

THREE DEAD STRANGERS™

THREE DEAD STRANGERS™ lay murdered on the floor of the Formby Mansion, and the police suspect you and your fellow guests of committing the foul deed! Act quickly to prove your innocence while casting suspicion on the other players!

GOAL

Accuse your fellow players of murder while avoiding being accused yourself.

GAME SETUP

1 Players are randomly dealt one of the four character cards, which they keep secret from the other players.




2 The Three Victim Cards are placed on the table with the draw pile between them.



3 Each player is dealt three cards.

4 The player who most recently broke the law goes first.

GAMEPLAY

- The starting player draws one card and then plays a card from their hand underneath any victim card.
 - This will implicate up to two players with either their motive, means, or opportunity to have committed the murder. This card may be played either parallel or perpendicular to the victim card.
 - The next player then draws a card and plays it in front of any victim card whose murder has not yet been solved.
 - If the card is played in front of a Victim Card which already contains at least one other card, then the new card must be played so as to cover up HALF of any prior played card.
 - The new card **MUST** be placed over HALF of the old card.
 - A card may not be played so as to go next to or above the Victim Card as shown here:
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- Some cards show a “Dead End” on one or more of their halves. A Dead End terminates that chain and further cards may not be played off of it.
 - A Dead End card may not be played so as to completely block off play on a Victim.

GAMEPLAY TIP

Remember, the identity of your character is a secret! Play strategically to keep the other players guessing as to who you are. This will make it harder for the other players to accuse you of a murder!

REDRAW

Any player who either starts their turn with two Accusation Cards or is unable to make a legal play may discard their hand and draw three more cards before beginning their turn. The discarded cards are returned to the deck, and it is shuffled.

MAKING AN ACCUSATION

- When any Victim Card has a Motive, Means, and Opportunity Card for the same Character played under it, a player may play an Accusation Card to accuse the implicated character of that Victim’s murder.
- To make an Accusation a Player, during their turn, pulls an Accusation Card from their hand and attempts to accuse the correct player of the murder.
- In the example on top right, a Player would place an Accusation Card from their hand on top of the cards under the Victim whose murder the Player is trying to solve. That Player would point the card at the Player they’re accusing and would say, “You’re the Duchess!” to accuse them of the crime.



- If the accusation is correct, the accused Player acknowledges their guilt, and flips over their Character Card. The accused Player remains in the game and play continues.
- If the accusation is incorrect, the Accusation Card is placed back in the deck, and the deck is shuffled. That is the accusing Player’s turn for that round.

END OF GAME

The game ends when either (1) all Victims have a player accused of their murder (2) all cards have been played, or (3) no legal plays remain.

WINNERS

All players who finish the game without being accused of a murder are innocent and declared a winner.

VARIATIONS

SCORING VARIATION

Each game, players score 3 points, but lose 1 point for every murder they were successfully accused of. The first player to reach 10 points wins.

THREE PLAYER VARIATION

Plays exactly like the main game. The unused character card remains face down and to the side.

TWO PLAYER VARIATION

- Play with two Victim Cards instead of three.
- Remove (a) all four double dead end cards and (b) two Accusation cards.
- Deal the character cards and leave the unused character cards face down and to the side.
- Players draw two cards at the start of their turn (instead of 1).
- Players play two cards during their turn (instead of 1).
- Accusation Cards may only be played with the first card of a player's turn, not the second.

CARD LIST

OPPORTUNITY CARDS



MEANS CARDS



MOTIVE CARDS



ACCUSATION CARDS



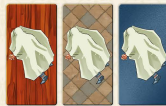
DEAD END CARDS



CHARACTER CARDS



VICTIM CARDS



THANK YOU for playing Three Dead Strangers™! Overlook Games is a very small company, and this is our first game. We are thrilled to have you play it and would love to hear from you about your experience!

CONTACT US

Visit us online at www.overlookgaming.com or <https://www.instagram.com/overlook.gaming/>

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THREE DEAD STRANGERS™ RULEBOOK