

You can only operate a trap to eliminate a pawn if that pawn has arrived on a trap space during your turn.

EXAMPLE: At the beginning of their turn, “John” notices that an opponent’s pawn is already on the trap space in the library. Although “John” has a library trap card, he cannot play it to operate the trap because he did not move the pawn onto the trap. “John” could choose to move this pawn so that the trap space becomes free for future use. Note that if “John” had rolled a 2 he wouldn’t be able to move the opponent pawn off and back onto the trap as pawns aren’t allowed the move onto a space previously occupied during this move.

If you draw a detective card instead of a trap card when you land on a trap space, move the detective pawn one space towards the mansion door and put the detective card at the bottom of the deck. Then draw another trap card and continue as described above. If the detective’s pawn reaches the “game over” space, the game ends immediately and the player whose character portrait hangs in the frame above the fireplace wins.

HOW TO OPERATE A TRAP

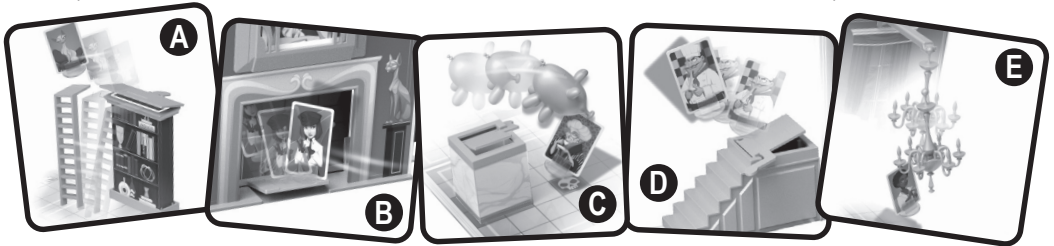
A. Library: Move the pawn onto the cross at the top of the ladder and press the lever.

B. Chimney: Move the pawn onto the cross inside the chimney and press the lever.

C. Statue: Press the lever to topple the pig statue onto the pawn.

D. Staircase: Move the pawn onto the cross at the top of the stairs and press the lever.

E. Chandelier: Press the lever to drop the chandelier.



ELIMINATED “PAWNS”

If a pawn is eliminated by a trap the pawn must be removed from the gameboard and the player who has the corresponding character card must place it face up on the discard pile. During the game, if a portrait of an eliminated character appears in the frame, remove it, and place it on the discard pile. **WARNING:** Do not try to remove portrait cards of eliminated characters before they appear in the frame.

Remember to reset each trap after it has been triggered so it is ready to be used again.

If all your characters are eliminated, you are out of the game and must return any trap cards you hold to the bottom of the deck.

BLUFF & STRATEGY

You don’t want other players to know which pawns are yours! You can bluff by moving an opponents’ pawn towards the mansion exit to make other players think that it’s yours.

You can also bluff by moving your own pawns onto trap spaces. Even if you have a matching trap or joker card, draw another trap card. If it matches the trap your pawn is on, don’t use it! You can pretend it’s not the right card and keep it to eliminate your opponents later.

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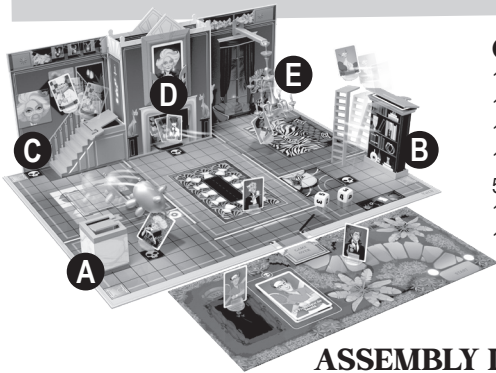


13 DEAD END DRIVE

Aunt Agatha, a famous billionaire, has passed away. Leaving behind no direct descendants, her close friends and employees are all in with a chance to inherit this vast fortune. But money makes people greedy and only one will make it out of the mansion alive with the riches... Will you be the lucky one?

Riddled with traps to deter the unwary and greedy, it's hard to stay alive in Aunt Agatha's mansion.

However, if your strategy and cunning is good enough, these traps can be used to eliminate your opponents! But watch out... if the detective makes it to the mansion before a winner is determined, all your work may have been for nothing!



CONTENT:

- | | |
|----------------------|-----------------------|
| 1x Mansion Gameboard | 13x Character Holders |
| 1x Garden Gameboard | 30x Trap Cards |
| 1x Wall Gameboard | 13x Portrait Cards |
| 1x Wall Support | 12x Detective Cards |
| 5x Traps | 2x Dice |
| 1x Card Frame | 2x Elastic Bands |
| 13x Character Pawns | Instructions |

CHARACTER PAWNS

Insert the character pawns into the character holders.



ASSEMBLY INSTRUCTIONS

(TO BE DONE WITH THE HELP OF AN ADULT):

A THE STATUE

1. Fold the marble texture cardboard and insert it into the square plastic base (as shown).
2. Place the square plastic lid (with the lever), on top of the marble cardboard. The fold must be on the opposite side to the lever.
3. Place the pig statue on top of the marble column assembly.
4. Place the assembly onto the mansion gameboard with the lever in front of the skull space on the board (see above).



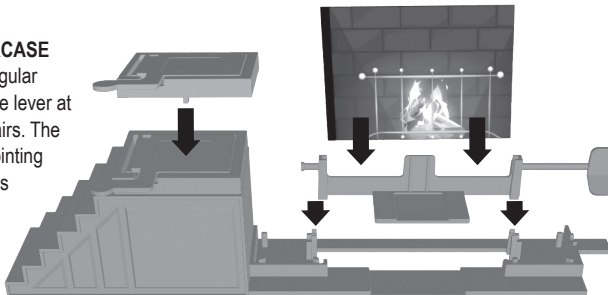
B THE LIBRARY

1. Fold the bookcase cardboard and insert it into the rectangular plastic base (as shown).
2. Place the rectangular plastic lid on top, the lever must be placed at the back of the bookcase, on the same side as the fold.
3. Place the library assembly onto the mansion gameboard with the lever facing out of the playing area.
4. Place the ladder in the designation slot on top of the bookcase assembly with the ladder's base resting by the skull space on the board.



C THE STAIRCASE

Place the rectangular plastic lid with the lever at the top of the stairs. The lever must be pointing towards the steps (as shown).

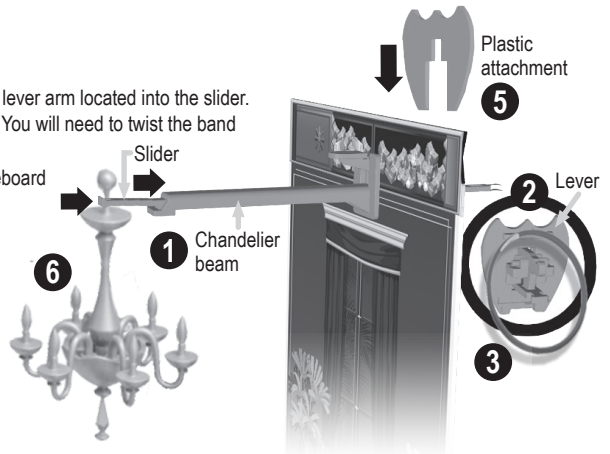


D THE FIREPLACE

1. Insert the fireplace lever into the notches at the base of the fireplace. This is attached to the staircase unit.
2. Insert the fireplace cardboard into the slots in the unit (as shown).

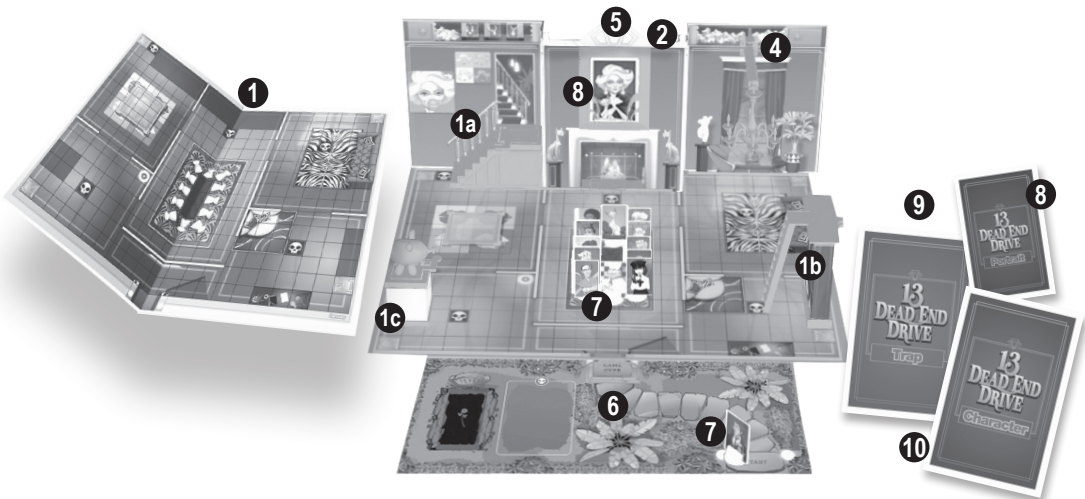
E CHANDELIER

1. Insert the slider into the chandelier beam.
2. Attach the lever onto the chandelier beam with the lever arm located in the slider.
3. Add a rubber band to attach the lever to the slider. You will need to twist the band twice for the lever to become effective.
4. Insert the assembly into the notch in the wall gameboard above the window so that the lever is facing into the playing area.
5. Slide the plastic attachment down the back of the wall to lock the beam in place.
6. Slide the chandelier into the notch at the end of the slider.



SETTING UP THE GAME

1. Unfold the mansion gameboard
 - a. Place the staircase assembly onto the designated location on the gameboard as detailed in C previously.
 - b. Place the library assembly onto the designated location on the gameboard as detailed in B previously.
 - c. Place the statue assembly onto the designated location on the gameboard as detailed in A previously.
2. Insert the wall gameboard into the designated location between the staircase and mansion gameboard.
3. Insert the wall support into the slots on the wall gameboard.
4. Insert the chandelier assembly into the slot in the wall gameboard above the window as detailed in E above.
5. Insert the plastic frame into the designated slots on the wall gameboard above the fireplace.
6. Place the garden gameboard in front of the mansion gameboard so that the "game over" paving stone aligns with the mansion entrance.
7. Place the detective pawn on the start space and put the other characters on the white chairs around the table in the centre of the gameboard.
8. Put the portrait cards in the plastic frame.
 - a. To set these cards up, remove the portrait of Aunt Agatha and put it aside. Shuffle the cards face down and once shuffled, place the card of Aunt Agatha at the bottom of the deck. Slot this deck into the frame and the portrait of Aunt Agatha should be showing.
9. There are three types of trap cards: trap cards, joker cards, and detective cards. Shuffle and place these cards face down next to the gameboard.
10. Shuffle the character cards and distribute them to each player.
 - a. If you are playing with an odd of players, deal the cards one by one clockwise until there are no more cards.
 - b. Once you have your cards in hand, you can look at them but don't show them to your opponents. Throughout the game, you will have to protect the character pawns that match your cards.



AIM OF THE GAME

HOW TO WIN

There are 3 ways to win Aunt Agatha's fortune:

1. Your character is the last one left alive.
2. The portrait of your character is framed above the fireplace when the detective lands on the "game over" space outside the mansion.
3. You get your character pawn to the "game over" space at the same time your portrait is shown in the frame above the fireplace.

HOW THE GAME WORKS

1. To start the game, each player rolls the 2 dice. The player who gets the highest combined number starts. The game then continues clockwise.
2. Remove the portrait of Aunt Agatha from the frame and place it in the deceased characters space on the garden gameboard.
NOTE: The portrait that appears in the frame is the character who will currently inherit the immense fortune.
3. Roll the dice and move 2 different pawns. Each pawn must always move the exact number of squares as the number indicated on the dice. For example, if you roll a 4 and a 6, move one pawn 4 squares and the other 6 squares.

IMPORTANT! You can move any pawn on the game board, not just your own. Try not to make it obvious which pawns are yours. This will help you escape more easily when the portrait of your character appears in the frame. You can also move your opponents' pawns onto the trap squares to try and eliminate them.

4. If you roll a double, you can take the following actions:
 - a. Move a single pawn the total number indicated by the sum of the 2 dice.**OR**
 - b. Move 2 pawns as previously described.**AND** if you wish, you can change the portrait that appears in the frame. Remove the card and place it back in the frame at the back of the stack of portrait cards.

PAWN MOVEMENT RULES

1. Each square on the game board counts as one square. Pawns can move vertically and horizontally but not diagonally.
2. All of the pawns must have been moved from their starting positions on the white chairs before any of them can be moved a second time or be placed on a trap square.
3. During a turn, a pawn is not allowed to stop or reuse the same square twice, including the square on which it began its turn.
4. Pawns cannot stop on or pass over a square already occupied by another pawn.
5. Pawns cannot pass through the walls which are drawn on the gameboard.



SECRET PASSAGES

There are 4 secret passages, each marked with a golden trap door. You can use a secret passage to either:

1. Move an opponent's pawn nearer to a trap space.
2. Move an opponent's pawn further away from the "game over" exit space.
3. Move your pawn closer to the "game over" exit space.

Moving a pawn from a secret passage trap door to another secret passage trap door counts as 1 move. If you have moves remaining, you can continue to move the pawn with the amount you have left. For example, if you roll a 4 you could move a pawn 2 spaces to a secret passage trap door then move that pawn to another secret passage trap door, which counts as 1 more move, then advance 1 further space to complete your move of 4.



TRAPS

If a pawn lands on a trap space, indicated by a skull on the gameboard, draw a trap card from the pile. Do not show this card to your opponents. If the trap card drawn matches the trap that the pawn is next to, you can play the card. To do this, place the trap card face up on the table and operate the trap by using its lever. Then return the trap card to the bottom of the card deck and reset the trap.

- If the trap card you draw does not match the trap the pawn has landed on, you cannot operate the trap. Announce that you don't have the right card and keep it to use later.
- If you draw a "Joker" card, you can activate any trap, although you may choose to keep this card until later in the game.
- If a pawn lands on a trap space during the game, you can either pick up a new trap card or play a trap card you currently possess. You cannot draw a trap card and play another you already had.