, for 1 game turn.

New Guinea

Shuttle Diplomacy (P)

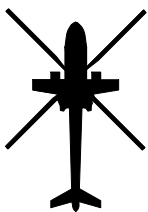


Broker a peace treaty between any 2 players. Neither player may voluntarily attack the other for 1 game turn. You may name yourself as 1 of the 2 players.

Mutants never negotiate; a mutant horde may not be named as 1 of the 2 players.

Siam

Mind Control (F)



Hypnotize enemy troops via TV and radio. Replace with armies of your color, $\frac{1}{2}$ of the armies (rounded down) in 1 area of your choice. Then use your free move to move these armies to an adjacent, friendly area. If there is no adjacent, friendly area, you can not play this card.

Afganistan

Orbital Laser (A)



Vaporize 1 army any where on the map.

Mongolia

Tunnels (AF)



You may use this card to make 1 *committed attack* from 1 area to another area that is 2 areas away. For example, you may use this card to attack from Central America to Peru or from Siam to New Guinea.

Or, you may use this card to free move armies from an area to an area that is 2 areas away. In either case, ignore opposing armies in the intervening area. You may tunnel under sea lanes.

Peru

Weather Control (P)



Disrupt global weather patterns to prevent attacks or free moves across *all* sea lanes for 1 game turn. During this time, no one may play Navy.

This card does not affect Tunnels.

Venezuela

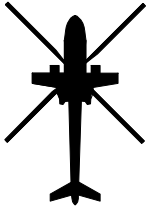
Provocateur (P)



Force the armies in 1 area of your choice to make an *involuntary attack* against an adjacent area of your choice. The attack takes place immediately. The 2 areas must belong to 2 different players other than yourself. Shuttle Diplomacy has no affect.

Alberta

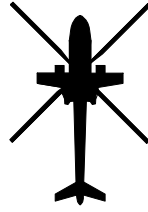
Electronic Warfare (AD)



When attacking or defending, add 1 to all of your die rolls. This advantage lasts until the end of the attacker's turn.

If you are defending and you play this card after your opponent has announced an attack, your opponent must complete at least 1 round of the announced attack.

Reverse Engineer (P)

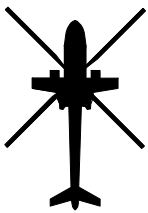


Your scientists and technicians duplicate a previously used technology.

You may take 1 card of your choice from the discard pile. However, you may not use the card you take until the beginning of your next player turn.

Greenland

Cometary Cultists (P)

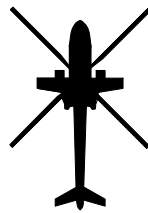


Your operatives convince the more gullible citizens of 1 continent to seek a higher plane of existence.

Remove 1 army from every area on 1 continent of your choice.

India

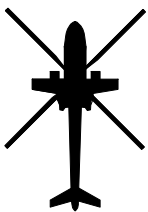
Guerillas (P)



After placing the other armies you receive this turn, place 1 new army of your color into every empty or enemy-held area on 1 continent of your choice. During your attack, each guerrilla army must attack all opposing armies in its area until the guerrilla army is eliminated or all defending armies are eliminated. These attacks must be resolved before, and independently of, any normal attacks you may make during your turn.

Irkutsk

ICBM (A)



Launch a nuclear strike against 1 area of your choice.

All armies in the area are eliminated. No army may enter the area until *after* your next turn.

Madagascar

Jihad (A)

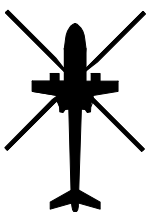


Whip up religious fervor among your troops.

For the remainder of your turn, all of your attacks must be *committed attacks*. During each round of all attacks, you may roll one extra die.

North Africa

Rebellion (P)



This card creates a new, neutral player. All armies in 1 area of your choice rebel and declare their independence. The rebels will not voluntarily attack any other player. Each game turn, *before* your player turn, the rebels grow by 3 armies.

Mutants never rebel; you may not play this card against a mutant horde.

Ontario

Navy (AD)



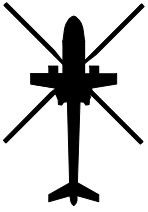
Add 2 to all of your die rolls when attacking or defending across a sea lane. This advantage lasts until the end of the attacker's turn.

If you are defending and you play this card after your opponent has announced an attack, your opponent must complete at least 1 round of the announced attack.

Quebec

Scandinavia

Paratroops (AF)



You may make 1 *committed attack* from 1 territory to any other territory on the map.

Or, you may play this card during your free move to move armies from 1 area you control to any other area you control. This counts as your free move for your turn.

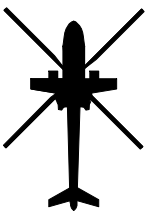
Black Helicopters (A)



Mysterious black helicopters aid your attacks on 1 continent of your choice. Add 2 to all of your die rolls when you attack from areas on your chosen continent to adjacent areas on the same continent. This advantage lasts until the end of your turn.

Siberia

Fortification (D)



Add 2 to all of your die rolls when defending. This advantage lasts until the end of the attacker's turn.

If you play this card after your opponent has announced an attack, your opponent must complete at least 1 round of the announced attack.

Ukraine

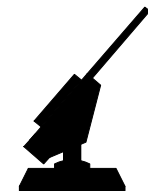
Mutant Horde (P)



This card creates a new, neutral player. Turn all armies in 1 area of your choice into mindless, homicidal mutants. Each game turn, following your player turn, the mutants attack 1 randomly chosen adjacent area. They continue the attack until they have only 1 army left or the defender is eliminated. After the attack, all defending armies killed by mutants join the mutants. If the defender is eliminated, *all* mutant armies move into the captured area, leaving an empty area behind.

Ural

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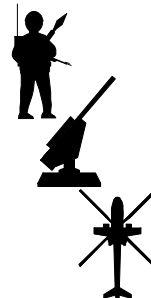
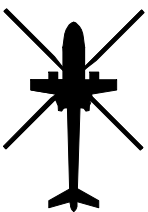


Yakutsk

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Wild Card

Letter Codes

- (A) Play when you are attacking
- (D) Play when you are defending
- (F) Play while you are making your free move
- (N) Play to negate a card when it is played against you
- (P) Play at the beginning of your turn when you are placing your new armies
- (S) Special, read the instructions on the card

Card Sets

- 3 Artillery
- 6 Armies
- 3 Infantry
- 9 Armies
- 3 Helicopters
- 12 Armies
- 1 of Each
- 9 Armies

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**One World
Dominion**

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Introduction

Plotted A&A (PAA) is a variant for Milton Bradley's Axis & Allies® (A&A). In this variant, players plot each turn's activities in advance. During a turn, rounds are played until all plotted actions have been revealed. One at a time, each country reveals and executes one plotted action each round.

PAA is similar to blind A&A variants in that the game is full of surprises and unexpected opportunities. You must attempt to out think and out guess your opponent's maneuvers. Unlike blind variants, however, PAA doesn't require an extra board, an extra table, and a referee to run between. Uncertainty is created with all the players at the same table.

You are free to make copies of these rules and the plot form for yourself and your friends. However, Interformic Games retains the copyright to Plotted A&A. Thanks!

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Getting Started

Unless overridden in these variant rules, follow the standard A&A rules. When setting up the map, place units just as you would in a standard game. There's no hidden deployment.

Since you'll be plotting ship movement, players should agree on a convention for naming sea zones. You can name or number sea zones by writing directly on your map. Or you can identify a sea zone by naming a coastal area or island clearly associated with that zone.

You can print and make copies of the plotting form on page 9 or use notebook paper to plot each turn's orders.

Sequence Of Play

The game is played in a series of turns. Each turn is broken down into these phases:

1. Develop Weapons Phase
2. Plot Phase
3. Execution Phase
4. Final Build Phase
5. Collect Income Phase

At the beginning of each turn, all players may attempt to develop weapons during the Develop Weapons Phase. During the Plot Phase, all players must plot their actions for the current turn. When everyone has finished plotting, a variable number of rounds are played during the Execution Phase. During a round, each country must reveal and may execute the action it plotted for that round. After all rounds are completed, all players may place unbuilt units and collect income during the Final Build and Collect Income Phases.

Develop Weapons Phase

Beginning with the USSR and proceeding in standard turn order, each player may develop weapons. Weapons development is not plotted; follow the standard rules for weapons development.

Plot Phase

Plotting Actions

All players simultaneously plot all movement and build actions for the current turn. All movement and builds for each country must be plotted one action at a time, and each action must be assigned a round number.

Movement and build actions may be intermixed. Round numbers must begin with 1 and proceed sequentially without skipping any numbers (e.g. 1, 2, 3...).

Here's an example plot of Germany's 1st turn. The rounds were written out of order because the Germans first wrote all of the actions they wanted to take and then went back and assigned a round number to each action. The Germans have legally plotted to build units during the 6th round and then move a submarine during the 7th round.

German 1st Turn Example

Round	Move To / Build At	With Units	From	Notes
4	Karelia	3i, t	Fin	
		3i, t	Ukr	
		3i, t	E Eur	
		2t	Ger	Via E Eur
3	North Sea	f	Ukr	
		f	Fin	
		f	E Eur	
		f	W Eur	
		f, b	Ger	
		sub, trn	Baltic	
1	E Med	bb, trn	C Med	+t from S Eur
2	Egypt	all	Libya	t via F E Afr
		t	E Med	from trn
5	F W Afr	all	Alg	
6	Ger	6t	build	30 IPCs
7	US E Coast	sub	Spn W Coast	

In the example above, the German's used the following unit abbreviations:

- b bomber
- bb battleship
- cv carrier
- f fighter
- i infantry
- sub submarine
- t tank
- trn transport

Plotting Build Actions

One build action consists of placing *all* the units that a single factory will produce during the turn in that factory's area. You may plot only one build action per factory. If you lose a factory before a plotted build action can take place, you may build those units at an original factory during the Final Build Phase. Build actions are limited by the factory's capacity as described in the standard rules.

A unit may not be plotted to do anything during the turn it's built; it may only remain where it is and defend. You may not move units onto a newly built transport and you may not land fighters on a newly built carrier. A factory may not build new units during the turn the factory is built or captured. A defending submarine, however, may retreat from combat on the turn it's built.

Plotting Movement Actions

One movement action consists of moving 1 or more units from 1 or more areas into a *single* land or sea area. No more than 1 move may be plotted *into* a single area, although multiple sea and blitz moves may be plotted *through* an area. Aircraft may be plotted to move once or twice (see Plotting 2nd Aircraft Movement below); all other units may be plotted to move only once.

For example, the Germans plot to move into Karelia on round 4. They will move units from 4 different areas. This counts as a single movement action. The Germans may not plot any additional moves into Karelia during this turn, but they may plot a blitz move through Karelia on a later round.

Round	Move To / Build At	With Units	From	Notes
4	Karelia	3i, t	Fin	
		3i, t	Ukr	
		3i, t	E Eur	
		2t	Ger	Via E Eur

Combat and Non-Combat Movement

PAA makes no distinction between Combat and Non-Combat movement. You may plot moves into enemy or friendly areas in any order.

Plotting Two-Area Movement

A tank or ship that is planning to move 2 areas must plot which area it will move through.

For example, the Germans plot to move units from Libya to Egypt on round 2, with the tank blitzing through French Equatorial Africa.

Round	Move To / Build At	With Units	From	Notes
2	Egypt	all	Libya	t via F E Afr

Plotting Aircraft Movement

Fighters and bombers plot movement only to their destinations; they *don't* plot which areas they'll move through. An aircraft may not attack enemy units in the areas it moves through; it may only attack enemy units at its plotted destination.

If a friendly country doesn't control the destination, you may not plot the aircraft to move its full range and there must be a friendly area available for landing. However, you don't have to plot the landing move. If the destination is friendly at the beginning of the turn, you may plot the aircraft to move its full range.

For example, the Germans may plot to move a fighter from Ukraine to the North Sea (the sea zone surrounding the UK) since it will have 1 movement point left to land in Western Europe or Finland. Or the Germans may plot to move the fighter from Ukraine to Algeria, using all of the fighter's movement to land in a friendly area.

Plotting 2nd Aircraft Movement

Unlike other units, you may plot to move fighters and bombers on 2 separate rounds. However, an aircraft may not exceed its movement range during the turn. If you plot to move an aircraft twice, it must have enough range to move to its 1st destination, then move from there to its 2nd destination, and then make an unplotted landing (unless it can land at its 2nd destination).

For example, the Germans may wish to bomb the UK's submarine located in the Eastern Mediterranean (E Med). Fearing the sub may move through the Suez Canal on an earlier round, the Germans may plot to move their bomber from Germany to E Med on round 4, then plot to move the bomber from E Med to the Arabian Sea on round 5. This leaves the bomber with enough range to land in Libya.

Round	Move To / Build At	With Units	From	Notes
4	E Med	b	Ger	1st move
5	Arabian Sea	b	E Med	2nd move

Note that once an aircraft has landed, it may not move again until next turn. Also, an aircraft *must* land immediately after it's involved in an attack. See the Aircraft Landing rules on page 7.

Plotting Fighter and Carrier Movement

The Plotting 2nd Aircraft Movement rule allows fighters to move with their carrier on one round and launch an attack from the carrier on a 2nd round. The total number of areas traversed by a fighter, **including movement while on a carrier**, may not exceed the fighter's range.

For example, the Japanese may wish to launch an attack on Alaska from the Sea of Japan. On round 1, they plot to move a transport with 2 infantry and a carrier with 2 fighters into the Bering Sea. On round 2, they plot to move the infantry and fighters from the Bering Sea into Alaska. The Japanese have plotted to move their fighters through 3 areas: 2 while on the carrier and 1 flying from the carrier into Alaska. The fighters will have 1 movement point left to land on the carrier after combat.

Round	Move To / Build At	With Units	From	Notes
1	Bering	cv, 2f, trn	Sea of Japan	+2 i from Japan
2	Alaska	2f, 2i	Bering	

Plotting Transport Movement

A transport must plot which units it will pick up and where each unit will come from. However, a transport does not plot where units will be dropped off. Instead, a 2nd plot must be made for a transported unit to move out of the sea zone and into an adjacent land area. Even if a unit is bridging, one action must be plotted for the transport to pick the unit, and a 2nd action must be plotted for that unit to move onto land.

For example, the Germans plot to move a transport into the Eastern Mediterranean from the Central Mediterranean on round 1, picking up a tank from Southern Europe. On round 2, they plot to move the tank into Egypt from the Eastern Mediterranean.

Round	Move To / Build At	With Units	From	Notes
1	E Med	bb, trn	C Med	+t from S Eur
2	Egypt	all	Libya	t via F E Afr
		t	E Med	from trn

Plotting "Invalid" Moves

You may plot a move that's currently invalid in the hope that it will become valid by the time you execute it. For example, you may plot a blitz move through an area that contains enemy units in the hope that the enemy units will either leave or be eliminated during an earlier round. Likewise, you may plot to move a submarine out of an area it doesn't currently occupy on the assumption it'll be forced to retreat into that area during a prior enemy attack.

Time Limit

Before the game begins, all players should agree on a time limit for the Plot Phase. All plotting must stop when this time limit runs out. You don't have to plot an action for every unit you control. Unplotted units will simply remain where there are and defend.

Execution Phase

Rounds

The Execution Phase is played in a variable number of rounds. Beginning with the USSR and proceeding in standard turn order, each country reveals and executes the action it plotted for the current round.

Turn 1

Round 1

Russia executes 1st action
 Germany executes 1st action
 UK executes 1st action
 Japan executes 1st action
 USA executes 1st action

Round 2

Russia executes 2nd action
 Germany executes 2nd action
 and so on...

Rounds continue until all countries have revealed and executed all their actions. If one country plotted fewer rounds than another, that country's units simply defend during later rounds.

A plotted action **must** be revealed during its assigned round. However, a country has the option of moving or building none, some, or all of the units it plotted to move or build.

For example, the German's plotted to attack Karelia during the 4th round. In light of a massive Russian build up during the first 3 rounds, the Germans may choose not to move any units into Karelia and simply pass during the 4th round.

Executing Build Actions

When you reveal a build action, place, at the specified factory, all, some, or none of the units you plotted to build there and give the required number of IPCs to the bank.

If you no longer have the required number of IPCs you must choose which units not to build. However, you may **not** build a unit you didn't plot to build

If you no longer hold the factory, or you choose to build only some of the units plotted, you may build the remaining units during the Final Build Phase. You always have the option of passing a build action and placing the remaining units during the Final Build Phase.

Executing Two-Area Movement

A tank or ship that was plotted to move 2 areas has the option of moving the full 2 areas, of moving to the 1st area and stopping, or of not moving at all. It's possible that a tank or ship won't be able to move 2 areas because of intervening enemy units. In this case, the tank or ship has the option of not moving at all or of moving to attack the intervening enemy.

For example, the Germans plotted to move units from Libya to Egypt on round 2, with the tank blitzing through French Equatorial Africa (FE Afr). If the British moved an infantry into FE Afr during round 1, the German tank must either attack the British in FE Afr or remain in Libya. The tank may **not** move directly from Libya to Egypt.

Round	Move To / Build At	With Units	From	Notes
2	Egypt	all	Libya	t via F E Afr

Regardless of what the tank does, the German infantry from Libya must either attack Egypt without the tank or remain in Libya. The infantry may **not** attack FE Afr.

Executing Aircraft Movement

A fighter or bomber chooses which areas it will fly over as it moves to its destination. It must either move to its plotted destination or not move at all; it may **not** stop in an area along the way. If the aircraft's destination isn't controlled by a friendly country, the aircraft may not move its full range and a friendly area must be available to land in.

For example, the Germans have plotted to fly a bomber to the North Sea. If British units are in the North Sea, the bomber must either remain in Germany or attack the British, it can't stop in Western Europe on its way to the North Sea.

A move that was legal during the Plot Phase can become illegal if an enemy country conquers a friendly territory. If a plotted move becomes illegal, you may not execute it, and the aircraft must remain where it started.

For example, the Germans may have plotted to move a fighter from Ukraine to Algeria, but the British landed infantry in Algeria during an earlier round. In this case, the fighter may not leave Ukraine.

Combat

Combat takes place whenever units move into an enemy controlled area. Combat must be resolved before going on to the next country's plotted action. Use the standard Combat rules. The country whose units are moving is the attacker.

Aircraft may only attack units at their plotted destination, they may not attack units along the way. Once an aircraft has completed an attack it must land.

Your aircraft may defend only in an area that is friendly now and was also friendly at the beginning of the turn. If an opponent moves units into an area that contains your aircraft and the area isn't friendly or wasn't friendly at the beginning of the turn, you must land your aircraft immediately.

Once an aircraft has landed, it may not move again during the turn. See the Aircraft Landing rules in the next column.

Retreat

The attacker may retreat after any combat round as usual. Retreat moves by the attacker

or by a defending submarine don't have to be plotted.

Strategic Bombing

You may conduct strategic bombing normally whenever your bombers attack an area that contains a factory. You don't have to plot which bombers will conduct strategic bombing and which will participate in normal combat.

Strategic bombing takes away IPCs as in the standard game. However, if the defender doesn't have enough IPCs to give to the bank, he or she must make a note of the difference and take that many fewer IPCs during the Collect Income Phase.

For example, the UK sends a bomber into Germany and rolls "6" but the Germans have only 4 IPCs. The Germans must give 4 IPCs to the bank and later, during the Collect Income Phase, they receive 2 IPCs fewer than they normally would.

Reduced income *never* carries over into the next turn. Bombing affects only income for the current turn.

Aircraft Landing

A fighter or bomber must land immediately if any one of these conditions becomes true:

1. Opposing units move into the aircraft's area and the area is unfriendly to the aircraft
2. The aircraft completes an attack
3. The aircraft completes its last plotted move

Note that a sea zone that contains a friendly carrier is considered a friendly area for as many fighters as the carrier will hold.

Once an aircraft has landed, it may not move again for the remainder of the turn, even if it was plotted to do so.

Follow the standard Non-Combat Movement rules for landing aircraft. An aircraft must land in a friendly area that was also friendly at the beginning of the turn. It doesn't matter

if the friendly landing area changed hands during the turn as long as it's friendly now and was friendly at the beginning of the turn. Aircraft landing movement is never plotted.

For example, the Germans plotted to fly all of their aircraft to the North Sea on round 3. After combat, if any, Germany must return its aircraft to friendly territories. The aircraft don't have to remain together; the Germans could move their bomber back to Germany, and their fighters to Western Europe.

Shore Bombardment

You don't have to plot shore bombardment.

Final Build Phase

Provided you have enough IPCs, you may now build the units you plotted to build but didn't build during the turn. These builds must be made at one of your original factories.

If you don't have enough IPCs to build what you plotted, you may choose which units not to build. You may *not* build units you didn't plot to build.

Beginning with the USSR and proceeding in standard turn order, each player may build units during this phase. If it's impossible to build units you plotted to build, just hang on to your IPCs for next turn.

Collect Income Phase

Collect income for the territories you control.

If strategic bombing required you to lose more IPCs than you had on hand, reduce your income by the difference.

For example, the UK sent a bomber into Germany and rolled "6" but the Germans had only 4 IPCs. The Germans income for this turn is reduced by 2 IPCs.

Optional Rules

NOOP (suggested by Claude McDaniel)

During the Plot Phase, you may plot No Operation (NOOP) actions in addition to move and build actions. However, you may not plot 2 NOOPs in a row.

During the Execution Phase, you may not build or move units during a round you plotted a NOOP. Your units simply remain where they are and defend.

Credits

PAA Rules: Greg Turner

Playtesters: Claude McDaniel, Kevin George, Marc Morain, David Reid, Thad Vasicek, many others...

