

THE EARL OF BRIDGLEY
RESPECTFULLY REQUESTS THE PLEASURE
OF YOUR PRESENCE AT

13th annual
**INFLUENTIAL
FIGURES**
AWARDS


SATURDAY
the 25 of June 1928

AT NINE O'CLOCK IN THE EVENING



Davis Manor

12 SAINT MARY RD
YORK, ENGLAND



DRESS BLACK TIE

INSTRUCTIONS INSIDE

INTRODUCTION

[Dining room at Davis Manor. Cutlery clinks and glasses sparkle in the candlelight as Eleanor Gibbs oversees the laying of the table. Zachary Davis enters.]

Zachary: Darling, have the glasses been polished properly?

[Eleanor looks at him with bored disdain.]

Zachary: Eleanor! *[He whispers]* Have you hidden the...you-know-what?

Eleanor: No, it's still on your desk in the study.

Zachary: Get a move on! I told you to hide it in the library, behind that dusty copy of Hamlet.

Eleanor: Stop ordering me about, I'm not your skivvy! Take care of it yourself if it's so important.

This shady affair isn't my business.

Zachary: Don't take that tone with me, Eleanor, especially in front of the servants! If you don't play your part, all of this *[he gestures around the room]* could be snatched away.

[Eleanor huffs and exits.]

The Roaring Twenties are reaching their artistic, technological and cultural climax. In England, the esteemed Earl of Bridgley wishes to hold a celebration of the most talented and affluent individuals from every corner of the globe.

He charges his son, canny journalist Zachary Davis to host the event - and the young heir is troubled by rumours of the nefarious Greensleeves gang. Its head, a notorious Master Thief, is planning on sneaking into the event disguised as a guest and Zachary has heard whispers that other gangsters could be on the prowl.

The Earl is troubled, but Zachary persuades him to go ahead with the party as planned - with policemen mixed in too.

The Chief Inspector will come as himself, to deter any causal thieves, but his detectives are as cunningly disguised as the gangsters. Not even Zachary Davis himself knows who is real and who is fake at his party.

Using a large stash of money as bait, the police have skilfully narrowed down escape to just 3 possible routes: by motor car (seating 4), parked in the garage; by motorcycle (seating 2), parked by the tradesman's entrance; or by boat (seating 1), docked near the lakeside bedroom window.

Keeping a close eye on the guests, the police hide the keys to the getaway vehicles as further bait and have their own patrol car stationed by the porch. But will it be enough?

For the police, this is their chance to catch the notorious Greensleeves gang and capture the Master Thief who has evaded them for so long.

For the thieves, this is the golden opportunity of a lifetime: to steal a fortune and blame it on the rich and powerful. In a game of cat and mouse, when it's unclear who are the mice and who are the cats, the stakes have never been higher. Can you survive a night of wits and guile where even the truth can get you killed? Both sides will need every ounce of cunning and resourcefulness they possess to achieve their ends before sunrise.

Do you have what it takes to win, on this Secret Night?

A man in a pink suit and a woman in a red dress with a white apron are standing on either side of a central white card. The man is on the left, holding a book and adjusting his glasses. The woman is on the right, holding a glass. The background is dark and textured.

MR. DAVIS

RECOMMENDS

TO THE OWNER OF
this game
TO READ CAREFULLY
THIS INSTRUCTIONS

THE GUESTS INVITED

WOULD BEGIN
JUST WATCHING THE
video tutorial below

AND USING
THE FAST GUIDE
ON THE GO

PLEASE WATCH
ALL TOGETHER
BEFORE PLAY



3 minutes videotutorial

DAVIS MANOR

Initial positions of 3 black disk markers



TURN MARKER

Starts at 9 p.m.
At 6 a.m. the game
ends and the points
are counted (9 turns)

SCORE MARKER

Place it in the
center.

*Explained later
on page 10*

LAST ACTION MARKER

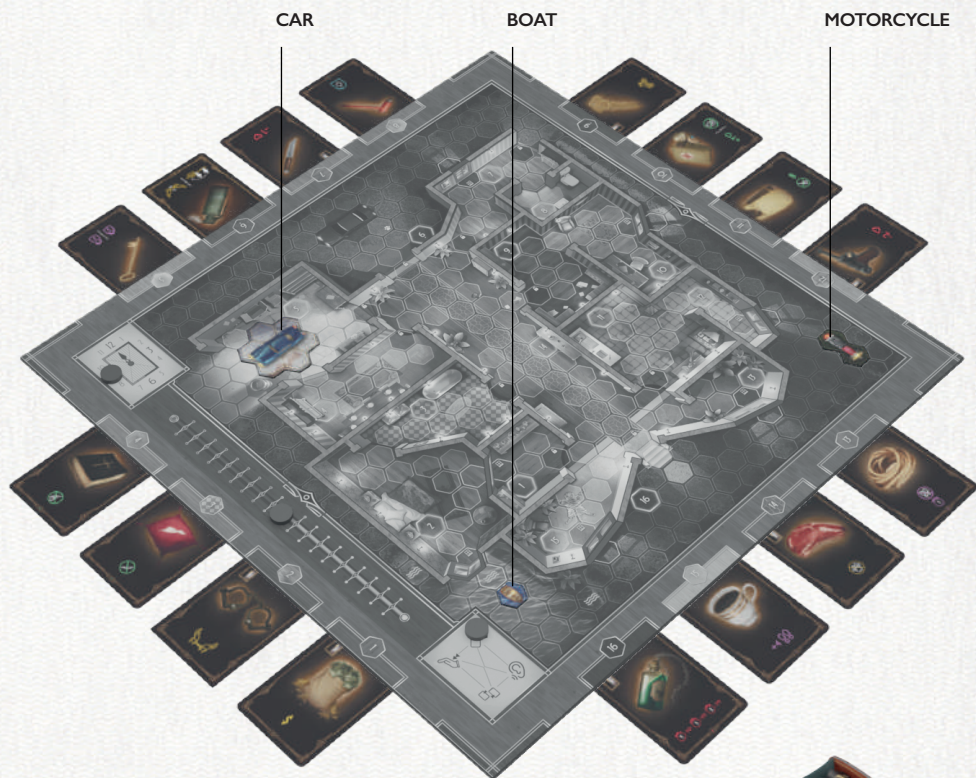
Place it in the Steal
Card Icon

*Explained later on
page 14*

INITIAL OBJECTS AND VEHICLES

There are 16 rooms in the mansion, and each one is numbered around the perimeter of the board.

At the beginning of the game, the Object cards (with a green circle on the back) are shuffled, and one card is dealt, face up, to each room number around the Main Board. Place the vehicle tokens in their corresponding zones.



ROULETTE



The roulette will show many steps and object cards you will get on your turn.

Extra uses of roulette on page 17.

DECK PILES



The rest of the Object Cards are placed face down as a draw deck. When an Object Card is discarded, place it face up in the discard pile by the draw deck. When the draw deck is empty, shuffle the discard pile to renew it.

PLAYER BOARD

Each player chooses a color and receives:

I RANDOM CHARACTER CARD

Each character has a special skill; read your skill aloud to the other players and place the Character Card upright in your Player Board as shown (front hole).

I PLAYER SEAT AND PAWN

Wood color in outside sides for better fit.



I STEP SAVER CARD AND MARKER

Place the step marker on zero steps. Use the marker to save steps for future use.

For example: If you get an 8 but only use 5 steps, you can save up to 3 steps in the saver for another turn.

I HEALTH MARKER RED PIN

All players start with three Health points. If a player loses all 3, she dies (*extra info in page 16*), losing her cards and saved steps, and revealing her role (if secret). On her next turn she will respawn from her corresponding hexagon with a new, randomly drawn character.

DISTRIBUTION OF ROLES

For each player, shuffle and deal out, face down, one card from the “confidential” Role Cards deck.

4 PLAYERS	1 Chief Inspector / 1 Detective / 1 Thief / 1 Master Thief
5 PLAYERS	1 Chief Inspector / 1 Detective / 1 Deceiver / 1 Thief / 1 Master Thief
6 PLAYERS	1 Chief Inspector / 2 Detectives / 2 Thieves / 1 Master Thief
7 PLAYERS	1 Chief Inspector / 2 Detectives / 1 Deceiver / 2 Thieves / 1 Master Thief
8 PLAYERS	1 Chief Inspector / 3 Detectives / 3 Thieves / 1 Master Thief

The Master Thief and the Chief Inspector reveal their roles and keep them face up on the table. The rest of the players will keep their roles hidden.

If you have a secret role, hide your Role Card under your player board. Once your role has been discovered, place it face up. If your role is not secret (Chief Inspector or Master Thief), reveal it from the beginning.













SHOWN ROLE

(Master thief and Chief Inspector)



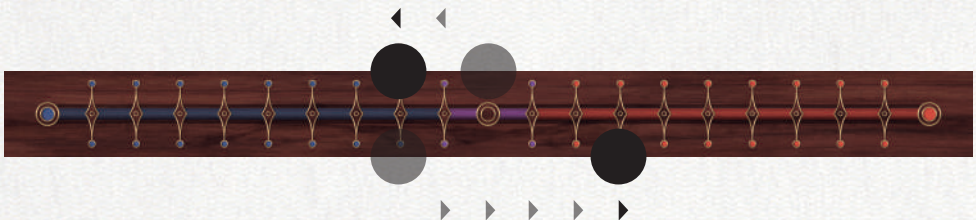
HIDDEN ROLE

(Thief, Detective or Deceiver)

CHIEF INSPECTOR   SPECIAL SKILL <i>Dog (page 17)</i>	DETECTIVE  	DECEIVER  	THIEF  	MASTER THIEF   SPECIAL SKILL <i>Can spin the Roulette Wheel twice to remove the Handcuffs</i>
SHOWN	SECRET	SECRET	SECRET	SHOWN
MISSION <i>To get the handcuffs and arrest the thieves</i>		MISSION <i>To end the game in a draw or +/-1</i>	MISSION <i>To steal the money and escape. The car and the motorcycle require keys, but not the boat</i>	

TO SCORE

2	A Thief dies	A Police dies	2
4	The Master Thief is arrested	A Thief escapes with Money by boat	4
3	A Thief is arrested	A Thief escapes with Money by car/motorbike	5
+3	Money is confiscated after arresting a Thief	Extra Thief in an escape	+2
-2	Detective or Deceiver arrested by mistake	Extra Money in an escape	+5



For example: A Thief dies, so the token moves 2 points in favor of the police. Then a Thief gets away on the motorcycle with the money, so that's 5 points for the thieves. After these two events, the score is 3 points for the thieves.

OBJECTIVES



THIEVES

The thieves must steal the money and escape in one of the 3 vehicles.

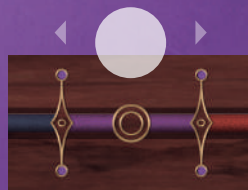
* See *ESCAPE* page 16



POLICE

The police must get the handcuffs and arrest the thieves.

* See *ARREST* page 16



DECEIVER

To end the game in a draw or +/- 1.



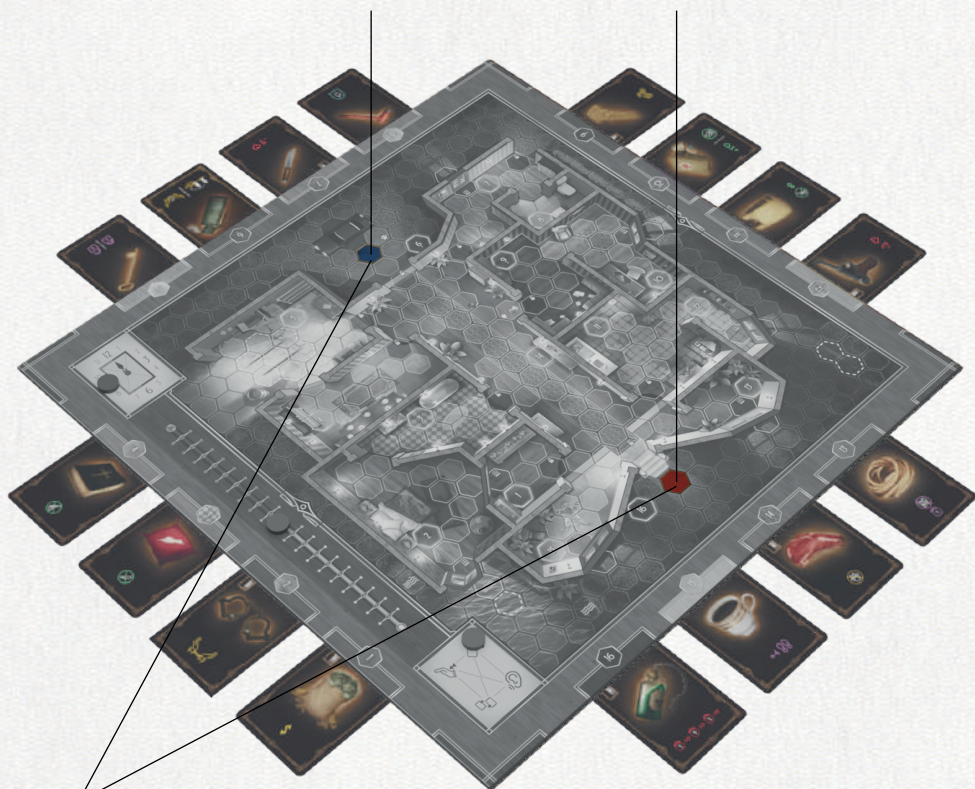
GAMEPLAY

The first to enter the mansion is the Master Thief. She begins on the main red hexagon of the thieves.

The player to the Master Thief's left enters next, and play continues clockwise. If either of the main start hexagons are occupied by another player, she begins from an adjacent hexagon. The Chief Inspector starts from the blue Detective hexagon. When all the players have finished their turn, the Master Thief advances the clock from 9 pm to 10 pm.

CHIEF INSPECTOR STARTING HEX

MASTER THIEF STARTING HEX



SECRET ROLES STARTING HEX

If a player has a hidden role (Detective, Thief, or Deceiver), she can begin on either the red Thief hexagon or the blue Police hexagon.

Note: Once the hidden role of a player is revealed, she will re-spawn from her corresponding position. If she is the Deceiver, she can choose again.

THE TURN

The basic turn consists of spinning the Roulette Wheel, drawing an Object Card(s), moving your pawn around the Main Board, and performing actions with object cards and/or the Action Square.

You cannot jump over another player's pawn.

For example:

A player spins a 10. Get an object card, she advances 2 steps, performs a search, then advances 5 steps, uses a weapon, advances 2 steps, pushes an opponent, and finally saves 1 step for another turn.

**1.
SPIN THE
ROULETTE**



**2.
DRAW
A CARD(S)**



**C.
USE ACTION
SQUARE**

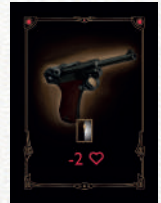
See below

**B.
USE CARD
OBJECT**

Uses in Fast Guide

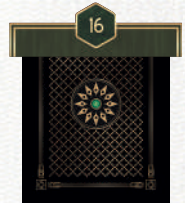


**D.
SAVE
STEPS**



**A.
PERFORM A
SEARCH**

See below



Note: this is an example with all the possibilities, during the game they can be done in another order and not all the points have to be executed.

PERFORM AN ACTION

WITH CARDS

When you are next to another player's pawn, you may use Object Cards (and/or action square explained below). All of them should be discarded after use (except the bulletproof vest).

Cards that are useless (already escaped vehicle keys and/or used Beef) can be removed from the game during the turn of the player who owns it and may draw a new card from the deck pile.

Full explanation of each card in Fast Guide.



WITH ACTION SQUARE

Once per turn, when you are next to another player's pawn, you may use the Action Square to perform an action. The black disc starts on the Steal icon, so the first player to use the Action Square has 3 actions to choose from (Push, Trade or Whisper a Secret). Move the token to the chosen icon and perform the action. The next time a player performs an action, his choice will start from the icon of the last action performed.

PUSH

Move a player's token up to 2 squares. If he encounters an obstacle (a wall, another player's token, etc.) he stops. Pulling is not allowed.

STEAL A CARD

The victim shuffles all her cards (shown and hidden). The Stealing player then chooses 1 card randomly.



TRADE CARDS WITH ANOTHER PLAYER

1 for 1, 2 for 2, or 3 for 3. If the target player refuses the offer, you cannot perform another action instead.

WHISPER A SECRET

Use it to have a private conversation with another player.
Tip: This can be useful for plotting strategies or bluffing.

TO SEARCH



The most common action is to perform a search of the numbered hexagons.

Being on a numbered hex allows a player to take the card stored in the associated room slot on the edge of the Main Board (fig.1). After consulting the card, the searching player chooses (fig.2) and places one card of her inventory facedown in the empty slot for the room (fig.3). There can only be one card stored per room.

Performing two consecutive searches in the same room is not permitted.

Tip: Go to the furthest rooms to hide the cards that are attractive to the rival team.

Important Note: The Money, Handcuffs, Vehicle Keys, Beef neither Smoke bomb can't be discarded until used because they are essential but you can hide them in your hand or save them in a room slot for later.

INVENTORY

At the end of a turn, a player may possess no more than 3 Object Cards. Players may keep up to two cards face down, but 1 card must be placed face up next to their Player Board (even if you only have 1 card). If you have more than 3 cards at the end of your turn, place excess cards in the discard pile.

Tip: Players start without objects cards. However, after the first 3 "peaceful" turns (Weapons cannot be used until 00:00 am), you will have obtained inventory and clues with the movements of the other players.



END OF GAME

The game ends at dawn (9 turns – 6:00 am) or when a team's score counter reaches 10 points. If the clock reaches 6:00 am and the score is tied and the Deceiver is not in play, the game continues. The first team to score wins.

IMPORTANT MOMENTS

DEATH



If a character loses all three Health points, he dies. Reveal his role (if hidden) and add points to the opponents' score. (Note: The death of the Deceiver does not benefit either side, and results in no points.) The killer can check the victim's inventory of cards and keep whatever suits her; the rest go to the discard pile (see *Note below*). In the next turn, the victim will re-spawn with the same role, and a randomly drawn character card.

ESCAPE

Once a Thief escapes, she reveals her role. The Boat can carry 1 player; the Motorcycle carries up to 2, and the Car carries up to 4. Landing on any of the hexagons of the vehicle tokens counts as being "in" that vehicle. Once a player is in a vehicle with the correct vehicle keys, she is able to escape, but she can sacrifice her movement to wait in place for accomplices to join her. Only the player with the vehicle keys can initiate the escape, taking all the other players on the token with her. Each vehicle has a single use. Once used, the token of the vehicle is discarded for the remainder of the game.

Tip: After escaping, a Thief's inventory is discarded (including Money), so it is a good idea to save important objects in room slots before making an escape.



ARREST



A Detective or the Chief Inspector places the Handcuffs card in front of the player she wants to arrest. The victim can avoid the handcuffs by spinning the "Break-free" Roulette Wheel immediately (See *Annex, next page*), or by using the Smoke Bomb Card.

If the victim is a Thief, the police add to their score, and the captor receives the arrested's inventory. She then decides which cards to keep and which to discard.

If the police accidentally arrest a Detective or the Deceiver the police lose 2 points, the handcuffs, and both the arresting player and the target must respawn on their next turn.

Note: Remember that the Money, Keys, Handcuffs, Beef and Smoke Bomb are non disposable objects. If the victim/thief carried any of these cards, the assassin/captor must keep them in his inventory.

Note: In the unlikely event that the assassin/captor already has a full inventory of nondisposable cards, she decides who to give the remaining cards to.

ANNEX

DOG

The Chief Inspector controls a police dog (dog-shaped pawn) on his turn, as well as his own movements and actions. The dog starts from the brown police hexagon. The Chief Inspector can move him up to 3 hexagons (not divisible) per turn. The dog can only be removed from play using the Beef card when it attacks, or when placed next to the dog. The Chief Inspector can give the order to attack (even from a distance) once per turn, dealing 1 damage. Death by dog bite is considered death by the Chief Inspector. The dog can attack beginning at 12:00 p.m. and can be pushed.



BREAK FREE ROULETTE

There are 2 times when a player can use the Break-free result on the Roulette Wheel:

1. Arrest attempt (Handcuffs) / 2. Kidnapping attempt (Rope)

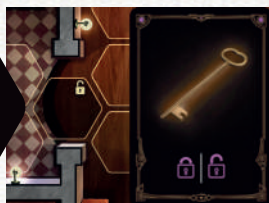
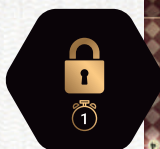
In either of these cases, the player may spin the Roulette Wheel immediately. If the result is green he is freed, if not, he is arrested / kidnapped.

Note: When someone breaks free, the Handcuffs or Rope card is returned to its owner, and she cannot use it again on the escaped player for 1 turn.



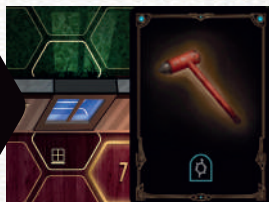
DOORS

Doors with the lock icon can be locked using a Door Key (see cards). A Locked Token is placed over them for one round.



WINDOWS

Windows hexagons block players unless they use a Window Breaker Hammer (see cards). A Broken Window Token is then placed over the hex, and it may be crossed by any player for the remainder of the game. Windows can be broken from either side.



WATER

When entering a water hex, the player's movement stops. On her next turn, her movement is determined by the the water results in the center of the Roulette Wheel. When exiting water the player's movement stops, and on her next turn her movement is determined normally.



CHARACTERS



Zachary Davis

Occupation
Journalist

Nationality
English

Age
33

Invalided from the Western Front in 1916, the heir to Davis Manor was still determined to 'do his bit' and became War Correspondent for a high-profile newspaper. His sharp ears and quick brain gave him a nose for finding out dirty secrets and he has remained a journalist ever since. His methods of bribery and entrapment aren't entirely moral, but he'd never stoop to blackmail. Not unless his aristocratic family tried to stop him, perhaps...

SKILL

Once per game he can check to see the secret role of one player.



Chitra Daswani

Occupation
Witch

Nationality
India

Age
50

As a homeless young girl in the winding back alleys of Delhi, Chitra's future never looked hopeful, but one day she came across a rare white elephant, standing in the entrance to her lair. When they stared into each other's eyes, time stood still - she and the beast became one spirit, and she looked out of the elephant's own eyes and saw herself: tiny and insignificant before the grandeur of nature. When she pulled back into her own head, the beast had disappeared - but she gained a lifelong fascination with mental projection and learnt from the greatest mystics in India. It is said she can remotely control any living being, regardless of distance.

SKILL

Once per game she can move any other player up to 5 squares, regardless of her distance from the victim.



Otto Oppenheim

Occupation
Doctor

Nationality
German

Age
63

Once the Court Physician to Kaiser Wilhelm II, he was sentenced to death on suspicion of espionage. Having escaped his wartime prison, he now lives in permanent exile in Belgium, steadfastly maintaining his innocence. However, whispers abound that this story is a ruse and that Dr Oppenheim is in fact a double-agent still employed by Germany. What dark secrets lie behind that kind smile?

SKILL

Can heal once without a First Aid Card.



Panchito Falcón

Occupation
Actor

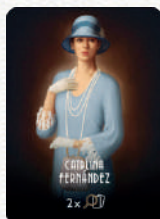
Nationality
Cuban
(not confirmed)

Age
Unknown

Now one of the trailblazers of Latin Cinema, Panchito has been acting all his life, both onstage and offstage. Nobody has ever claimed to know the "real" Panchito; though his seductive techniques have allowed him to make many women believe they are close to him. He only speaks of his future and never his past - and though he claims to be Cuban, that has yet to be proved. His rumoured links to drug cartels and his innate allure make him a dangerous man to be crossed.

SKILL

Does not have to keep a card shown.



Catalina Fernández

Occupation
Professor

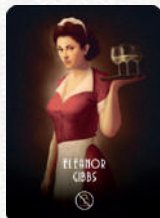
Nationality
Spanish

Age
39

Born into the wealthy Duquesa de Riotinto family near Escorial, Madrid, Catalina naturally had plenty of time on her hands for languages. Now one of the greatest linguists of Europe, she has been sought-after by many universities. Outwardly a perfect lady, she declined all offers until she took up a teaching post at Complutense University; ostensibly for 'research into Castilian languages' but the faculty suspect her rumoured affair with the King of Spain is the real reason for her sudden change of heart.

SKILL

Draws an extra card in her 2 first turns.



Eleanor Gibbs

Occupation
Housekeeper

Nationality
Canadian

Age
32

As the youngest of 5 sisters, Eleanor led a sheltered and pampered existence in Montreal until the age of 18. What should have been the year of her debutante 'coming out' ceremony became the year her family slid into financial ruin due to her father's poor investments. With all Society doors closed in her face, Eleanor has taken the job of housekeeper at Davis Manor, where it is rumoured she is in a secret relationship with Zachary, the heir. Starting from the bottom, Eleanor is determined to reach the top and doesn't care how she gets there, or whom she must eliminate, to do so.

SKILL

Can pass through closed doors and cannot be tied.



Trevor Williams

Occupation
Engineer

Nationality
South African

Age
59

Starting his working life as a humble mining engineer; as a veteran of both the Second Boer War and the Great War, Lieutenant Williams has become a national symbol of freedom and hope. With his diplomatic skill and use of rhetoric, he can diffuse tension as easily as he could a bomb. Navigating his personal and professional life with the same tenacity and bulldog dynamism he showed on the battlefield, no problem gets in his way that cannot be solved – without or with explosives.

SKILL

Can disarm the Dynamite and keep it.



Victoria Walker

Occupation
Lawyer

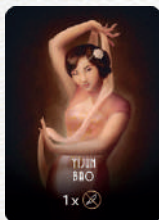
Nationality
Australian

Age
41

Named after the great queen, Victoria was born in New South Wales to a family of wealthy lawyers near the end of the last century. Whilst her family's legal dealings have always been somewhat grey, rather than strictly black-and-white, Victoria knows which side of the law her bread is buttered on. Straight-laced and tight-lipped, she only speaks when necessary and never reveals information about her personal life. She's never been known to crack a joke, but you could say she keeps her cards close to her chest.

SKILL

You can't steal cards from her.



Yijun Ding

Occupation
Profesional Dancer

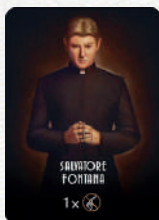
Nationality
Chinese

Age
Unknown

As a child in the Guangxi countryside, Yijun witnessed the murder of her father by two escaped convicts. The childhood guilt of being too weak to save him spurred her on to learn an ancient martial art based on the movement of the snake. This training granted her full control over her body – and whilst she never exacted her revenge on her father's killers, she became both a famous dancer and an assassin; with her cobra-like movements she could as easily charm her dance partners as she could strike her victims a deadly blow from the shadows.

SKILL

Avoids the first Knife attack (once per game).



Salvatore Fontana

Occupation
Priest (not confirmed)

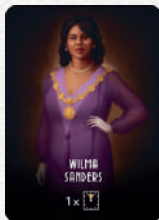
Nationality
Italian

Age
35

The good Father claims he was born in Pavia, Italy; however, his birth certificate vanished after mysterious fires burnt down the records offices of Lombardy Hospital and a small portion of the Vatican Archives. Insisting he is a priest, 'Father' Fontana has been connected to a great number of alleged miracles. His fiery temper and his many followers ensure that he always gets his own way – a fact that has made the Rome Police Force's and the Vatican's investigations into his past very difficult.

SKILL

Avoids the first Gun shot (once per game).



Wilma Sanders

Occupation
Politician

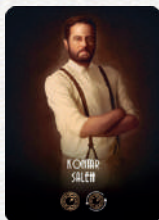
Nationality
American

Age
58

Growing up working on her family's market stall in New Orleans' French Quarter, haggling was second nature to "Silver Wilma" Sanders. A world-renowned debater, it was said she had the gift of the gab of the gods, and had never lost an argument with another living soul since the tender age of 12. After her mother died in a traffic accident when she was 23, she moved with her father to Chicago and entered politics, and thanks to her silver tongue, eventually became Governor of Illinois in just 4 years.

SKILL

Once per game, during her turn, she can move the clock 1 hour forward or backwards.



Kontar Saleh

Occupation
Entrepreneur

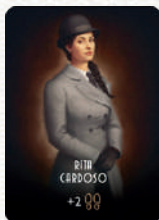
Nationality
Egyptian

Age
44

Kontar Saleh is the go-between for the Suez Canal, the British Government and the Egyptian authorities. Known as the 'Conduit Between East and West' he is perhaps one of the most important men in the world. His decisions to permit or halt ships' passage can make or break trade negotiations between companies and empires. Naturally, he never leaves such negotiations empty-handed and always knows how to keep 'a little something off the top' for himself.

SKILL

Can re-spin the Roulette Wheel once per turn to try to improve his movement score (he must use the second spin).



Rita Cardoso

Occupation
Equestrian Showjumper

Nationality
Brazilian

Age
28

As the heiress to the Cardoso coffee empire, Rita is one of the most sought-after debutantes in both North and South America; but her equestrian skills make it very difficult for any man to pin her down. Gifted her first pony at the age of 4, she has ridden her entire life and has won 5 consecutive championships on 3 different horses. Her heart ultimately belongs in the saddle, and this lifelong passion allows her to be as fleet of foot as her faithful steeds.

SKILL

Always adds +2 to her movement score.



Niall O'Sullivan

Occupation
Prizefighter

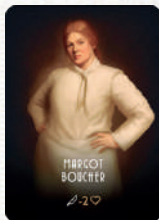
Nationality
Irish

Age
51

Since before he could remember, Niall had been a fisherman, working on his father's boat. The harsh climate forged in him an iron will to weather any storm life threw at him. Faced with political instability in his homeland, Niall declared economic independence and made the sea his one true home. Winning money in Dublin prizefights and through sheer hard work, he eventually bought his own fleet and operates a fishing empire.

SKILL

Once per turn he can push a player up to 6 squares in a straight line free of obstacles.



Margot Boucher

Occupation
Chef

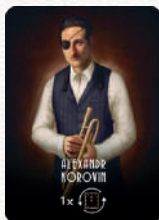
Nationality
French

Age
36

Being the public face of Parisian haute-cuisine isn't easy. The Boucher clan owns farms in Normandy and vineyards in Burgundy, as well as some of the best restaurants in the French capital; but it is always seeking to expand into new territories, both culinary and commercial. Margot's skills in the kitchen are without question, but it is alleged that murder is the latest addition to her menu.

SKILL

Her Knife attack does 2 damage instead of 1.



Alexandr Korovin

Occupation
Musician

Nationality
Russian

Age
48

The fourth child in a Russian aristocratic household, his life has been scarred with tragedies. His parents recognised his musical gift and gave him a toy piano; but life went downhill from there. The piano classes at school were full, so he had to play the trumpet. His career was slow to take off and then fizzled out due to the Great War: He lost an eye (and all his family) whilst fleeing the Russian Revolution, but eventually made his way to America; where he moved audiences to tears with his 'haunting' melodies. It is said that even the hardest-boiled eggs weep during his recitals.

SKILL

Once per game, he can take 2 turns back to back.

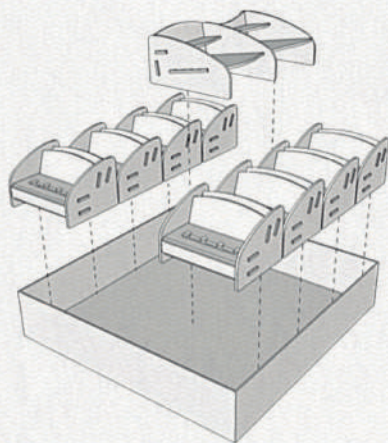




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THANK YOU SO MUCH!

SAVE SCHEME



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