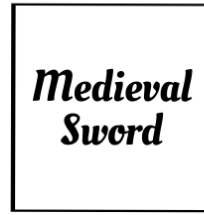
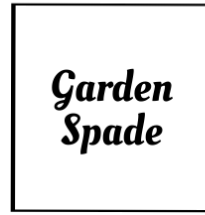
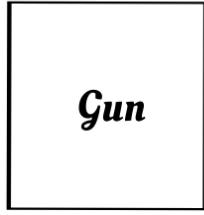




Player Pawns

Weapon Cards



In the Drawing Room with the Hatchet

Actions

HUNT When alone in a room. Search adjacent tiles within same room. Not diagonal.

QUESTION When with another player in a room. Ask Y/N about a room, row or column.

PICK UP To pick up a hidden weapon.

KILL Use the weapon you have found to attempt to kill another character.

ACTIVATE POWER When standing on a square with a power marking. **5**

Movement Actions

NORTH **EAST**
SOUTH **WEST**

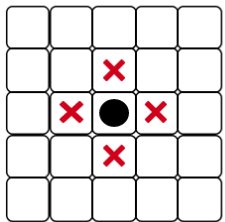
Powers

Hunt through walls (until the end of the game)

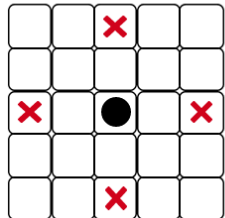
5 Programme 5 actions for next two turns

Travel through the secret passage to the other staircase

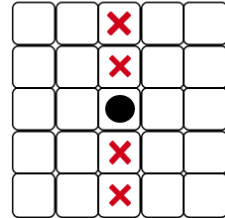
Cricket Bat



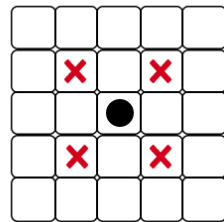
Gun



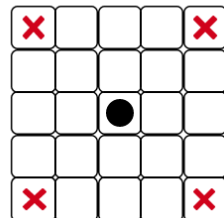
Garden Spade



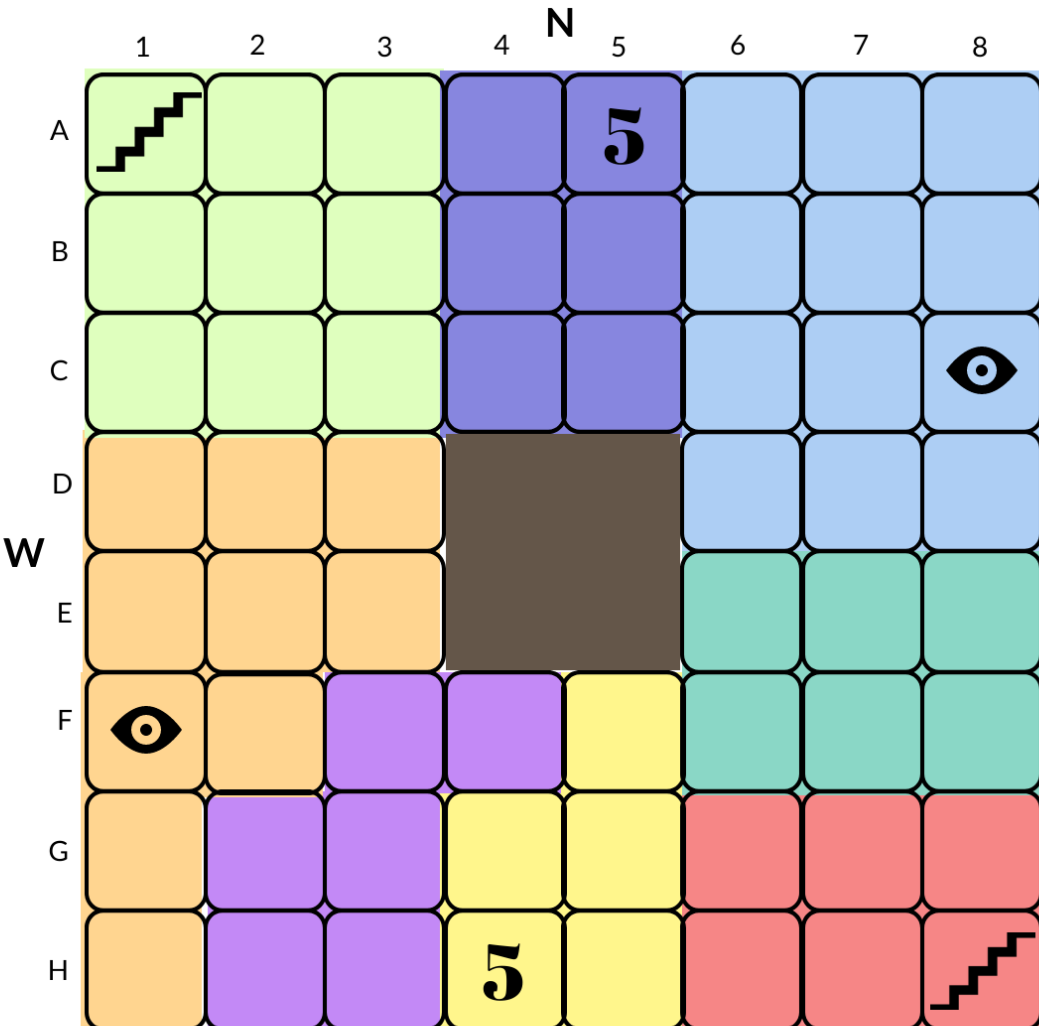
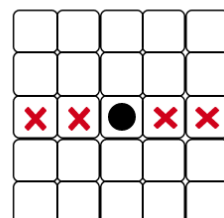
Poison Dart



Hatchet



Medieval Sword



S