

# TRUE COLORS

## Players

3, 4 or 6 players

## Components

Board

18 Pawns (6 Miss Scarlet, 12 other characters)

12 Weapon Tokens

2 Dice



### 12 Who Cards (people)

- |                |                |                 |
|----------------|----------------|-----------------|
| • Miss Jade    | • Mrs. White   | • Mr. Pink      |
| • Mrs. Peacock | • Col. Mustard | • Miss Sunshine |
| • Mr. Green    | • Mrs. Cyan    | • Mr. Browne    |
| • Prof. Plum   | • Mrs. Grey    | • Dr. Black     |

### 12 Where Cards (rooms)

- |                 |                |              |
|-----------------|----------------|--------------|
| • Ballroom      | • Conservatory | • Library    |
| • Bathroom      | • Dining Room  | • Lounge     |
| • Bedroom       | • Hall         | • Music Room |
| • Billiard Room | • Kitchen      | • Study      |

### 12 What Cards (weapons)

- |               |              |            |
|---------------|--------------|------------|
| • Axe         | • Hypodermic | • Poker    |
| • Bomb        | • Knife      | • Revolver |
| • Candlestick | • Lead Pipe  | • Rope     |
| • Cane        | • Poison     | • Wrench   |

## Goal

You are a doppelganger, cunningly disguised as Miss Scarlet. You came to the mansion hoping to feed on humans, only to find that it is filled with other doppelgangers, each of which is also disguised as “Miss Scarlet.” Your goal is to be the first to feed, but before a doppelganger can be killed, it must be forced into its true form. On top of that, each doppelganger is only vulnerable to certain weapons, and may only be killed if cornered in certain rooms of the mansion. Your goal is to discover the others’ vulnerabilities, force them into their true forms, and then be the first to kill another player.

## Setup

Shuffle the Who Cards, and deal them evenly to each player, face down. These are the forms each doppelganger can assume. When finally forced to assume its true form – when its final Who Card is face up – a doppelganger can at last be killed.

Shuffle the Where Cards, and deal them evenly to each player, face down. These are the rooms that player can be killed in. (Players should keep these vulnerabilities a secret.)

Shuffle the What Cards, and deal them evenly to each player, face down. These are the weapons that player can be killed with. (Players should keep these vulnerabilities a secret.)

Randomly place one Weapon Token face up in each of the 12 rooms.

Each player takes one Miss Scarlet pawn and places it in the middle of the board, on the central color wheel space. For ease of identifying whose pawn is whose, if you are playing the game in Tabletop Simulator, click on the pawn and give it the player's name.

## Player Turns

On each player's turn, they perform the following actions, in order:

1. Roll the two dice, and move your pawn up to this many spaces.  
(Players may move zero spaces, if desired.)
  - Each **room** (including the large color wheel space at the center of the board) counts as one "space" when moving. Players may pass through rooms while moving, entering and exiting rooms via any door they like.
  - Each of the 8 color wheel spaces around the edges of the board is a **teleportation pad**. A player landing on one of these spaces may do one of the following:
    - Move to any room on the board, and (if desired) also move another player to that room. This ends their movement.

OR

  - Move to any other teleportation pad not currently occupied by another player, then continue their movement. Moving onto the first teleportation pad counts as moving one space, and landing on the second teleportation pad counts as moving another space.

2. Any time a player ends their movement inside one of the 12 rooms around the outside of the board (including at the start of their turn, before they move), they may do one of the following.

- Pick up one Weapon Token that is in the room.
- Steal one Weapon Token from another player in the room.
- Attack another player in the room (the attacker must have a weapon).

*Note: Each player may carry a maximum of 2 weapons. Players who already have 2 weapons may change weapons by dropping one they are holding in the room they are in, and then either picking up a different weapon from that room or stealing a weapon from another player.*

### **Attacking Other Players**

Attacks may only be made in the 12 rooms around the outer edge of the board. Players may NOT attack each other in the central color wheel space on the board. Nor can they attack in the corridors between rooms.

The player who is attacked should consult their vulnerabilities (the What Cards and Where Cards they were dealt at the start of the game).

- If the attack takes place in a room the target is vulnerable in, or if the attacker used a weapon the target is vulnerable to, attacked player must reveal one of these cards by turning it face up. If both room and weapon are correct, the attacked player may choose which card to reveal.

Alternatively, the attacked player may choose to reveal a Who Card instead. This is a gamble – it keeps their vulnerabilities secret a little longer, but it also brings them one step closer to being forced into their true form, and being killed.

- If the attack takes place in a room the target is vulnerable in, and the weapon used is one the target is vulnerable to, and BOTH of these cards are already face up, the attacked player must reveal a Who Card by turning it face up.

## **Dopplegangers and Shape Shifting**

Each time a player reveals a Who Card by turning it face up, their doppleganger is forced to shift its form. Whenever this happens, the player should swap their pawn for the one representing the form they have just shifted into (the Who Card they just revealed).

**Once a player's final Who Card is face up**, that player has been forced into their true form – their true color has been revealed! From this point on, attacks on that character will kill them, as long as the character is in a room where they are vulnerable, and as long as the attacker has a weapon they are vulnerable to – providing both of these cards are face up. Should this happen, the character dies and the attacking doppleganger wins the game. (Should these cards still be face down, a vulnerability is revealed, instead.)

## ***Credits***

*Game design by Lisa Smedman*

*3D "Miss Scarlet" model by Ethan Hennebery*