

TRUE COLORS

Players

by Lisa Smedman

3 or 4 players

Components

Board

18 Pawns (6 Miss Scarlet, 12 other characters)

12 Weapon Tokens

2 Dice



12 Who Cards (people)

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

12 Where Cards (rooms)

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

12 What Cards (weapons)

- Axe
- Bomb
- Candlestick
- Cane
- Hypodermic
- Knife
- Lead Pipe
- Poison
- Poker
- Revolver
- Rope
- 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.” In order for a doppelganger to be consumed, it must be forced into its true form. You can force a doppelganger to shift forms if you attack it with a weapon it is vulnerable to, in a room it is vulnerable in. Your goal is to discover the others’ vulnerabilities, then be the first to force another doppelganger into their true form and consume them.

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 is killed and consumed.

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 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 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. Move.

Roll the two dice, and move your pawn up to this many spaces. (Players may move zero spaces, if desired.)

- Players may pass through other pawns, but may not end their turn on the same space as another player.
- 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 move to any room on the board, and (if desired) also move another player to that room. This ends their movement.
- The **center room** is also a teleportation pad – but it does not allow you to take another player with you. A player landing on it may teleport to any other room on the board. The player's movement then ends.

2. Grab a weapon.

Players can grab a weapon in one of the following ways:

- Pick up one Weapon Token that is in the room (not being carried by any player).
- Steal one Weapon Token from another player in the room.
 - To steal, each player rolls one die. In order for the steal to succeed, the player doing the stealing must roll a higher number than the other player; should they roll a tie or a lesser number, no stealing takes place.

Each player may carry a maximum of 2 weapons. Players who already have 2 weapons must drop one weapon in the room they are in before picking up a different weapon from that room or attempting to steal a weapon from another player. Even if their steal was unsuccessful, they have still dropped one of their weapons.

3. Attack Another Player

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.)
- 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. Both of these face-up vulnerabilities are then discarded, as follows:
 - Place the Where Card in the room, face up, as a reminder that no one is vulnerable in this room, any more.
 - Place the What Card off to the side of the board, face up.The attacker then places the weapon used in the attack on top of this card.

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! The player who made the attack automatically consumes them, and wins the game.