VARIANT RULES

Do you like to mix things up? This page contains a few alternate rules for **Kill Doctor Lucky**. *This is just a sample! Look for* **Save Doctor Lucky** *in fine game stores everywhere, in which you can save the old man from a sinking ship. And look for other expansion boards and game variants coming soon!*

Also, be sure to grab a copy of **Get Lucky**, *the Kill Doctor Lucky Card Game. It's a fast-playing game with the same characters and story. In that game, players control two characters at once, building them up with Motives, Weapons, and Opportunities, in a race to kill Doctor Lucky.*

The Alternate Board
On the back of the main board you will find ***Doctor Lucky's Bed and Breakfast***. This is a larger house, with four more rooms and a more complex layout with an upstairs and downstairs. *(Note: There are no cards for the extra rooms.)*

You can fold the board in half to shut off rooms for smaller groups of players. Here's a breakdown of ideal group sizes on different areas of the alternate board:

Players	Board	Notes
2-4	Upstairs	4 might want the *cat*.
4-5	Downstairs	4 might want the *dog*.
6-8	Entire Board	7-8 might want the *cat*.

About the Stairways: *When playing with the full board, each stairway in the downstairs is connected to its counterpart in the upstairs. But when playing on just half of the board, these two stairways connect to* **each other**.

Escape from Lucky Mansion!

Doctor Lucky has risen from the dead, and now he seeks revenge on his would-be assassins.

The goal is to be the last player left alive. Doctor Lucky can kill you, but you can't kill him. Players can also attack each other!

This game begins immediately after the main game ends, and everyone should keep their positions from the end of that game.

Reshuffle all the cards and deal everyone a hand of six. The player who won the main game goes first.

Doctor Lucky uses his "Ghost" character card.

Sight lines don't matter, so instead you will always draw one card *at the start of your turn*. Also, Doctor Lucky does not change the turn order, so the turn always passes to the left.

You can spend movement points on yourself or on Doctor Lucky. However, Doctor Lucky can only be moved *forward by the numbers*, not in all directions, so moving him will usually just cause him to move faster along his fixed route. However, move cards *can* be used to jump Doctor Lucky to their specific room.

When Doctor Lucky enters an occupied room, he attacks one of the players in that room, choosing the one who will take the next turn.

Doctor Lucky's basic strength starts at 1, but he earns a Reason each time he *fails* to kill someone.

Players defend themselves by discarding luck. If you don't discard enough luck, you are out of the game.

You can try to kill other players. Use one Weapon per attack (or your bare hands) and earn a Reason if you fail. As with Doctor Lucky's attacks, players can defend themselves with luck.

If you kill another player, you also steal all of his cards that have *no luck*. (Presumably he discarded the others to defend.)

The last player left is the winner, and presumably escapes through a window while the Doctor is gnawing on the bones of his fallen companions.

The Pet Token
This game includes a small white puck that can be used as a *pet*.

Pets do not move on their own, but you can spend one point of movement (either your free move or a point from a card) to move the pet *directly to any room*.

The Dog: Doctor Lucky's dog, **Shamrock**, loves his master dearly, and will freak out if Doctor Lucky or his possessions come to harm. You can't draw a card, or try to kill Doctor Lucky, if Shamrock can see you.

Shamrock is a good way to play with fewer players on a larger board, so if the board feels too open, include the dog.

The Cat: Doctor Lucky's cat, **Patience**, is aloof but adorable. When Patience is in a room, no one (including Doctor Lucky) can see *out of that room*, because they are too busy looking at the cat. (People in the room can still see each other.)

Patience is a good way to play with more players on a smaller board, so if you feel a bit cramped, include the cat.

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MURDER at LUCKY MANSION!

Welcome to Lucky Mansion, *a sprawling country estate seven miles north of nowhere. It's a stormy summer evening, just after midnight, and foul deeds are afoot.*

You have hated Doctor Lucky for as long as you can remember, and you've been secretly awaiting this perfect chance to do him in. Maybe he ruined 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 the cause, it's enough to push you over the edge. And unbeknownst to you, everyone else in the house wants to kill him too.

Take a deep breath. Remember why you're here. And start sneaking around the house. If you run across a weapon, grab it. If you find Doctor Lucky, give him hell.

Trying to kill the old man is pretty easy, as long as no one is looking. But they don't call him "Doctor Lucky" for nothing. He's got more lives than Rasputin and an uncanny talent for slipping out of harm's way.

Don't despair. After enough tries, someone is bound to wear the old man down. You need a clever plan, sharp wits, and maybe a little luck of your own.

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

The Basics

Your goal is to kill Doctor Lucky. You can try to kill him when you are *alone in a room with him*, and *no one can see you*.

When you try to kill Doctor Lucky, his luck (which is played by other players) will probably save him. However, each time you make an attempt, you get a little stronger. And eventually the doctor's luck will run out.

The core rules are for **3 to 8 players.** 2 Players use some extra rules, described separately.

The back page includes several new variations on the game, including rules for an alternate map, Doctor Lucky's pets, and a quick and silly game called **Escape from Lucky Mansion**. Take your time and try all the variations to see which ones work best for you!

Note: If you have played previous editions of Kill Doctor Lucky, **please read these rules carefully**. *Many of the details you remember may have been changed or removed!*

Shutting Off Rooms

When there are fewer than six players, certain portions of Lucky Mansion should be closed. These sections are:

The West Wing: Rooms 8 through 12, **and/or**
The East Wing: Rooms 17 through 21.

To close a wing, deal five cards off the deck facedown and use them to cover those five rooms.

Closed rooms are inaccessible to all players and to Doctor Lucky. His path skips over the closed rooms, but of course, players can't make the same jump.

Playing on a smaller board makes these games faster and more competitive. Here are the rooms to close:

If there are 3 players, close both wings.
If there are 4 or 5 players, close one wing.
If there are 6 to 8 players, use the entire board.

Note: If you are playing on the alternate board, you can shutter half the house simply by folding the board in half.

Setting Up

Each player chooses a pawn and the matching character card (either side). Keep this card in front of you to remind everyone who you are.

All players start in the **Drawing Room**, and Doctor Lucky (the tall black pawn) starts in the **Gallery**. If you are playing with a *pet*, or on the *alternate board*, consult the chart at right for the correct starting positions.

Shuffle the deck and deal **6 cards to each player**. Exception: If you have **7 or 8 players**, deal only **5 cards**. Set the deck next to the board with space for a discard pile beside it.

Choose a random player to go first. Play will typically proceed to the left, although Doctor Lucky will sometimes cause the turn order to change.

Now you're ready to play!

STARTING POSITIONS

Board	Rooms	Players	P	L	C	D
Center Only	14	3	1	15	2	6
+W Wing	19	2, 4-5	1	15	10	6
+E Wing	19	2, 4-5	1	15	2	19
Full Board	24	6-8	1	15	10	19
Alt Board Up	13	2-4	17	23	26	20
Alt Board Dn.	15	2, 4-5	6	9	7	14
Alt Board Full	28	6-8	6	23	7	20

The last four columns indicate starting rooms.
P = Players, L = Lucky, C = Cat, D = Dog

Sight Lines

Seeing from room to room is extremely important.

Lucky Mansion is a stately home, filled with ideal places to hang out with your friends. But if you want to kill Doctor Lucky, or even draw cards, you will have to stay **out of sight**.

Sight lines in Lucky Mansion run *perpendicularly* through all doors, through rooms, and up and down stairways. They don't go diagonally.

For example, from the Trophy Room, you can see into the Sitting Room, Drawing Room, Parlor, Green House, and Kitchen, but *not* into the Dining Hall.

Two extra rules for the *Gallery*: The balcony rail is open to *sight*, but not to *movement*. This line of sight continues down the middle of the board.

Also, the balcony rail *sticks out* into the Dining Room, blocking the sight line that would connect the Lancaster Room to the Lilac Room.

On Each Turn

Normally you will spend your turns moving around the house, sometimes drawing cards. Once in a while, you will have the chance to kill Doctor Lucky.

Your turn has two stages, in this order: **movement** and **action**.

Movement:
In the movement stage you can take one free move, and you can play cards to move farther. A "move" is a step from one room to any adjoining room. (You can also just stay put.)

Hallways: Hallways (and stairways) do not count as rooms, so you can step through them freely. In fact you're *not allowed* to stop in a hallway. This means, for example, that the Dining Hall is just one step away from *fifteen* rooms, including the Master Suite, Lancaster Room, Kitchen, Winter Garden, and many others.

Move Cards: You can play a Move card to add one or two steps to your normal move. Each Move card can also jump you *directly* to a specific room. You may play as many Move cards as you want, before and/or after your free step.

Action:
In the action stage you can take *one action*. This action can be either drawing a card, or trying to kill Doctor Lucky. Sometimes you're not in a position to do either, and so your turn is just over.

Draw: If you are in a room where *nobody can see you* (including Doctor Lucky), you may draw one card from the deck.

If the deck is empty, the lights go out immediately. See the "Lights Out!" rule on the next page.

Murder: If you are alone in a room with Doctor Lucky, and no other players can see you, you may try to kill him. This action is described under "Murder Attempts."

Ending your Turn:
Normally it's obvious that your turn is over, but just in case, you might have to let the other players know.

After every turn, Doctor Lucky moves.

Moving the Doctor

After Every Turn, Doctor Lucky Moves.
Doctor Lucky moves around his house along a simple path, which gives players a chance to lie in wait, and sometimes even to take extra turns.

Doctor Lucky moves by the numbers, moving from his current location to the next room in sequence. For example, from the Gallery (15) to the Library (16). From the highest numbered room, he goes back to the lowest.

If any rooms are closed off, he skips past those rooms.

This Can Change the Turn Order.
If Doctor Lucky moves into a room with a player, *that player* takes the next turn. (Turns will proceed to the left from that player.)

This means that you can sometimes take several turns in a row by walking ahead of Doctor Lucky. This is known as "riding the Lucky Train," and it's a good way to move a long way without using up Move cards.

If Doctor Lucky moves into a room with *two or more players*, the turn goes to the player who is *next in order* after the current player. This means that you can't ride the Lucky Train through an occupied room.

An Exception for the First Round.
At the beginning of the game, Doctor Lucky does *not* activate players in this fashion until each player has had *one turn*. This rule guarantees that everyone will get at least one move before the chaos kicks in.

Every character starts with a basic strength of 1.

A character with three Reasons has a basic strength of 4.

✎ Murder Attempts ✎

When you try to kill Doctor Lucky, the other players can play cards to keep you from winning.

Doctor Lucky's luck must come from somewhere, and in this game, it comes out of other players' hands. Playing Luck can be expensive, however, so players should try forcing each other to discard!

Strength of a Murder Attempt:
When you try to kill Doctor Lucky, first determine how *strong* your murder attempt is. This value is a combination of your *basic strength* and the value of your *Weapon card* (if you play one).

Basic Strength: All characters start with a basic strength of 1. This represents their ability to kill Doctor Lucky with their bare hands, harsh language, paper cuts, or whatever else is readily available.

Each time you fail to kill him, you earn a "Reason," a facedown card denoting +1 to your basic strength.

Weapon: In each murder attempt, you may play *one* Weapon card to add to your strength. Weapons usually have values of 2 or 3, but they can be worth as much as 6 in the right room. For example, the Piece of Rope is normally worth 2, but it is worth 6 in the Gallery.

Doctor Lucky's Luck:
Starting on your left and proceeding once around the table, each player may discard any number of cards from their hand to contribute to Doctor Lucky's luck (or pass).

The total luck discarded must be *equal to or greater than* the strength of your murder attempt, or you win!

Luck is represented by the four-leaf clovers that appear on most (but not all) of the cards. There might be 0, 1, or 2 clovers on a Weapon or Move card, and Failure cards have between 1 and 4 luck (and no other use).

Luck

Each player in turn may discard as many cards as they wish, or pass. This goes only once around the table.

In general, it's fair to assume that every player's hand starts with some luck. So when playing luck on early murder attempts, it makes sense to pass if you are early in the cycle.

But as the game goes on, the good cards may be pulled out, and it's no longer safe to pass. Always use your best judgment to play only as much luck as you need to!

Growing Stronger:
Most of the cards played during the murder attempt go to the discard pile, but the murdering player keeps one of them as a "Reason," which is a facedown card representing +1 to that character's basic strength.

Keep your Reasons stacked under your character card, as shown at left, so that everyone can see how strong you are.

Because of Reasons, it's usually a good idea to make a murder attempt whenever you can, even if you think it has no chance of succeeding. Because that which does not kill Doctor Lucky makes you stronger!

Note: It doesn't matter which card you keep, since discards are never recycled. You should therefore choose the one that fills you with the most murderous rage.

Winning the Game

Kill Doctor Lucky. Pretty Simple.
At the end of the game, when Doctor Lucky's luck has run out, you want to make a strong murder attempt at just the right moment. If your opponents don't play enough luck to stop you, you win the game!

Because gamers can be gamers, we also have a special "loser" rule. The *winner* is the player who killed Doctor Lucky, and the *loser* is the last player who could have played luck, but didn't!

Not every game has a loser. Don't be that guy.

✧ *Lights Out!* ✧

When the deck is empty, the lights go out!
This rarely happens except in the largest groups. The lights go out as soon as a player draws the last card. This rule brings a speedy end to the game!

With the lights out, sight lines are no longer relevant. You can only be seen by people who are *in the same room*.

As you might imagine, this makes killing Doctor Lucky much easier. It would also make it easier to draw cards, if there were any cards left to draw!

Rules for 2 Players

If you have only two players, you're joined by a pair of "Strangers," who play by automatic rules.

Doctor Lucky's house is too big for just two players. You might want to play the basic rules with just two, but we suggest adding two Strangers, because it's a lot more fun!

Set up the game for **four players**. Seat the Strangers so that they alternate with the live players. Represent them with pawns and character cards, just like live players.

Strangers do not have hands of cards, and they play by very basic rules. They take turns, they collect Reasons, and they can even win. Doctor Lucky can activate them.

When stopping a murder attempt, a Stranger plays one card from the top of the deck. (And yes, sometimes this card will be worth zero.)

On your turn, you can spend movement points on Strangers. This includes your free move as well as extra movement points from Move cards. (In other words, you can move a Stranger by the same rules as moving yourself.)

When a Stranger takes a turn, he will usually take *one step*, going to the next *lower* numbered room (the opposite direction as Doctor Lucky's move). *Strangers are allowed to jump past closed rooms in order to make this automatic move.*

A Stranger will also *make a murder attempt* if he can. If he can try to kill Doctor Lucky without moving, then he doesn't move.

Strategically, the Stranger to your *right* is a little bit like your *ally*, and the Stranger on your *left* is a little bit like your *enemy*. You want to position your ally so that she takes more turns, because your turn is right after hers.