

HISTORICAL MYSTERY

Death at the Ball

GAME RULES

ABOUT THE GAME

The French court is in distress – all of a sudden an established nobleman passes away for no apparent reason but.... poisoning. You are on this controversial case, accompanied by other investigators. Try and solve the case in 24 moves: visit wealthy households, interrogate aristocrats and commoners who knew the victim and hunt down every detail. Choose the cards to investigate together. At the end of the game, you will be asked a series of questions and if you answer correctly – you win.

GAME SETUP

1. Every card has two numbers in the top left corner: the deck number and the card number. There are 15 decks containing a varying number of cards. Every deck starts with card #1.



Without flipping cards face-up or shuffling them, separate the decks from each other and place them face down in front of you. You should end up with 15 decks, with card #1 on top of each deck:



2. Place a smartphone that has a QR-code scanning feature or app nearby – you'll need it at the end of the game. Internet connection is required, too.

All set. Read the rest of the rulebook before you start.



Important: don't reveal the cards or shuffle them before you read the rest of the rulebook.

1–4 players

18+

60–90 minutes

Game components:

56 cards,
rulebook.

GAME START

Take the **1 1** card, flip it and read the introduction out loud. Then throughout the whole game, follow instructions on the cards. As you read through the story, you will encounter icons with numbers of decks, for example: **Caspard Azais 2**. This means that you have unlocked the deck with the indicated number: reveal the top card and then lay out the rest of the cards of the deck in a face-down row.



This is what an unlocked deck #2 looks like: the top card is face-up, the rest are face-down.

After you unlock a deck, study the pictures and read the text on their backs out loud (however, you still cannot flip them).

Hint: Study the pictures carefully, they might contain some important clues.

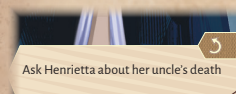
Discuss which cards to flip so that you could gain new information for the investigation. Most cards require 1 move to examine them, and you only have 24 moves for the entire game.

Starting with the youngest player, everyone takes a turn to flip a card. You can discuss your theories out of turn. Look through the «Moves» section and get down to investigating! If you happen to see an unfamiliar symbol on a card, refer to the «Card Icons» section.

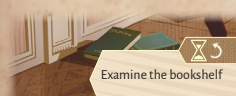
MOVES

There is information on the front side cards of unlocked decks: it can be helpful or of no use to the investigation. To know for sure, you will have to flip the card, however, many of the cards require some «payment» – you have to spend 1 move to flip it.

You have 24 moves for the entire game: as soon as they run out, stop the game and go to the «End of Game Questions» section.



An arrow without an hourglass means you can flip this card and read it without spending a move



An arrow with an hourglass next to it means that you have to spend a move to flip this card



If you spend a move to flip a card, that move is indicated by an hourglass in the top right corner. Every time you flip a card, count how many moves you have spent. As soon as you spend all 24, stop the game and go to the «End of Game Questions» section.



For example, if 3 cards with an hourglass lie face-up, you have spent 3 moves.

Hint: You can use 24 coins, share them among the players and place a coin onto each card you flip using a move – once you're out of coins, stop the game. You don't have to do this, but it can spare you some counting.

Each turn, a player chooses which card to examine; you don't have to flip every single card. Once you've flipped a card, you can go back and read the information on the other side of it at any moment, but remember to count the action you used on it.

Hint: When you interrogate a character, pay attention to their expressions. This can help you understand the character's reaction to your question.

GAME END

Take the 15 1 card and turn it over. Scan the «Question» QR-code. Read the questions aloud. Then every player gives their own answer to each question. Everyone can have different versions. At this point you can no longer lay out decks or flip cards – you have to make deductions based on the cards you've already revealed.

As soon as you're ready, take the 15 2 card, scan the «Answer» QR-code and read them aloud. Get points for your correct answers and see your results:

6 points. Excellent job! A reward is bestowed upon you for the first successfully solved case in history of the Parisian Police.

5 points. You solved the case and earned the commendation of lieutenant general.

4 points. You were close, but could not find out everything there was to know.

3 points. You did not collect enough evidence to solve the case. The community is doubting the Parisian Police.

0–2 points. Unfortunately, you failed the investigation and will be fired.

CREDITS

Game designer: Mikhail Rozanov • **Artwork:** Anastasia Kukarina, Sofya Moyartseva • **Art Director:** Oleg Yurkov • **Art Manager:** Vadim Poluboyarov • **Game Development:** Ekaterina Reyes • **Layout and Design:** Ksenia Targulyan • **Executive Editor:** Anna Davydova • **English Translation:** Luiza Kretova
Publishing Department Director: Alexander Kiselyev • **Playtesters:** Elena Vornoskova, Ilya Drozdov, Alexander Ilyin, Pavel Logvintsev, Konstantin Malygin, Nadezhda Penkrat, Alexey Soyer, German Tikhomirov, Sergey Triphonov, Ilya Churakov, Yuri Yamshikov and more than a 100 other players.

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CARD ICONS

Gaspard Azais 2 A flag with a number means you can unlock the deck indicated: flip the top card of the deck and lay out the rest of the cards in that deck into a face-down row. The example indicates that we can unlock deck #2, that has something to do with Gaspard Azais. It is best to unlock a deck immediately after you are instructed to do so.



There is a list of decks you can unlock at the bottom of the card.



An arrow means you can flip this card and get new information for the investigation without spending a move. For example, you can ask Henrietta a question, without spending a move.



An arrow with an hourglass next to it means that you have to spend a move to flip this card. For example, you can use a move to examine the bookshelf. Discuss together whether or not this card is worth spending a move.



If there is a warning exclamation mark next to the move, it means you can only flip this card in a particular situation that is dictated by the game. E. g. you have to get additional information from another deck. Watch out for the hourglass: with or without exclamation mark a card can still require a move to be flipped.



Referring to a particular card looks like this: 8 is the deck number, 3 is the card number. Therefore, you can see card #3 in deck #8.



An hourglass in the top right corner of a turned card means that you should spend 1 move to flip it. As soon as you use 24 moves, the game is over.

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General Manager: Mikhail Akulov
Production Manager: Ivan Popov
Editor-in-Chief: Valentin Matyusha
Senior Layout Designer: Ivan Sukhovey
Proofreader: Olga Portugalova
Business Development Director: Sergey Tyagunov
Creative Director: Nikolay Pegasov

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