

KILL DOCTOR LUCKY™

Welcome to J. Robert Lucky Mansion, a rambling country estate seven miles north of nowhere. It's a stormy midsummer's evening, ten seconds after midnight. And someone has just shut off the lights.

You have hated Doctor Lucky for as long as you can remember, and you've secretly been awaiting this perfect chance to take the old man out. Maybe he destroyed your dry cleaning business; maybe you think he's the king of the vampires. Perhaps he's the only person standing between you and the family fortune. Or maybe his cat just keeps peeing in your shrubs. Whatever your reason, it's good enough to push you over the edge. And now you absolutely can't wait to put the lying old bastard away.

And, though you don't know it, everyone else in the house wants to kill him too.

Take a deep breath. Remember why you're here. And then start sneaking around in the dark. If you run across a weapon, grab it. If you bump into Doctor Lucky, give him what for.

Trying to kill Doctor Lucky is pretty easy, as long as no one's looking. But they don't call him "Doctor Lucky" for nothing. He's got an uncanny knack for slipping out of harm's way.

But don't despair; after enough attempts, you're guaranteed to wear the old codger down. You just need a clever plan, a good bluff, and a little more luck than everyone else.

So gather in the Drawing Room and get cracking. Somebody's going to kill Doctor Lucky tonight, and it might as well be you.

To Win:

Kill Doctor Lucky. Pretty simple.

The Board:

Doctor Lucky's mansion has 32 "rooms," including 24 named rooms and 8 unnamed rooms (6 hallways and 2 stairways). When you try to kill the Doctor, you must be alone in a room with him. You must also be out of sight of the other players.

Sight lines work like this: If a player can stand in one room and look straight (horizontally or vertically) through any number of doorways into your room, he can see you. So someone in the Kitchen can see (and be seen by) people in the Master Suite, the west stairs, the two hallways, the Trophy Room, the Wine Cellar, and the Winter Garden (see Figure 1).

You can't see diagonally through doors, though, so, for example, someone in the Foyer can't see someone in the Carriage House (see Figure 2).

The Gallery overlooks the Dining Hall. You can see through the railing

from above or below, but you can't walk through it. People in the Gallery can see (and be seen by) every room straight down to the Piazza, plus the Nursery, the Master Suite, and the Library.

The Cards:

There are four types of cards:

A move card moves you or Doctor Lucky a specific number of rooms.

A room card moves you or Doctor Lucky to a specific room.

A weapon card is used to make an attempt on the life of Doctor Lucky.

A failure card is used to try to foil a murder attempt.

To Begin:

To determine who starts, one player deals cards from the deck faceup, one to each player, until someone gets a room card. That player will go first, and Doctor Lucky will start in the selected room. All of the players start in the Drawing Room.

Reshuffle the deck and deal a hand of six cards facedown to each player.

On Your Turn:

On your turn you can do several things: take a free step, play move cards and/or room cards, try to kill Doctor Lucky, and/or draw a card.

However, drawing a card is not always allowed. You can't draw a card if you played cards or made a murder attempt, and you can't draw a card if you end up in an unnamed room.

Step 1—Moving:

You may take one free step in any direction to an adjacent room. Hallways

Kill Doctor Lucky includes:

- a game board
- a deck of 96 cards
- this rule book
- 30 spite tokens
- pawns and stands for seven players, Doctor Lucky, and his dog



and stairways count as rooms. For example, you can't step directly from the Kitchen to the Trophy Room—but you can step to the hall between them (see Figure 3).

Along with your free step, you can also play move cards and room cards during this part of your turn. You can play as many of each as you like, before or after your free step.

Using Move Cards: These cards move you or Doctor Lucky any number of steps up to the move value on the card. This movement is in addition to your free step. When you move Doctor Lucky with a move card, move him as if he were a normal player, not by following room numbers.

Using Room Cards: These cards move either yourself or Doctor Lucky to a specific room. You can take your free step before or after playing a room card. For example, if you use a

card to move to the Piazza, you could then take a step to the Foyer.

Step 2—Making a Murder Attempt:

In this step, you may try to kill Doctor Lucky. To do this, you must be alone in the room with him, and you must be out of sight of every other player. As noted earlier, players can see along straight lines (but not diagonally) through all doorways and through the Gallery railing.

When you make a murder attempt, you may play a weapon card. If you play a weapon card, your attempt uses the murder value of that weapon. If you try to kill Doctor Lucky without playing a weapon card, your attempt uses a murder value of 1 (this means you're trying to kill the old man with whatever is on hand, or you're just poking him in the eye with your finger). You can't play more than one weapon or make more than one murder attempt on the same turn.

Some weapons have a higher murder value in particular rooms. It takes planning and good luck to get the most out of those cards!

If you have any spite tokens (see the sidebar at right), your murder total is automatically increased by the number of tokens you have. For example, if you play a "Murder Value: 2" weapon card and have three spite tokens, the murder total of your attempt is 5.

Foiling the Attempt: Once you've made a murder attempt, everyone

else gets one chance to foil it using failure cards, which each have failure values of 1, 2, or 3.

Starting with the player on your left, each player gets one opportunity to play any number of failure cards, which are added together to determine the failure total. If the failure total meets or exceeds the murder total, your murder attempt has been foiled.

If the player to your right—the last player with the opportunity to foil the murder attempt—can prevent the murder of Doctor Lucky, he must do so. (In the Old Dog variants, this rule does not apply to murder attempts on the dog.)

If your attempt is foiled—and they usually are—remove the used failure cards from the game and collect a spite token.

If the other players can't foil your attempt, you win!

Controlling failure cards is a big part of strategy. Although your early murder attempts may fail, it's critical to make them so you can build a supply of spite tokens and force failure cards out of other players' hands. You can also force those cards out simply by refusing to play any yourself, but this can be dangerous: if you pass at the wrong time, you might let someone else win!

Discarding: Used move cards, room cards, and weapon cards go into a discard pile. If the deck runs out of cards, reshuffle only these cards to replace the deck.

Once a failure card is played, it's out of the game for good. Put it back in the box to keep it out of play.

Step 3—Drawing:

You can draw a card at the end of your turn—but only if you're standing in a named room, and you didn't

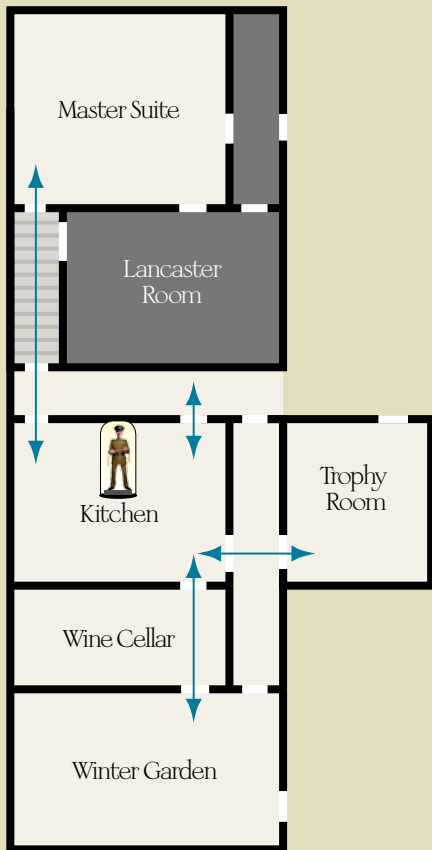


fig. 1
Rooms with sight lines to the Kitchen.

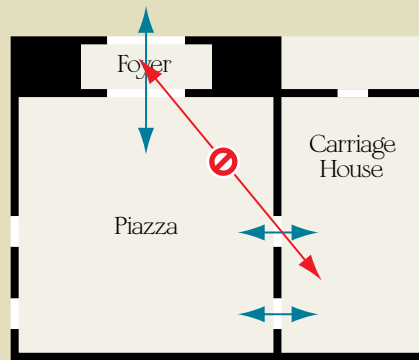


fig. 2
Sight lines cannot go through doors diagonally. For example, you cannot see from the Foyer to the Carriage House.

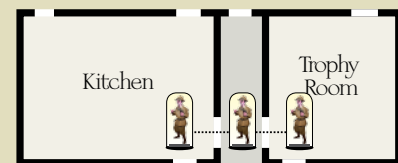


fig. 3
You must step into the hall on your way from the Kitchen to the Trophy Room.



play a card or make a murder attempt this turn. Drawing represents taking time to snoop around the mansion for something useful, so if you've played cards or attempted to kill Doctor Lucky, you can't draw. If you're in an unnamed room, there's nothing to find, so you can't draw.

Moving Doctor Lucky:

Doctor Lucky moves after each player's turn. When you are finished with your turn, move Doctor Lucky. He will follow a predictable route through his mansion, moving to consecutively numbered rooms.

If the Doctor is standing in a numbered room, he moves into the next highest-numbered room. After Room 19, he moves back to Room 0. He ignores hallways and stairways, entering the next numbered room.

If he is in a room without a number, he moves to the highest-numbered adjoining room. So if he's in the Wine Cellar, he moves to the Kitchen; from the Foyer, he moves to the Piazza.

Who Goes Next:

Normally, the turn passes to the left. Until everyone takes their first turn, nothing can change the turn order.

But on any turn after that, Doctor Lucky can change the turn order by moving into an occupied room. This can only happen when he takes his move after a player's turn.

If the Doctor's move takes him into an occupied room, the player in that room gets to go next—even if that player just had a turn! (If he lands in a room with two or more players, play passes to the one of them that would have gone next.)

After that player's turn, the turn order proceeds to the left from the player who just took a turn.

If you're clever, you can take several turns in a row. Just move into the room that Doctor Lucky will visit next, then wait for him to join you. There are several rooms where you can do this three times in a row without even playing a card. You can play move cards and room cards to get even further ahead of him.

However, this can't go on forever. If you drag him into an occupied room, the turn will pass to another player in there. You also can't use this trick to make multiple murder attempts, since you move away from the Doctor before you can make an attempt.

A Sample Turn:

There are four players. Player Four has just ended his turn, and Doctor Lucky moved from Room 10 (the Master Suite) to Room 11 (the Nursery).

Player One plays a move card to step from the Library into the Gallery. After this he takes his free step into the Nursery.

Now Player One tries to kill Doctor Lucky (see Figure 4). There are no other players in the Nursery, and no one is in any of the other rooms shown in Figure 4, so no one can see into the room, thus the attempt is allowed. Player One plays the Billiard Cue weapon card, which has a murder value of 2 outside of the Billiard Room. He has one spite token, adding 1 to his card for a murder total of 3, so the other players must play failure cards to reach a failure total of 3 or more to stop the attempt.

Player Two has the first chance to stop the murder, but he feels confident that others will stop Player One. Player Two decides to pass on his chance to play a failure card.

Player Three has noticed that Player Four has only two cards, so Player

Spite Tokens

You get a spite token after you make a murder attempt. Spite tokens automatically increase the murder total of your attempts. You don't need to spend the tokens to gain this benefit.

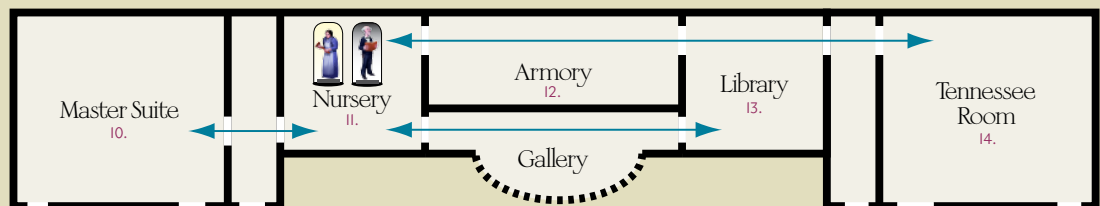
You may run out of spite tokens during the game, especially while playing the New Tricks variants. Murder attempts do not earn spite tokens while the spite token pool is empty. Should tokens be returned to the pool (by Doctor Lucky meeting up with his token-laden pup), future murder attempts will once again earn spite tokens.

Three is worried that Player Four might not be able to stop the attempt. Player Three has only one failure card, which has a failure value of 2; he plays it with the hope that Player Four will have at least one failure card.

Player Four has one failure card with a failure value of 3. Since Player Four has the last opportunity to stop the murder attempt, he must play the card. The failure total of 5 beats the murder total of 3, so Player One's murder attempt fails. Player One gets a spite token. He does not draw a card.

After Player One's turn ends, Doctor Lucky moves from Room 11 into Room 12 (the Armory). Since no one is in the Armory with Doctor Lucky, Player Two goes next.

fig. 4
For Player One to attempt to kill Doctor Lucky in the Nursery, no players may be in any of these rooms, as they all have sight lines to the Nursery.



...and his little dog, too!

You can use the dog pawn to play not one but three variants on the classic Kill Doctor Lucky. You can play Old Dog, which is a version of a fan-submitted variant

released in Cheapass Games' 2002 Director's Cut Edition, or you can play New Tricks, a variant designed for the Paizo edition. Or you can even play them together as Old Dog, New Tricks!

Moving the Dog

Use these movement rules for all three variants.

Shamrock, Doctor Lucky's faithful terrier, starts every game in the same room as Doctor Lucky, and then does his best to follow him around the house. Shamrock moves immediately after the Doctor takes his normal move. The dog can't be moved using move cards or room cards.

Shamrock always moves exactly one step towards Doctor Lucky, by the shortest route (counting the number of rooms between Shamrock and the Doctor). If there are two equally short paths to the Doctor, the player whose turn it just was decides which way the dog goes.

Whereas Doctor Lucky can sometimes leap to the other side of the house, the little dog's stubby legs only move him one room at a time. This means that he often ends up in hallways and stairways as well as named rooms.

If Shamrock is already in the room with Doctor Lucky, he doesn't move.

Variant One: Old Dog

In this classic variant, the dog is Doctor Lucky's watchful guardian. When the dog can see someone in the room with the Doctor, he barks up a storm to prevent any foul play—you can't kill the Doctor if the dog can see you. Sight lines work exactly as in the regular game.

However, you can try to kill the dog as long as no other player can see

you. Despite his pooch's faithfulness, the Doctor is somewhat oblivious, so you can even try to kill the dog if only the Doctor can see you. Murder attempts on the dog work exactly like murder attempts on the Doctor, except that you don't get a spite token for attempting to kill the dog. Trying to kill the dog counts as your murder attempt for the turn; you can't attempt to kill the dog and the Doctor on the same turn.

If and when the dog is killed, tip him on his side and leave him there. Have a moment of silence for Shamrock whenever anyone enters the room.

Variant Two: New Tricks

In this new variant, the dog can't stop anyone from killing Doctor Lucky, but he does get angrier and angrier every time someone tries. Thankfully, a little skritch behind his ears will calm him down.

Every time someone tries to kill Doctor Lucky, no matter where the dog is, he knows it. Give the dog a spite token at the same time the would-be murderer gets one. Place the dog's spite tokens in a little dog pile just off the board. If there is only one spite token left in the pool, the foiled player gets it, not the dog.

If the dog ends his move in your space and the Doctor isn't also there, you can collect the dog's spite tokens. You must discard one card from your

hand for every spite token you collect from the dog pile. You can choose to collect only some of the tokens, or to not collect tokens at all. Put any dog pile tokens you collect with any other spite tokens you have. (Note that the dog must move into your space, not vice versa, for you to collect his tokens.)

If more than one player is in the room that the dog moves into, the first opportunity to collect the tokens goes to the player who will go next. If there are any tokens left after that, the next player in line has the opportunity to get the tokens, and so on.

If the dog ends his move in the Doctor's space, the Doctor calms him down. When this happens, put the dog's tokens back in the spite token pool. If a player and the Doctor are in the same room when the dog enters, the Doctor removes all of the tokens before the player can get to the dog.

In this variant, the dog cannot be killed.

Variant Three: Old Dog, New Tricks

Use both sets of the dog rules at the same time. The dog prevents the Doctor from being killed if he can see his master, and he can be killed as noted in Old Dog. The dog also gets a spite token every time someone tries to kill Doctor Lucky, and any player or the Doctor can remove them as noted in New Tricks. If your murder attempt successfully kills the dog,

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