

## In the drawing room with the hatchet

3-6 players

Aim: Be the last (living) person standing.

You will need: Paper & pens.

Set up:

- On your first play, cut out the weapon cards and player pawns from the other side of this card.
- Shuffle the weapon cards and deal one face down to each player. Players may look at their own weapon card but must keep it secret from other players.
- Put all the player pawns in the central square.
- Give each player a pen and paper.

Game Structure:

In the first four rounds you must hide your weapon. Hide your weapon in any of the squares you pass through. You may hide your weapon in the central square if you wish. Secretly write down the location of your weapon.

After hiding your weapon you must try to find another player's hidden weapon.

When you have found another player's weapon, you must try to get in a position where you can kill another player. The different weapons will kill players in different positions as shown on the board.

Players who have been killed flip their player pawn over and become ghosts. Ghosts may still kill other players, but can not win the game.

On each round:

- All players secretly write a program of three actions on their paper. The possible actions are shown on the board.
- Players call out their first chosen action. All the movement actions are executed first - by moving the pawns on the board. The other actions then follow.
- The players now move onto their second, then third programmed actions and execute these in the same way.

Notes:

- You must write your programme on your paper and you may write down anything else you wish too.
- The central area should be treated as a single square. When leaving the square you have a choice of two squares in each direction. You do not have to decide which square to take when you write your programme, just the direction of travel.

Game End:

The game ends when all players except one are ghosts. This player is the winner.