The Murders in the Rue Morgue

**Story:**
A terrible news breaks a usual morning. Two women are killed in the fourth story of a house in the Rue Morgue. The murderer is disappeared from the building. The crime scene is bloody and mystery. The dead bodies have been totally separated and put into some place that human cannot do. The detective “Dupin” investigates the crime scene and find out the murderer is really not a human. However, Dupin tells the person who brings the monster to the building must understand that he is part of the criminals.

**Game Idea:**
This game is a 2 ~ 4 player board game. One of players will be chosen as a murderer, and other players will become the innocent players, so this game will be 1 vs. 1, 1 vs. 2, or 1 vs. 3. Innocent players must prevent the murderer from escaping and find the crime evidence in the 4th floor. The murderer is trying to escape from the building and trap innocent players to get into the crime scene.

**Points Information:**
- Action points (APs) — when players choose an action card, the action point will be deducted. When this point becomes 0, players must rest to recover it.

- Innocent points (IPs) — Innocent players must build up the Innocent points higher than the Guilt points to control an area.

- Guilt points (GPs) — The murderer must build up the Guilt points higher than the Innocent points to control an area.
Game Directions:

Start view

Choose players

Players choose a lucky number

Start a round:
Decide the murderer’s and innocent players’ areas. Recover Action points to each player.

Move turn:
A player chooses where to move.

Action turn:
The player chooses one action card to build up Innocent points or Guilt points.

If all players finish their actions, the round is end.

Do the murderer or innocent players stand on the enemy’s starting area?

Yes
The murderer stands on the innocent players starting area. The murderer wins.

No

Yes
Innocent players stand on the murderer starting area. The Innocent players win.

No
Description of Game parts:

**Start view**

![Start view image]

Create an effect that brings the light from dark to bright on the Start view. After the player chooses “start,” bring the light from bright to dark and change the view to choose player. Change the color of the chosen option’s text.

**Choose players**

![Choose players image]

Choose how many people want to play. Use the same effect from the start view.

**Players choose a lucky number**

![Players choose a lucky number image]

Each player chooses a lucky number. The added total number from each player divided by the total players will choose the murder. Change the title text to tell which player is choosing. Use the same effect from the start view.
Start a round

The murderer’s name will be shown as red text, and the innocent players’ name will be shown as blue text at the beginning of each turn. If one area has higher GPs than IPs, the murderer owns the area, vise versa. Create a particle effect when the area is changed. Calculate the recover APs. In 1 vs. 1 mode, one area will recover 1 AP. In 1 vs. 2 or 1 vs. 3 modes, the murderer will recover 3 APs or 6 APs from each area. The total recovered APs plus the left APs from the last round will become the start APs for each player into the next round.

Move turn

Players can move from the area they own. Players can move to the area they own.

Over mouse on the area will show the area information.

Each player will have a “Move turn” and an “Action turn” in one round. Players can only move from or to the area they own. The yellow area shows where the player can move. Each move will cost 1 Action Point (AP). Players can only check area information in “Move turn” but not in “Action turn.”
Action turn

Players can choose one action card during the action turn. Each action card will show the costing Action Points (APs) and gained Guilt Points (GPs) or Innocent Points (IPs). Murderer needs to build GPs, and innocent players need to build IPs to gain control of the area. If a player’s AP is 0, the player can only choose “Take a Rest” card. The gaining IPs and GPs will be randomized. Use the left APs in the action turn multiplies with three random seeds to decide the gaining points. The costing APs is the same as the gaining points.

Winning Goal

The murderer’s winning goal is getting to the innocent players’ start areas. The innocent players’ winning goal is getting to the murderer’s start area. The start area will have a flag on the area.
**Game Strategy:**

In order to accelerate the game speed, set up some areas for the murderer and innocent players. The GPs and IPs for the set up areas will be randomized. Since the murderer will high recovered GPs than the innocent players, the innocent players will have higher IPs, and the murderer will have lower GPs for the set up areas. The starting APs use the same rule, so the murderer will have lower start APs, and the innocent players will have higher starting APs. Because the set up areas will have randomized GPs and IPs, players need to think which way is better to get to the winning goal this time. Each new game will have different winning path.

While playing the game, the murderer and innocent players need to decrease the areas that enemy owns and create a path to go to the winning goal. Players also need to go back to build GPs and IPs in their own areas to prevent their enemy to go through some areas. Players need to remember that there are a lot of ways to go to the winning areas, so they need to control their APs usage.