

**NAME: Aditya bhadana, Ayushmaan bisht, Deepak joshi.**

**ASSIGNMENT: Murder Party.**

**CLASS: GAME FOUNDATION 1.**

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## Rule book

### Rules for the game master

When all the guests have arrived in the party .You are the person who take cares for all the rules of the game. You are the host of the game. You can see the rules below and follow them accordingly-

### Game objects

The game constitutes of ten character (Playable character), a game master and a dead person. The players have to complete the objectives given in the three events in-order to solve the mystery and to survive the game.

### Gameplay

This game is meant to be simulation. The on/off nature of player's turns can cause problems. The turn is divided into several smaller segments or impulses where every player does some of their actions at one time, and then react to the current situation before moving on the next impulse.

### Game Assembly

The game requires ten players who will physically act out their character's actions. This game is played with all of your guests having active roles in the game and each guests having objectives to complete.

### Game master Work

These are the objectives in the Events which you will explain to the players

First Event

The objectives in the first events are-

Attention- You have to be attentive to your surroundings. If you don't want to be attentive it's ok but if you pay strong attention it will definitely help you till the end of the game. Your attention will be definitely rewarded with some clues in the end.

### Second Event

The objectives in the second events are-

#### Objective-

Observe-Players have to observe the surrounding and if they observe deeply it will definitely going to help them till the end of the game.

Clues- Players have to find clues about the relationships of the people among each other.

### Third Event

The objectives in the third event-

Survival- As soon as players enters the third event the game will become survival and there are no resources so for their own benefit players have to kill each other.

Random open Clues-In order to survive the player needs to find the clues and accuse the person with that clue.

### Coins system

In the starting of the game the game master will give 600 coins to each player for their survival.

From the second event player coins will increase with 50coins after every half hour. This process will continue till the event three.

#### Use of the coins

##### Skill

In the first and the second event coins are not useful but as soon as players enters the final event that is the third one (Survival) player have to use the coins to buy the necessary skills which are not given to them so, as to survive till the end of the game.

##### Clues

Ten random clues are with the game master and with the coins provided you can buy it. The price of a clue 250 coins.

#### Time interval

Clues- Although players have to find the clues but some random clues are with the game master. Players can buy those clues but there is a time limit to it that is 20 minutes.

Skills- The time interval for the use of skill varies but to buy the skill the gap is of 20 minutes.

### Combat system

The survival mode constitutes of killing and combat happens through melee (NO ACTUAL WEAPONS).

### Skills and time interval

#### 1. Manipulation

Through this skill a player can control the other player and can order him to kill other player.

Usage and Time gap- It can be used 2 times with the gap of 1hour.

Transaction- Players can buy this skill for 400 coins

#### 2. Steal

This skill helps the player to steal one clue of the other player.

Usage and time interval- It can used only 2 times with a gap of 1 hour.

Transaction-Players can buy this skill for 300 coins

#### 3. Copying

This skill helps in copying the clue of the other players.

Usage and time gap- It can be used 3 times with the gap of ½ hour.

Transaction-Players can buy this skill for 250 coins.

#### 4. Knight

Through this skill the player can kill the other player.

Usage and time gap- It can be used 1 times with the gap of 1&½ hour.

Transaction-Players can buy this skill for 450 coins.

#### 5. Defend

This skill helps the players to defend themselves from the other player by skipping their turn

Usage and time gap- It can be used 3 times with the gap of 1 hour.

Transaction-Players can buy this skill for 250 coins.

## 6. Unsuspicious

This skill helps the player to be free from being accused for half an hour but player still remain active in the game.

Usage and time gap- It can be used 3 times with the gap of 1 hour.

Transaction-Players can buy this skill for 250 coins.

## 7. Reverse

This skill helps the player to counter the skill of other player.

Usage and time gap- It can be used 2 times with the gap of 1 hour.

Transaction-Players can buy this skill for 300 coins.

## Clues

Murderer clues- These are the clues left by the murderers. These clues can lead you to solve the murder mystery.

Character clues-These are the clues left by every character. These clues can be helpful for your survival.

Dead person clues- These are the clues of the dead person and can be found anywhere.

## Special condition

Out of 38 clues 11 random clues are with the game master. Players can buy those clues. Each clue costs 250 coins but only ten clues are meant to be sold.

One clue is the secret clue.

Time gap – 20 minutes

## Winning

The winner is the one who is the only survivor till the end when other players had died.

