

ALIBI

CARD

If you are holding an alibi card, you must answer a detective with: "No, I'm not the culprit!"

(There is no effect when you place this card in front of you)

FEATURES

The alibi card is only useful for the player holding the culprit card.



CULPRIT

CARD

You can only play or discard this card if it is the last one in your hand.

Play or discard the culprit card to win the round.

FEATURES

You must play all other cards in your hand before you can play the culprit card.

Important: only accomplices can make another player discard a card. You can do this when playing an accomplice card.
If an accomplice makes you discard your culprit card, and it is the last one in your hand, you win the round immediately.



ACCOMPLICE

CARD

Playing this card makes you an accomplice to the culprit.

Ask a player of your choice to discard one of their cards face up. They must then draw a new one.

FEATURES

A player is not deemed an accomplice until they place this card in front of them.

Once you become an accomplice, you remain one for the rest of the round, regardless of the other cards placed in front of you.

Important: if the player you choose discards the last card in their hand and it is the culprit card, they win the round immediately along with the other accomplices, including you, without having to draw a new card.



SHERIFF

CARD

Grab the handcuffs token and give it to another player.

If the handcuffs token is in front of the culprit at the end of the round, they and their accomplices lose the round.

FEATURES

If, at any time, the player with the handcuffs is identified as the culprit, they and their

accomplices lose the round immediately.

All other players win the round, including you, providing you are not an accomplice.

The handcuffs special effect only applies to the culprit. They have no effect if they are in front of you and you are not the culprit.



TOBY

CARD

Select a card in another player's hand and make them reveal it.

- If they are the culprit, you win the round.
- If that player is not the culprit, they keep the card in their hand.

FEATURES

Toby can win the round provided they do not have an accomplice card placed in front of them. Otherwise, they are deemed an accomplice and lose the round with the culprit.



THE BABY OF THE FAMILY

CARD

The other players must follow these 3 instructions in order:

1. "Everyone closes their eyes."
2. "Only the culprit opens their eyes."
3. "Everyone opens their eyes again."



SHARE

CARD

Each player selects a card from their hand and passes it to the player on their left.

If a player has no cards in their hand, they can still join in but without passing on any cards.



RUMORS

CARD

Each player draws a card at random from the hand of the player on their right, and adds it to their own hand.

They do not draw a card if the player on their right has no cards in their hand.



FRENZY!!!

CARD

Each player chooses a card from their hand, including you.

Gather together the chosen cards, shuffle them and look at them without showing anybody else.

Shuffle them again, then deal one at random to each player.

There is no effect if you play this card on your last turn.

FEATURES

All card swaps and shuffles are face down.



SOOTHSAYER

CARD

Share your thoughts on the current round.

FEATURES

Succinctly share your thoughts with the other players on the round so far, for example who you think may be the culprit or an accomplice, etc.

But, as you know, we can all make mistakes!



WITNESS

CARD

Secretly look at the hand of a player of your choice.

If you see they have the culprit or an accomplice card, and you have at least one card remaining, you can swap a card with that player.

FEATURES

If you decide to swap a card, return the entire hand to the player in question. Each of you then chooses a card from your hand and swaps these cards face down.



THE SERVANT

CARD

The detective cannot question you until your next turn.



THE HOUSEKEEPER

CARD

Toby and the sheriff cannot choose you until your next turn.



SWAP

CARD

Swap a card from your hand with a player of your choice. This player chooses which card they give you.

Ignore this special effect if there are no cards in your hand.





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Shadow House Masquerade™

RULES

Pesu Nabeno
EmperorS4



The night sky is bathed in moonlight, and you have been invited to dinner with aristocrats at a lavish manor house. Suddenly, an anguished cry rings out: **"Aaaaahhh! Viscount Shadow is dead!!!"** Despite the ensuing chaos, the butler manages to lock all the exits. Now the culprit is trapped in the house: will you be able to expose them before it's too late... or elude the others for long enough to not get caught?!

GAME COMPONENTS

36 cards • 23 points tokens • 1 handcuffs token



SETUP

1. Place the points and handcuffs tokens in the center of the table.
2. Create the "starter" deck using the table below. Draw the number of cards indicated next to each character (first on the scene, culprit, detective, accomplice, sheriff and alibi) depending on the total number of players. Once you have done this, put the starter deck to one side.

	3	4	5	6	7	8
FIRST ON THE SCENE	1	1	1	1	1	1
CULPRIT	1	1	1	1	1	1
DETECTIVE	1	1	1	2	2	2
ACCOMPLICE	0	1	1	2	2	2
SHERIFF	1	1	1	1	1	1
ALIBI	1	1	2	2	3	3
REMAINING CARDS (at random)	7	10	13	15	18	22
TOTAL	12	16	20	24	28	32

3. Create the "additional" deck by shuffling all the remaining cards face down, using the previous table. Draw the number of cards indicated depending upon the total number of players.
4. Shuffle together the starter deck and additional deck, keeping all cards face down.
5. Deal 4 cards face down to each player, who may then look at their cards without showing anybody else.
6. Keep any cards you haven't dealt in a face-down pile in the center of the table, in case they are needed later in the round.



Example of a 5-player setup

HOW TO PLAY

The game is played in successive rounds.

- At the start of each round, the player holding the first on the scene card starts by placing this card face up in front of them.
- Players then take turns in clockwise order. On your turn, choose a card from your hand and place it face up in front of you. Read out the special effect on your card and act upon it immediately. After this, the next player takes their turn.

Note: you are allowed–and even encouraged–to discuss the game with each other, without disclosing your cards.

END OF A ROUND

A round ends immediately after one of the following 4 scenarios:

1. A player places a detective card in front of them and successfully identifies the culprit. The player who played the detective card scores 2 points, provided they have not placed an accomplice card

in front of them. Each of the other players without a culprit or accomplice card placed in front of them scores 1 point. The culprit and their accomplices lose the round. (1)

2. A player places the Toby card in front of them and successfully exposes the culprit. The player who played the Toby card scores 3 points, provided they have not placed an accomplice card in front of them. Each of the other players without a culprit or accomplice card placed in front of them scores 1 point. The culprit and their accomplices lose the round. (3) (1)

3. A player places the last card in their hand in front of them and it is the culprit card. This guilty player and any players with an accomplice card placed in front of them each score 2 points. All the other players lose the round. (2)

4. The player who received the handcuffs token reveals the culprit card. Each of the other players without an accomplice card placed in front of them scores 1 point. The culprit and their accomplices lose the round. (1)



NEW ROUND

Once players have received their points tokens, gather all the cards to create the deck for the next round by following steps 2-4 in the setup.

Return the handcuffs token to the center of the table.

Once you finish setup, the next round starts with the first on the scene card being played.

END OF THE GAME

The game ends when one of the players finishes a round with at least 5 points in front of them.

The player with the highest points total wins the game.

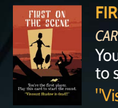
In the event of a tie, the players share the victory.

LIGHTNING INVESTIGATION VARIANT

For a shorter investigation, play a single round without using points tokens.

Either the culprit and their accomplices win, or all the other players win.

CARD TYPES



FIRST ON THE SCENE

CARD

You're the first player. Play this card to start the round.

"Viscount Shadow is dead!!!"



DETECTIVE

CARD

Ask a player of your choice: "Are you the culprit?"

If the person is the culprit and is not holding an alibi card, you win the round.

FEATURES

When questioned, you must tell the truth, unless you are holding an alibi card: see ***ALIBI***.

A detective can only win a round if they have not placed an accomplice card in front of them.

Otherwise, they are deemed an accomplice and lose the round with the culprit.

Each of the other players with a detective card placed in front of them at the end of the round scores 1 point, unless they are an accomplice.