

# Murder of Crows

## Objective

Reveal a complete murder story by playing all the letters in the word “M-U-R-D-E-R.”

## To Start

Remove the reference cards, shuffle the deck, deal 5 cards face down to each player, and set the remaining cards face down as the draw pile. Everyone can now look at their cards. The most suspicious-looking player goes first in the initial game, while in later games the player to the left of the last winner goes first. Play proceeds clockwise.

## On Your Turn

**Draw 1 card:** The first player doesn't draw on her first turn (though playing an R still works normally). If the draw pile is depleted, reshuffle the discard pile to form a new draw pile to draw from. Then ...

**Play any 1 card:** The card is played from your hand into your Murder, which is the area on the table directly in front of you. Stack the card on top of a matching letter in your Murder if you've already played that letter (“stacking” provides a backup when a card effect forces you to remove a card from your Murder). You don't have to play the letters in order, but you must arrange the cards to eventually spell “Murder.”

As soon as you play a card, the effect of that card happens:

**M**

### MISPLACE

*Take any 1 card of your choice from another player's Murder and put it in your hand.*

**U**

### UNCOVER

*Everyone else reveals their hands to all the players; you take 1 card of your choice from any other player's hand and put it in your own hand.*

**R**

### REAP

*You draw 1 additional card from the draw pile.*

**D**

### DRAIN

*Choose any 1 letter; everyone else must discard 1 of that card from their Murder if they have it.*

**E**

### EXPEL

*Everyone else discards their entire hand and draws 3 new cards from the draw pile.*

**R**

*All R cards are interchangeable and can be used in either R slot to spell “Murder.”*

**Or, skip your turn:** You may skip your turn and draw 2 cards from the draw pile instead of taking your normal Draw and Play actions.

*Your turn is over. It's now the next player's turn to your left.*

## Off Turn

When a card is played, you may prevent its effect from affecting you alone by discarding a card from your hand. The discarded card must have the same number of Crows in the top left corner as the card played.



The card whose effect was prevented still goes into its player's Murder.

## The WILD CROW Card

- **Play as a wildcard:** When played to your Murder, a Wild Crow takes on all the properties of the letter it's used as, including its immediate effect. You can only play as a wildcard if there are no other Wild Crows showing in your Murder, and it's affected by other card effects as per the letter it's mimicking. Or else ...
- **Play to remove a stack:** When played to your Murder as a wildcard, instead of using that letter's immediate effect you may select a stack in someone's Murder and discard all its cards. Or else ...
- **Discard to prevent an effect:** Off-turn, the Wild Crow card can be discarded from your hand to prevent the effect of *any* card from affecting you alone.



*Wild Crow card effects can only be prevented by another Wild Crow card.*

## Winning the Game

When you complete the word “MURDER” in front of you, read aloud the text across your top cards to reveal the murder story. You win!

If you have a wildcard in your Murder, just select any card on the table with the letter it represents to fill in the blank, or make something up!

**Game Design:** Thomas Denmark & Eduardo Baraf • **Graphics:** Thomas Denmark  
**Editor & Project Coordinator:** Michelle Nephew • **Publisher:** John Nephew  
**Designers' Special Thanks:** To Molly Denmark, Emily Baraf, Susan & Chris Ross.  
**Publisher's Special Thanks:** To Jerry Corrick and the gang at the Source.  
**Playtesters:** Jason Nuccio, Jessica Banks, Cam Banks, Mark Reed, Chris Atkins, Adam Minnie, Greg Eichholzer, Alexandria Rosales, Megan Wagoner, Waylon Stipes, Michael Williams, Ben Yee

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