

### **Set up:**

Choose one player to be the dealer. Player to the left of the dealer goes first, play goes clockwise. Deal each player 3 cards from the Cutthroat deck.

- Then give each player a Character card.
- Then give each player an Identity card.
- Do not show anyone this card. Place the remaining cards face down as the draw pile.
- If you are playing with 4 or 5 players then take out the Jester or the Investigator or both.

### **How To Play:**

On your turn you must do the action of your Character card. Once you have done the action, you must play a card, if you do not have any cards then end your turn. You may play cards on any player. Once you have played a card, end your turn.

- If at any point in the game you are given a Murder card then set it aside, that card cannot be stolen, given away, or discarded.
- If you are given a Murder card and are not healed by the time the Murder happens then show everyone your Identity card and leave the game.
- If the draw pile runs out, then take the discarded cards and reshuffle them, then place them face down as the draw pile.
- If you are the doctor and a player dies than you may save that player by giving that player a medicine card. Discard both cards.

### **How To Win:**

You may play 3 rounds of Cutthroat. In each round you will get points by winning a round. If you win a round, show your Identity card to everyone, in the top right corner is a number, that number is the amount of points you get for winning. At the end of the 6 rounds, whoever has the most points wins.

- If a player dies and is the object death of your Identity card, then you win.

### **How to win for each card:**

Identity: Murderer. How to win: If the Sheriff and the Doctor die you win.

Identity: Doctor. How to win: If you save 3 players you win.

- The Doctor is the only player that can heal other players.

Identity: Sheriff. How to win: If the Murderer dies you win.

Identity: Jester. How to win: You win if you die twice. (If you are given a Murder Card then ignore it until you get two Murder Cards and you win.)

Identity: Investigator. How to win: If you can guess Five other player's Identity Cards correctly then you win. \* You can only make 1 guess, to make a guess it must be at any point on your turn, then state which players have which **Identity cards** if you get it right you win, if you get your guess wrong you lose the game.

Identity: Bandit. How to win: You win if the Sheriff dies.

- You will need a score sheet for scores, and keeping track of stolen, cards given cards, etc.