

THE OLD MUSEUM

RULES & INSTRUCTIONS

The Story

On the corner of Grand Springs and Colonial Street, stands The Old Museum which has been closed for almost 10 years since being bought by a renowned ruthless New York tycoon, a big player in property development.

Along with recent news of the crumbling building's imminent demolition come rumours that there are a number of invaluable archaeological artifacts, mysteriously unaccounted for, still lost in it's deserted and hazardous chambers.

Whether it's the thrill of retrieving the illusive artifacts, the value placed on the items themselves or the bounty offered you by an anonymous collector, you are risking your life against the dangers of the long-concealed rooms, rival fortune-hunters and the ticking clock of a greedy billionaire property developer!

GETTING STARTED

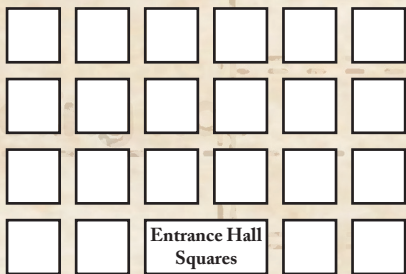
Setting Up

1. Lay down the two Entrance Hall Squares towards one edge of your playing area with North facing into the playing area.
3. Shuffle the deck of Utility Cards. Take 10 cards from the top of the deck and shuffle them with the 12 Artifact Cards.
4. Deal these 22 cards onto the Room Squares, face down, one on each Room Square. None on the Entrance Hall Squares.
5. From the deck of Utility Cards, deal 5 cards to each player then place the remaining deck in the designated area on the Entrance Hall Squares.



Entrance Hall Squares (red on their reverse side)

2. Shuffle and lay out the remaining Room Squares around the Entrance Hall Squares, leaving a “fingers gap” between the squares as shown in this diagram:



6. Each player **secretly** chooses the Artifacts they want to collect by placing a cross beside these Artifacts on their Notes Sheet. **It is VERY important that players keep their chosen artifacts secret throughout the game.** All artifacts are equal in value.

The number of Artifacts to choose for the number of players in the game are:

2 player game = 3 artifacts each

3 player game = 3 artifacts each

4 player game = 2 artifacts each

It can be helpful if the dealer remains in charge of the Utility Deck; collecting and dealing Utility Cards throughout the game.

The game is now ready to play!

PLAYING THE GAME

Taking a Turn

Each player takes a turn in a clockwise rotation beginning with the person to the left of the dealer.

It is advised that players follow these steps each turn until they are familiar with the procedure.

A player's turn follows these 5 steps in order:

1. At the start of a turn, if they so wish, a player may use **one** relevant Utility Card from their hand (eg. Utility Store, Pistol and Bullet or Secret Tunnel) by placing the chosen card at the bottom of the Utility Deck, drawing a replacement card from the top of the Utility Deck and adding it to their hand, then carrying out the card's action.
2. The player now chooses the room they wish to move into by first picking up the card that is resting on that Room Square:
 - **If the card is an Artifact Card**, it must not be looked at until the player is safely in the room. If the player is unable to enter the room for any reason, the Artifact Card must be returned to it's face down position so that they (and other players) won't know which artifact it is. The player may continue to step 3.
 - **If the card is a Locked Room Card** and the player doesn't have a Key Card, they cannot enter that room and must return the Locked Room Card to it's face down position. The players turn is now over.
 - **If the card is a Fallen Through Floor Card**, the player must place it to the bottom of the Utility Deck and draw a replacement. The player may continue to step 3, but must miss their next turn while trapped.
 - **If it is any other card**, it may be used or added to the players hand and the player may continue to step 3.
- 2a. Sometimes a player may find themselves in a situation where they are either locked or blocked into a room or section of rooms with no utilities to escape. In this case they may forfeit one turn to "break into a room" that is locked or blocked, allowing them access to a Room Square they didn't have the utilities to gain access to.
3. If the player is able to enter the room, they do so now by placing their character on that room square.

(Continues over-leaf)

4. Except for each player's first turn when leaving the Entrance Hall Squares, a player leaving a room must place any card they decide from their hand face down on the Room Square they just left, ready for other players to discover.
 5. As at the beginning of a turn, a player may wish use **one** relevant Utility Card from their hand at the end of their turn (eg. Utility Store, Easy Passage or Pistol and Bullet).
- The player's turn is now complete and the next player takes their turn.

THE OLD MUSEUM IN THE DARK

This is an optional set of rules that add extra mystery and complexity to the game-play.

To play *The Old Museum in the Dark*, while setting up the game, deal the Room Squares face down so that the players are all playing “blind”.

IMPORTANT: When entering a new room, after picking up that room's card, the player must flip the Room Square over, and back again, from North to South (as indicated by the compass on the Entrance Hall Squares) so as to keep all of the rooms orientation throughout the game.

If, when the Room Square is turned over, the doorway is blocked and the player doesn't have a Room Access Card, they must turn the Room Square back over and replace the original card in it's face down position. Their turn is over.

If the player can successfully enter the new Room Square, they must flip over the Room Square they just left (**North to South**).

Players can map rooms they discover on their Note Sheet Room Plan. **Players must not make notes of other players rooms discovered.**

HOW TO WIN

The Objective & Winning the Game

Each player must collect their chosen artifacts and make their way back to the Entrance Hall Squares. The first player to do so wins the game.

Time Limited Game (Optional)

If time is an issue, each player must make it back to the Entrance Hall Squares to exit with whatever they have collected before a set “demolition time” agreed by all players. If two or more players exit the game having collected the same number of their chosen Artifacts, the winner is whichever of these players exited the game first. Players still inside the museum at “demolition time” lose everything.

IMPORTANT

Rules, Notes, Hints & Reminders:

- Players are only allowed to carry the same number of Artifact Cards as they have chosen to collect. For example, if you are playing a two player game where each player is collecting three artifacts, when a player comes across a fourth artifact, they must choose which artifact they would prefer to drop so that they continue to hold only up to three.
- All players begin the game with five cards but, after their first move out of the Entrance Hall Squares, each player will hold six cards for the remainder of the game. If a player has more or less than six cards at any point during play it means they have neglected to drop/pick up a card along the way and must immediately drop/pick up a card to/from the Utility Deck.
- Room Squares must only be occupied by one player at a time
- For realism when playing *The Old Museum in the Dark* rules, a player is only allowed to note on their Notes Sheet Room Plan the layout of a room's doors and walls that they themselves have visited. They must not draw the layout of rooms their opponents are discovering. All other notes regarding location of Artifact and Utility Cards are permitted throughout the game.
- Holding a Pistol and Bullet Card gives the player a great advantage.

INSTRUCTIONS FOR GAME ITEMS

The Entrance Hall Squares

The Entrance Hall Squares together can be regarded as a regular single Room Square and can be used at any point during the game. The top card in the Utility Deck being used and replaced as with the cards on regular Room Squares.

Room Squares (General)

Except for beginning together on the Entrance Hall Squares, players cannot occupy the same Room Square at any point during the game. Players must leave their current Room Square when it's their turn unless they are unable to do so due to a blocked exit, are waiting a turn to "break into a room" (See Taking a Turn 2a) or have "Fallen Through Floor".

The Gun Gallery Room Square



Players can return to the Gun Gallery Room Square any number of times during the game to pickup a Pistol and Bullet Card from the Utility Deck and swap it with an unwanted Utility Card from their hand.

The Security Surveillance Room Square



A player entering the Security Surveillance Room Square has the opportunity, using the CCTV screens, to view all the other players in the museum and, more importantly, what they're carrying. At this point all opponents must show their Artifact Cards to **this player only**.

Danger Warning Tape



This denotes a doorway that is blocked by hazards. Players cannot pass through a blocked doorway unless they have an Room Access Card.

Utility Cards



Before starting the game, it's important to familiarise yourself with the Utility Cards. There are 8 different Utility Cards. Detailed instructions for their actions/uses are in the next chapter of this booklet. Basic instructions are found on each card. There are 8 of each utility in the deck. Each time a Utility Card is used, or forces an action, it must be placed to the bottom of the Utility Deck and another drawn to replace it.



Artifact Cards

There are 12 unique Artifact Cards. These are the artifacts that you are aiming to collect to win the game.

Notes Sheet

Each player has a Notes Sheet to secretly mark their chosen Artifacts and to keep secret notes throughout the game. The room plan can be filled in as you discover the layout and content of each room in any way that will aid your quest.

UTILITY CARDS

(Simple instructions are also found on each card)



Fallen Through Floor: If this card is turned over when entering a Room Square, it is to be turned face up on that Room Square so all can see. Now, temporarily trapped in that room, the player is helpless and unable to use any further Utility Cards during this turn. The trapped player must miss their next turn while they escape their predicament, and may still be held-up by an opponent with a Pistol and Bullet Card. Once this player is allowed to continue, they must place this card to the bottom of the Utility Deck and draw a fresh card for their hand. They may now take a normal turn. A player may wish to place this card on a Room Square they are leaving to trap other players who are following them through the museum.



Key: When found, this card is to be kept in the players hand in case of discovering a locked room. To unlock a room with a Key Card, the player must pick up the Locked Room Card and add it to their hand, place the Key Card to the bottom of the Utility Deck and draw a fresh card for their hand. The player may now freely enter the Room Square.



Utility Store: This card allows a player to exchange their unwanted Utility Cards for some fresh ones from the Utility Deck. When found, this card can be used immediately or kept in a players hand for use at the beginning or end of a later turn. To use the Utility Store Card, the player must place this card to the bottom of the Utility Deck along with their other unwanted Utility Cards and draw a fresh set of replacement Utility Cards equal to the number they gave up, including the Utility Store Card.



Easy Passage: This card represents a room that is easy to pass in to or out of, effectively allowing a player an extra turn. This card is kept in the player's hand and used at the end of a regular turn. **A player can only use one Easy Passage Card per regular turn.** To use the Easy Passage Card, the player must place it to the bottom of the Utility Deck and draw a replacement for their hand. This player may now have a complete extra turn. This card may also be used instead of missing a turn while “breaking into a room” (see Taking a Turn 2a).



Locked Room: When found on a Room Square, this card means the room is locked and cannot be entered unless the player holds a Key Card or has used a Secret Tunnel Card to enter the room. Once unlocked, the Locked Room Card is placed in the player's hand and can later be placed on a Room Square they are leaving to hold up other players who are following them through the museum.



Pistol and Bullet: This card is used to hold-up opposing players and force them to trade with you **as many cards as you desire** from their hand. When found, this card is added to a players hand for use when convenient. It can be used at the beginning or end of a turn on an opposing player who is in an adjacent room, **as long as the passage between the rooms is clear**. To use the Pistol and Bullet Card, the player must place it to the bottom of the Utility Deck and draw a replacement card for their hand. The opponent now shows their cards **to the gun-man only**. The gun-man, seeing his opponents cards, may choose to swap **any cards from his own hand with any of the cards his opponent is showing him**.



Room Access: When found, this card is to be kept in the players hand in case of discovering a blocked passage into a Room Square. To pass through a blocked passage with the Room Access Card, the player must place this card to the bottom of the Utility Deck and draw a fresh card for their hand. The player may now freely pass through the blocked passage into the Room Square.



Secret Tunnel: This card can be used at the start of a turn to reach a remote room by tunneling under **any number of rooms in one direction**. The arrows on the card indicate if the player is allowed to tunnel North / South¹ or East / West² in relation to the compass on the Entrance Hall Squares.

1



North /
South

2



East /
West

Using this card, you may enter locked and blocked rooms without a Key or Crumbling Wall card. Traps found still apply. To use a Secret Tunnel Card, the player must place it to the bottom of the Utility Deck and draw a replacement for their hand.

To download extra Note Sheets or learn more about the game, visit www.theoldmuseum.co.uk

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