

## Murderers' Row (RULES)

### Game Material:

- 18 cards (on 2 sheets)
- these rules

### In a nutshell:

Deal ten cards in a row; kill nine of them.

### Setup:

Shuffle the cards and deal 10 into a single row of face-up cards. Set the other 8 cards to one side. Begin.

### Turns:

Each turn, select one active card, resolve its effect, then make it inactive by flipping it face down. Notice that this means that a card is active for the purposes of resolving its own effect. **Important:** most effects have mandatory conditions: if those conditions are not met, the card cannot be activated (e.g. The Swordsman cannot be activated if it is not next to any active cards.)

If, as a result of resolving its effect, there is only one card left alive, you win. Otherwise, resolve another card. If you ever reach a situation in which no card may be legally activated (and you do not have exactly one card left) then you lose. (Thus, an active Assassin and an active Tank; an active Swordsman and an inactive card; and no cards remaining alive are all losing configurations.)

### Active/Inactive:

A face-up card is active; its effect may be used. A face-down card is inactive; its effect cannot be used.

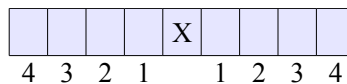
### Alive/Dead:

All cards in the row, active or inactive, are alive. When an effect kills a card, remove it from the row. Slide the surrounding cards together to fill the newly empty space. Thus, killing a card changes adjacency and distance (at least for some cards).

### Adjacency and Distance:

The living cards are in a row. Two cards are adjacent if they are next to each other in the row.

Adjacent is also considered to be a distance of 1. If there is one card between two cards, they are a distance of 2 from each other, etc.



*Distances from Card 'X'*

### Randomness:

Some effects will affect a random card. In these cases, choose a direction (right or left) and reveal the top card of the deck. The die face in the bottom right corner will show between 0 and 5 pips. The effect happens to the card that distance away in the chosen direction. If there is no card at that position, nothing happens. A distance of 0 is the active card itself.

### Mandatory effects:

Most card effects have mandatory requirements; the card cannot be used if the requirement is not met. (e.g. If there are no cards 4 or more spaces from the Sniper, it cannot be activated.) However, some card effects have collateral damage; in particular the Arsonist and the Mad Bomber kill any (qualifying) cards adjacent to the target in addition to the target itself. If any such cards exist, they **must** be killed; you cannot volutarily let them live. However, if such cards do not exist, the primay effect still occurs. (Technically, the same applies to the Air Strike; for which you choose a card adjacent to the target. If there is only one card adjacent you do not have a choice. If there are no cards adjacent, you have already won; congratulations.)

## Guide to the Icons



Any card



Inactive card



Active card

## Targetting (Top of card)



The currently activating card



The next card to activate

## Effects (Bottom of card)



Kill the card

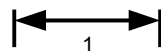


Make the card active



Use the effect of this card, but center it on current active card

## Distance



Shows distance

4+

Four or more

??

Random distance

**Note:** While the icons representing card actions show a relative positioning of several cards, distances are not directional. Thus, while the Knight shows its target at a distance of 1 to the right, an active card at a distance of 1 to the left is also a valid target. The one exception of note is that the second card killed by the Sentry Gun or the Tank **must** be the card in between the active card and its target.