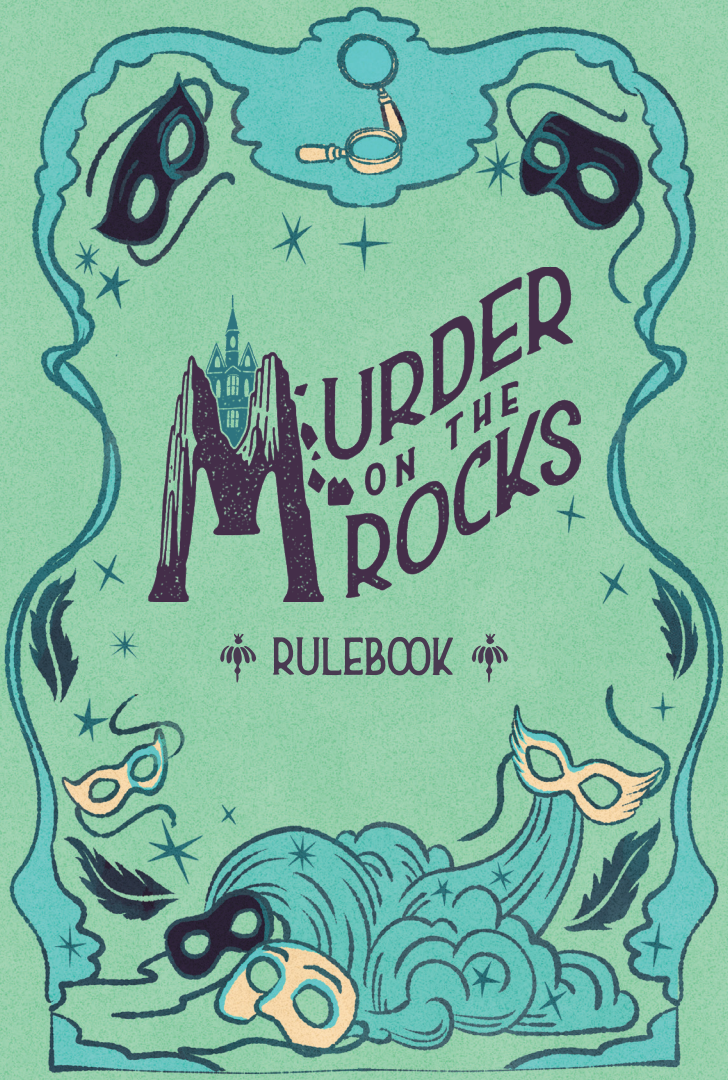

MURDER
ON THE
ROCKS
RULEBOOK



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Welcome to *Murder on the Rocks*, an exciting card-based cocktail whodunit that transports you to an elegant Masquerade Ball. Amidst the revelry, guests are being murdered and it's up to the surviving players to uncover the identity of the culprit amongst you. As you navigate through clues, secrets, and deceptions, you'll engage in thrilling deduction and strategy to solve the mystery.

OBJECTIVE

The objective of *Murder on the Rocks* is to determine the identity of the Murderer among the guests or, if you are the Murderer, to get away. Players examine clues, interrogate suspects, and use their deductive skills to solve the mystery. If the surviving players identify the Murderer by placing a majority of Suspect Tokens on them, they win. If they cannot convince the majority, then the Murderer escapes.

COMPONENTS



15 Location Cards



20 Clue Cards



11 Weapon Cards



10 Masks



1 Magnifier



10 Character Cards



40 Tokens



10 Role Cards



2 Vials



1 Shaker



1 Funnel

SETUP

1. SELECT CHARACTERS

Each player selects one of the 10 cocktail-themed characters and places it in front of them. Each character has their own Suspect Tokens, so every player should take the 4 tokens related to their character. As long as you survive, these tokens will be cast at the end of each round.

2. DISTRIBUTE ROLE CARDS

Take the Murderer card and the Innocent cards based on the number of players.

Example: For 5 players, you will have 1 Murderer card and 4 Innocent cards.



3. DISTRIBUTE WEAPON AND LOCATION CARDS

Each player randomly receives a Weapon and Location card. These cards should be placed face up in front of the players.

4. MAKE YOUR DRINKS!

Each player should prepare a drink to use during the game. The drinks will reveal whether they have been killed or are the Murderer.

5. PREPARE THE VIALS

Fill the Murder Weapon and Essence of Envy vials with liquids of your choice. The liquids should visibly change the drink's color, so choose wisely!

6. DISTRIBUTE MASKS

Each player takes a mask. These masks will be used during the game to conceal the identity of the Murderer.

PLAYER ROLES & RESPONSIBILITIES

MURDERER

- Chooses Victims by placing the Murder Weapon into their drink.
- Draws cards from the Clue Deck, creates that round's Victim's Whisper Deck, and places 2 cards back into the Clue Deck before shuffling.

VICTIM

- Selected by the Murderer during the Kill Phases.
- Takes from the Victim's Whisper Deck, selects 1 card to reveal to the remaining players, and discards the rest.

SURVIVORS/INNOCENTS

- Review the clues provided and work together to identify and accuse the Murderer.

HOW TO PLAY

INTRODUCTION

1. One player, designated as the Host of tonight's party, welcomes everyone to the Masquerade Ball and provides a brief overview of the game.

2. The Host asks each player to reveal their character name, title, weapon, and location.

3. Each player creates a brief story about their character, including how they may or may not have committed murder this evening. The Host encourages everyone to get into character.

4. After all players have introduced themselves, the Host selects a song to act as a time limit.

DRINKS

Players place the drinks they prepared within reach of all other players.

KILL PHASE

1. All players put on their provided masks or close their eyes. The Host instructs everyone to stand and starts the chosen song.

2. The Murderer removes their mask, kills one player by placing the Murder Weapon ingredient into that player's drink, and taps them to signal they should remove their mask as well.

3. The Murderer will then draw the number of Clue Cards instructed for that round. They will place 2 cards back into the Clue Deck and give the remaining clues to the Victim. See Table A (page 10) for Clue Card distribution by round.

4. When finished, the Murderer puts their mask back on. The Victim announces they have been murdered after the Murderer has replaced their mask. This must all take place within the timeframe of the song.

5. The Victims work together to pick a card from the Victim's Whisper Deck to reveal to the surviving players, and discard the remaining cards out of the game.

6. The Murderer will repeat the Kill Phase based on Table B (page 10).

In rounds where no player is murdered, the Murderer still selects clues from the Clue Deck to add to the Victim's Whisper Deck during the blind dance party.

Victims return to the game as ghosts. Though they cannot speak, their presence lingers through the clues they select from the Victim's Whisper Deck, silently guiding the investigation.

TABLE A: CLUE CARD DISTRIBUTION BY ROUND

ROUND 1	ROUND 2	ROUND 3	ROUND 4
Murderer draws 5 cards	Murderer draws 6 cards	Murderer draws 7 cards	Remaining cards

TABLE B: KILL PHASE BY PLAYER COUNT

PLAYER COUNT	ROUND 1	ROUND 2	ROUND 3	ROUND 4
5-6	Murder a Player	No Murder this round	Murder a Player	No Murder this round
7-8	Murder a Player	Murder a Player	Murder a Player	No Murder this round
9+	Murder a Player	Murder a Player	Murder a Player	Murder a Player

INVESTIGATION PHASE

1. Players will discuss the contents of the card revealed by the Victim. For example, does it suggest the murder happened in the study, or could a simple detail like onions point to a particular character?

2. All players who have survived the round must cast and lock in 1 Suspect Token in front of the player they suspect to be the Murderer.

3. The round will end once all surviving players cast their vote.

4. Players will continue this process for each of the 4 rounds. Players will have 4 votes if they survive all 4 rounds.



WINNING THE GAME

The player with the most Suspect Tokens on them at the end of the 4 rounds is the accused. They must reveal their role.

CORRECT ACCUSATIONS

If the accused player reveals their role and they are the Murderer, they must place the Essence of Envy into their drink.

FALSE ACCUSATIONS

If the accused player reveals their role and they are not the Murderer, they must place the Essence of Envy into everyone else's drink.



CAUGHT DURING THE KILL PHASE

- If the music stops before the Murderer finishes their actions, they are considered caught and must place the Essence of Envy in their drink.
- This also applies if the Murderer forgets to take off their mask to play their role.

IN THE EVENT OF A TIE

- If multiple players have the same number of Suspect Tokens placed upon them at the end of the game, the Murderer escapes and wins.
- The Murderer will place the Essence of Envy into the drinks of all other players.

The Essence of Envy represents the emotions at the heart of the game's drama. Filled with green liquid, it reflects the idea of 'turning green with envy,' symbolizing players' jealousy of the winner, grudges behind false accusations, or the sting of being outsmarted.

STRATEGIES

FOR THE MURDERER

- BLEND IN: Act innocent and provide reasonable explanations for evidence pointing to you.
- MISDIRECTION: Frame other players with carefully chosen evidence to divert suspicion.
- TIMING: During the Kill Phase, work quickly to avoid being caught unmasked.

FOR INNOCENT PLAYERS

- SHARE INFORMATION: Collaborate to pool knowledge and clarify events.
- ANALYZE PATTERNS: Look for connections or gaps in evidence and player behavior to identify the Murderer.
- TRUST YOUR INSTINCTS: Let evidence guide you, but also watch for subtle player behaviors and reactions to uncover the truth.

FOR THE VICTIM(S)

- PLAY THE BEST CARD: Even if given unhelpful cards, choose one that might subtly lead back to the Murderer. For instance, if the location is "grounds," a card hinting at trees might create a connection.
- LISTEN TO DISCUSSIONS: Note where players are confused and use your next clue to steer them in the right direction.
- COLLABORATE DISCREETLY: Work with other Victims to interpret clues, using gestures or pointing at cards to avoid being overheard by surviving players. Fellow Victims might notice connections you missed.



F.A.Q

Can the Victim reveal their role during the Investigation Phase?

No, the Victim is considered "dead" and acts as a ghost. They cannot communicate directly with other players or reveal their role, except to confirm they were innocent, as self-killing is not allowed in the game.

Can the Murderer be the Victim?

No, the Murderer cannot select themselves as a Victim.

What happens if there's a tie in rounds 1-3?

Ties in rounds 1-3 don't affect the outcome, as roles are only revealed in the final round. Votes are added up across all rounds, and the player with the most votes at the end of round 4 is the accused.

Can the Host also be a Victim or the Murderer?

Yes, the Host can take on any role. The Host guides the game and introduces each phase, but they can still fully participate in the gameplay.

TABLE C: CLUE CARD DISTRIBUTION FOR FEWER THAN 5 PLAYERS

ROUND 1	ROUND 2	ROUND 3
7 cards	8 cards	Rest of the cards

NO DRINKS OR LIQUID?

Use the vial labeled "Murder Weapon" and place it in front of the chosen Victim. Skip the Essence of Envy vial entirely.

MOCKTAILS

If you're not a drinker, use non-alcoholic ingredients for both the drinks and vials.

HARDCORE MODE

The Murderer has only 20 seconds to complete the Kill Phase. Use a timer on a phone or similar.

FEWER THAN 5 PLAYERS

While the game is designed for 5+ players, it can be played with fewer by reducing the game to 3 rounds and only killing 1 Victim. Each round should still include a blind dance party. See Table C (page 17).

SPEED ROUNDS

To save time, the Murderer can prepare multiple decks during the Kill Phase for rounds where players will be killed.

- For example, with 5 players in the first round, the Murderer draws 5 cards, discards 2, and gives the rest to the Victim for the first deck. Then they draw 6 cards, discard 2, and repeat for the second deck.
- Victims will still reveal only 1 card at a time.



LEGAL DISCLAIMER

ALCOHOL CONSUMPTION WARNING

Murder on the Rocks is a board game intended for entertainment purposes only. While the game incorporates a cocktail-themed narrative, no actual consumption of alcohol is required to play. Players are encouraged to drink responsibly if they choose to consume alcoholic beverages during gameplay.

By playing *Murder on the Rocks*, participants acknowledge the following:

1. All players must adhere to the legal drinking age in their respective jurisdictions.

2. The creators, manufacturers, and distributors of *Murder on the Rocks* are not responsible for any consequences resulting.

3. Any alcoholic beverage preparation or consumption inspired by the game is done at the players' discretion and risk.

PLAY SAFE

We recommend ensuring a safe and enjoyable experience for all participants. Drink responsibly, respect individual choices, and prioritize everyone's well-being.

If you or someone you know struggles with alcohol misuse, please seek help from a trusted healthcare provider or local support organization. Call 988 Suicide & Crisis Lifeline.

Party's Over?
Scan here for a quick video on how to store your game after playing!

CREDITS

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