

ORIENT EXPRESS

Mystery Detective Game

INTRODUCTION

In the years before the First World War, the Orient Express was the most famous train in the world, carrying passengers between Paris and Varna in 80 hours. From Varna, a 15-hour ferry across the Black Sea would bring the passengers to Constantinople, the gateway to Asia. Today, tourists can travel on trains made up of railroad cars from the original Orient Express trains, although the route has been shortened.

The game is set in 1913. As usual, the Orient Express is booked with an assortment of celebrities, most of them wealthy. But aboard the train may also be swindlers, thieves, spies, and even assassins. You and the other players, all famous detectives on your way to a criminologists' convention on the Black Sea, board the train at Paris. At 8 P.M., only four hours out of the station, word comes that one of the passengers has been murdered. You and the other detectives are called on by the train Chief (the "chef de train") to find the killer or killers, and to discover the motive for the crime, before all the suspects detrain at Varna. Whoever solves the crime will become the foremost detective in Europe.

THE SUSPECTS

The crewmen of the train are above suspicion, and a number of the passengers have ironclad alibis. Soon the list of suspects is narrowed down to the following:

- (1) ACTRESS Marta Harry, an American silent screen star who spends much of her time travelling for no apparent purpose between Paris and Constantinople;
- (2) BARONESS Lavinia Carli, wife of Count Alexi Vukovic, who inherited a fortune from her four previous husbands, all of whom died in unusual accidents;
- (3) COUNT Alexi Vukovic, a Russian nobleman who has close friends in every royal household in Europe;
- (4) DIPLOMAT Karl Hohenzahler, a close aide of German Kaiser Wilhelm;
- (5) ENTREPRENEUR William Blackwell, a British industrialist and playboy whose first fortune was rumored to have been made illegally;
- (6) FORTUNETELLER Jeanne Beaufort, whose services are sought by many of the wealthiest families of Europe;
- (7) GAMBLER Bret Masters, reputed to have won over a million dollars at poker on Mississippi riverboats; and
- (8) HEIRESS Gina Borgia, about whom almost nothing is known despite constant investigations by the best journalists in Europe.

EQUIPMENT

- 6 pawns of different colors, representing the player-detectives
- 8 suspect counters (Actress, Baroness, Count, Diplomat, Entrepreneur, Fortuneteller, Gambler, Heiress)
- 7 train crew counters (Chief, Conductor, Cook, Doctor, Porter, Valet, Waiter) 1 train marker (to record the position of the train on the track)
- 6 secrecy tokens of each denomination ("2" through "6")
- 1 detective notepad
- 1 "Rules and Clues" book
- 1 solution packet
- 1 gameboard
- 1 die

SETUP

Each player selects a pawn and places it on the gameboard on the "Start" space (in the Dining-Lounge Car). The eight suspect counters and seven train crew counters are placed throughout the two train cars in the compartments and corridors indicated on the board. (For example, the Valet is placed in Berth No. 6, which is marked "Valet"; the Fortuneteller begins in the Drawing Room, marked "Fortuneteller"; and so on.) Each player also takes a sheet from the detective notepad, and three secrecy tokens—one each of the denominations 4, 5, and 6.

Players select a case from the casebook. It is recommended that cases be played in order, but this is not required. Finally, players decide who will go first by rolling a die (high roll goes first, and the rest follow in clockwise order).

OBJECT

The object of the game is to be the first player to correctly name both the KILLER OR KILLERS (there may be more than one) and the MOTIVE for the crime (there is always just a single motive, even if there are two or more killers). A player may attempt to name the killer(s) and motive only at the start of his turn. To do so, after writing down his proposed solution to the case on a slip of paper, the player looks up the actual solution in the Solution packet to see if he is right. If he is right, he reveals the slip of paper and wins the game; if he is wrong, he is out of the game, and the other players continue. If only one player is left in the game, that player is the winner.

If no one has won by the time the train reaches Varna (see "Movement of the train," below), players take one more turn—during which they may not try to name the killer(s) and motive—beginning with the player whose move was starting when the train reached Varna. Each player then secretly writes down his best guess as to killer(s) and motive. All slips are revealed at the same time, and the solution is looked up. Anyone who has correctly guessed the solution to the case wins; if no guess is completely correct, a player who has correctly named the kill-er(s) wins against a player who has correctly named the motive. If more than one person gives the same correct answers, they tie. All players left in the game tie if no one gets anything right. To be considered correct, a guess of the killer(s) must be exact and complete—no part credit is given to a player who names just one of two guilty suspects, for example.

THE PLAY

In turn, a player throws the die and moves his pawn any number of spaces up to the number thrown. If he wishes, he may also stay where he is, and he can decide this after seeing his die throw; but he must always roll the die, even if he does not plan to move. (The reason for this is explained under "Movement of the Train," below.) A "space" is any room or portion of a room that is shown on the board as being separated from other spaces by doors. After moving his pawn, a player may be able to obtain clues to help him solve the crime. Clues are obtained in any of four ways; only one of these ways may be used in a single turn.

- (1) Questioning a suspect. When a player's pawn ends in the same space as a suspect, he may question that suspect. He does this by turning to the "CLUE NUMBERS" page of this casebook and looking at the number listed to the right of the suspect's name in the column that matches the case being played. He then reads the clue having this number in the back of the casebook.

- (2) Questioning a train employee. Train employees are questioned in the same way as suspects, by landing on the space they occupy, noting the clue number corresponding to their name for the case being played, and reading that clue in the casebook.

NOTE: If there is more than one employee, suspect or a combination of employees and suspects in the same room, the player may question only one of them in a turn,

but may choose which one he wants to question.

(3) Searching an area. There are six different areas of the train that may be searched for clues: First Class, Second Class, Dining Area, Kitchen Area, Smoking Lounge Area and Drawing Room Area. These areas are made up of varying numbers of rooms, but are marked in distinctive colors. When a player ends his move inside an area (it is not sufficient just to pass through it), he may search that area by noting the corresponding number in the casebook and reading the corresponding clue. For example, to search the Kitchen Area, a player would have to be in either the Kitchen, the Pantry, or the Wine Cellar.

(4) Sending a telegram. At certain stops along the train route (those marked with a large T), players may exit the train to send a telegram to find out information about one of the suspects or about the victim of the murder. To do so, the player must be able to move his own pawn into either of the two end train spaces where the "EXIT" appears, and still have at least one space left to move on the die in order to leave the train. He sends a telegram and receives information in the same turn, and at the end of the turn puts his pawn back at either of the two EXIT spaces (it does not have to be placed on the one that was used to leave the train). The information is found by reading the number corresponding to the telegram sent (i.e., name of suspect or victim) and then reading the corresponding clue in the casebook.

NOTE: Whenever any player is using the casebook, he is on his honor to read only the appropriate clue. Also, players should be extremely careful to read the clue with the correct number, since mistakenly reading even one incorrect piece of information is likely to make it impossible to win.

SECRECY TOKENS

After getting information by questioning a suspect or a train crewman, or by searching an area, a player may use one of his secrecy tokens to make it more difficult for the other players to learn the same information later in the game. He does this by placing any one of his secrecy tokens on top of either the suspect or the crewman questioned, or within the area searched. Thereafter, if an opponent wants to gain information from the suspect, crewman, or area that has been placed under the secrecy token, he must first roll the die and get a number that is greater than or equal to the number showing on the secrecy token. (This is a separate die roll, made after moving.) If he is successful, he can get information as usual; and he may, if he wishes, remove the secrecy token and replace it with one of his own that has a higher number. If he is unsuccessful, however, he replaces the secrecy token with one having a number that is one less (for example, a "6" would be replaced by a "5"), taken from the game box. (A secrecy token of value "2" is simply removed.) The player's turn then ends at once. Secrecy tokens represent the fact that in real life, an area searched will have fewer clues left; and a person who has been questioned may have been asked not to talk to anyone else about the case.

MOVEMENT OF THE TRAIN

Whenever any player rolls the die in order to move his token, there is a chance that the train will advance (in the direction of Varna) to the next station on the track. (The train passes over "Border" spaces without stopping on them.) The train always advances on a roll of 6; it advances on a roll of 5 (as well as 6) in a two- or three-player game; and it advances on a roll of 4 (as well as 5 and 6) in a solitaire game. (Note: Trains do not advance as a result of rolls that are made on account of secrecy tokens.)

If the appropriate number is thrown, the train advances immediately, before the player who threw the number moves his pawn. If the train crosses one of the four borders into a new country, any passenger and crewmen movement also takes place before the player moves his pawn (see next section).

MOVEMENT OF PASSENGERS AND CREWMEN

Each time the train enters a new country, the player on move, before moving his own token, rolls a die and consults the Border Crossings Chart shown on the board. Depending on the number rolled, the player then moves crewmen, passengers, or the other detectives around the train as indicated by the die roll. When moving more than one character, the player does not have to move them all to the same space. The player then uses his original die roll to move his own pawn.

DETECTIVE CONFLICTS

When a player's pawn ends its move on the same space as another player's pawn, the player on move throws the die and takes whatever action is indicated on the Detective Conflict Chart shown on the board. If the indicated action is to take a secrecy token, the player takes an unused one of his choice. If the action is to steal a clue, the other player must indicate which clues of the specified type (Telegram, Area Search, Suspect or Crew) he has obtained, and the moving player selects the one of his choice and reads it. The moving player then completes his turn, if possible, by searching an area or questioning a suspect or crewman.

EXPLANATION OF TYPES OF CLUES

As the game progresses, players secretly note down whatever information they learn. Generally, no single clue will be enough to make a definite identification of the killer or killers, or the motive; instead, logical reasoning must be used to put the clues together. Clues are usually stated as conclusions of fact. In most instances, the means by which these conclusions have been reached is not given, and is not important for solving purposes. Any clue you find while playing a case is to be considered definitely true for the purpose of solving that case. (Note: Each case uses an entirely new set of clues, and all the cases are independent of one another. Thus, what was true of a particular suspect in one game may or may not be true in another.)

Here are some examples of types of clues, and how you might make some deductions from them. Suppose you get the following two clues in a game:

- (1) The Count is innocent.
- (2) Either the Count or the Actress is guilty.

By combining the information in the two clues, you can deduce that the Actress must be guilty. However, you still do not know whether she is the only guilty party; in this game, a killer may have one or more accomplices, all of whom must be named correctly to win the game. Now suppose you found an additional clue:

- (3) If the Actress is guilty, she acted alone.

Now you know, from the three clues put together, that the killer is the Actress and no one else. But be careful not to make assumptions not warranted by the clues. Suppose in this same game you found out the following:

- (4) If the motive was revenge, then the Actress is guilty.

This clue, together with the first three, does NOT tell you that the motive was revenge. To do that, it would have had to read something like, "If the Actress is guilty, then the motive was revenge." But suppose you now got the following additional information:

- (5) If the motive was revenge, then the Count is guilty.
- (6) If the killer was a woman, then the motive was either espionage or revenge.

Now, from clue 5 and the fact that you know that the Count is innocent, you can deduce that the motive was not revenge. Clue 6 then tells you that the motive was espionage.

USING THE NOTEPAD

Notepads are provided as a convenient way for players to record information. On the notepads, players MUST check off each suspect and crewman they question, each area they search, and each telegram they send. (This insures that players can accurately state which of their clues may be stolen in a Detective Conflict, and also saves players from wasting time looking at the same clue twice.) Players may enter clue information on their notepads however they wish, but the following suggestions may prove useful:

- (1) When possible, clues should be entered into the grid portion of the notepad, since having the information in grid form will make it easier to draw correct conclusions later on. To enter a clue into the grid, put an "X" in every box that represents a possibility eliminated by the clue.

For example, suppose you had a clue that stated, "If the crime occurred after 7 o'clock, then the Heiress is innocent." To enter this clue in the grid, you would enter an X in the box where the horizontal "Heiress" row of boxes meets the vertical "7-8" column; the X would then indicate that the combination of "Heiress guilty" and "murder occurring between 7 and 8" is impossible. If you later get a clue that says "The murder could not have taken place before 7 o'clock," you would place X's in every box of the "4-5," "5-6," and "6-7" columns; and since the Heiress would now have an X in every time box, you would know that she could not have committed the crime at any time, and so is innocent. This knowledge, in turn, would allow you to place an X in every other box in her row (under the motive columns and any other columns you are using).

Or, suppose you get clue 6 given above: "If the killer was a woman, then the motive was either espionage or revenge." In the four horizontal rows of boxes corresponding to each female suspect, you would now enter an X in every box corresponding to the motives blackmail, insanity, jealousy, and money.

- (2) When possible, use some of the "Other" columns to record information concerning murder weapons or special skills that certain of the suspects may have.

- (3) Many clues are not of a form that can be entered into the grid. Write these down accurately on the "Additional Notes" portion of the pad or a sheet of scrap paper; but keep referring back to them as your grid fills in, since they will often allow you to make important deductions.

HOW THE CASES ARE STRUCTURED

Each way of obtaining information in this game tends to yield clues of a particular type (although there are many exceptions). For example, the Chief usually knows something about the victim, and often knows what kinds of information certain other crewmen may have. The Doctor is likely to be able to narrow down the time of death. Other crewmen may also help pinpoint the time of death, and can provide some suspects with alibis. Telegrams always provide information about motives, and sometimes additional information about the suspects. Questioning the suspects and searching the train areas both yield miscellaneous information.

In all cases, certain suspects and motives can be eliminated in more than one way. Thus, not all the clues are needed to solve a crime. Some clues, however, are definitely needed to solve the crime; and if your instinct tells you that you have found

such a clue, use a secrecy token to protect it, thereby slowing up the other players.

SOLITAIRE PLAY

This game can be played solitaire using the same rules as the competitive version. Since there are no other detectives to compete against, secrecy tokens are not used, and the outcome of the game is decided as follows:

1. A player wins by correctly solving the case before the train reaches Rumania.
2. A player draws by correctly solving the case after the train reaches Rumania but before it reaches Varna.
3. A player loses on making an incorrect guess, or if the train reaches Varna.

A player must roll the die every turn, even if he does not plan to move his token, to determine whether the train will advance. The train advances on a roll of 4,5, or 6. Border Crossings are handled in the usual way (but note that on a roll of 6, allowing a player to move other detectives around the train, the player cannot move anyone).

OPTIONAL RULE: Special Skills

For variety, or to make the cases easier to solve, each detective may be given one or more special abilities. Players must agree in advance whether to use this rule, and, if so, whether each detective will be given one or two extra abilities. Abilities are chosen randomly, by rolling the die once for each player if one ability is being used, or twice if two abilities are being used. If a player rolls the same number twice, he rerolls until a different number is thrown. Different players may have the same special abilities.

The special abilities are as follows. All of them remain in effect for a player during the course of an entire game.

Die Roll

Ability

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|---|--|
| 1 | Fleet-footed: when moving, may go one space more than the die roll. |
| 2 | Sharp ears: when an opponent questions someone in an adjacent room connected by a doorway, the player throws the die, and on a roll of 3 or more overhears the conversation and get to see the appropriate clue. (This ability doesn't work if an opponent questions someone in the same room, because if he "sees" you, he'll be quieter) |
| 3 | Eagle eyes: ignores secrecy tokens when searching an area. |
| 4 | Good researcher: at a telegram stop, can get two telegrams instead of one. |
| 5 | Good questioner: adds one to any secrecy token die roll when questioning any suspect or crewman. |
| 6 | Intimidating manner: may move any suspect up to four spaces after questioning that suspect. |

If you have any questions regarding the rules of this game, we shall be glad to answer them. Questions should be sent, along with a self-addressed stamped envelope, to:

Orient Express Rule Questions
JUST GAMES
133 Meadbrook Rd.
Garden City, NY 11530

A set of 10 additional cases will be available from JUST GAMES in September 1985.