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ALFRED HITCHCOCK PRESENTS

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WHY

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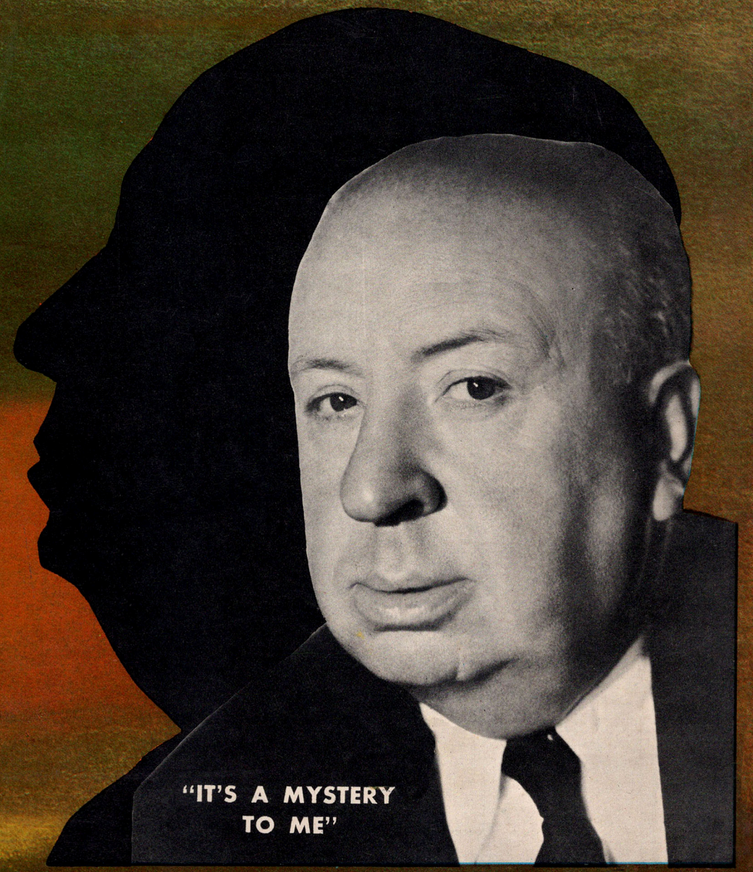


"IT'S A MYSTERY TO ME"

ALFRED HITCHCOCK PRESENTS THE GAME OF "WHY"

A fascinating MYSTERY GAME FOR 2, 3, or 4 players which requires REAL THINKING, PLANNING AND MEMORY!

HERE IS ALFRED'S PROBLEM: "IT'S A MYSTERY TO ME" why all the GHOSTS in this old house don't just leave and stop HAUNTING me and the neighbors. Take a look at them . . . they're all in PIECES! Along with those deadly WEAPONS, they've got me SCARED TO PIECES, TOO! . . . One stormy night, long ago, six people, dressed in masquerade costumes were coming home from a party. They took shelter in my old house and haven't been heard from since. Unfortunately their Ghosts are still HAUNTING the place! This is "Why" I asked all of you PRIVATE EYES to come here today — and the person who can Solve the Mystery will be greatly rewarded!"

Alfred Hitchcock

THE OBJECT OF THE GAME: YOU are the Private Eyes! The object of your search is to collect the largest reward by uncovering the most EVIDENCE as to WHY the GHOSTS haunt this house. You move thru dusty, cob-webbed rooms picking up "EVIDENCE" yourself, or obtaining it from other Private Eyes. The tree-shrouded lawn around the old house may also be a "gold mine" of clues, for, scattered on it can be found discarded EVIDENCE: . . . Pieces of Ghosts and Weapons. Then, when you've found the 4 parts of Ghost and a Weapon, or the 6 parts of Alfred, plus a Motive Card, you may collect your reward.

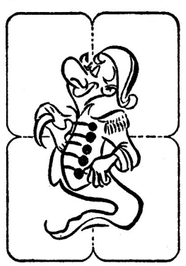
Once upon a moonlight night Alfred saw the six Ghosts, still in costume, and some Weapons that probably were used to eliminate them. He even made sketches of them and HERE THEY ARE! (Complete — made up with cards.)



DANIEL BOONE



POCAHONTAS



NAPOLEON



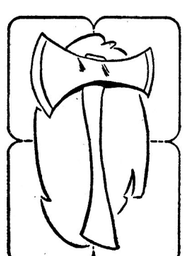
NERO



CLEOPATRA



HENRY VIII



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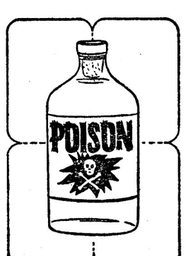

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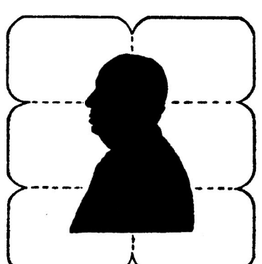
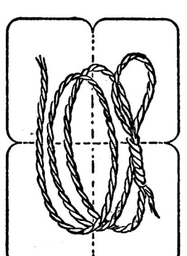


ALFRED HITCHCOCK



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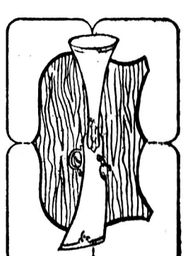

GUN

The pack of cards also contains 6 "Motive" (Red ?) cards, one "It's a Mystery to Me" (Blue ?) card, and 7 "NO CLUE" cards. Before playing your first game, take a look at them.

"WHY" DIRECTIONS

PLEASE READ DIRECTIONS PRINTED INSIDE COVER BEFORE READING BELOW.

TO PLAY THE GAME:

1. Shuffle cards. Deal 7 to each **Private Eye** (Player). Deal rest in approximately equal piles in the **6 Numbered** rooms. (See Special Rule No. 1 at end of directions for use of cards with 2 or 3 players.)
2. Players hold only seven cards throughout the game.
3. Choose playing piece and start from inside the Living Room which you can leave and re-enter only from the space marked "Door to Living Room."
4. Players in turn move along hallways by throws of the dice counting each green square as one space. Players throw dice **only** once in each turn.
5. Player throwing highest number on the dice moves first.
6. The Object of the Game is to find Evidence Cards that make (1) four parts of a complete ghost, four parts of a complete weapon, and one Motive Card or (2) all six parts of Alfred plus the one "It's A Mystery To Me Card." (See pictures of these inside cover.)
7. Arrange your hand to decide what Evidence Cards you need.
8. There are three ways to collect these cards, namely:

   From Rooms;

   From Other Private Eyes;

   From Known Evidence Scattered On The Lawn.

HOW TO SEARCH FOR EVIDENCE FROM ROOMS:

1. In turn, throw dice and proceed along a hallway to any room, counting each green square as one space.
2. You may go in any direction along the hallways, but you cannot reverse your direction in any one turn.
3. Entrances and exits from rooms can be made only through the green spaces marked "DOOR TO ETC."
4. Enter a room by exact count or more, counting the room as one space.
5. If seven, eleven, or doubles are thrown, you may move your playing piece directly to any room without counting spaces.
6. On entering room, immediately in that same turn, take the top Evidence Card and after looking at it, either discard it or one you don't need from your hand.

   The discarded Evidence Card must first be shown to all players and then laid face down anywhere on the lawn but never on top of each other.

   The lawn is anywhere off the playing board. Be Alert!! Watch where every Evidence Card is placed. The Private Eye who can remember and find what he needs on the lawn, usually is a winner!
7. After discarding, your turn ends. In your next turn you must proceed along hallway by count of the dice to another room **unless** you should throw 7, 11, or doubles, in which case you may do any one of the following, but **Only One:**
   a. Move your playing piece directly to any other room for another Evidence Card (as in Rule No. 6 above), or to the Living Room.
   b. Remain in the room and take another card.
   c. Remain in the room and challenge any **one** of the Private Eyes who may be in the room with you.
8. After you leave a room, you may re-enter it from the Hallway in a following turn.

FROM OTHER PRIVATE EYES:

If you can meet an opponent in a Hallway by exact count, or in a room, you may demand evidence that you need (in that turn) by:

1. First showing him a part of the evidence you want (a similar card from your hand). Then say for example: "Here is a Napoleon Card and I accuse you of withholding another one."
2. If opponent has any of the cards asked for (Napoleon in this example), he **must** give **one** of them to you . . . unless he also holds a "No Clue" Card. In return, you now give him a card from your hand (your discard) and the turn ends.
3. No Clue Card: If opponent has a "No Clue" Card, he may substitute it for the card you requested. Upon receiving this you must put it aside, out of the game, and your turn ends. Then since the opponent now holds only six cards, he will **not discard** until he again has 7 cards in his hand.

   Note: As the game progresses, if you hold less than seven cards in your hand when an opponent gives you a card, you do not give him a discard in exchange. Also, in his following turns your opponent will not discard until he again holds seven cards.
4. If opponent **does not** have any of the cards requested, he gives you **nothing,** and now in the same turn can **ask you** for a card if he so desires. This he does in the same manner as stated above under Rules Nos. 2 and 3. If you do not have a card that he requests, then turn ends.
5. "It's A Mystery To Me" and Motive Cards may be asked for without showing a card from your hand.

FROM KNOWN EVIDENCE SCATTERED ON "LAWN":

You may pick up **one** or **more** cards from the "lawn" (cards placed anywhere outside the playing board), at any time by:

1. Returning to Living Room, through the Hallways, by throw of the dice in your turn, or by a throw of 7, 11, or doubles which allows you to place your playing piece directly there. Upon arriving, in the same turn show a card from your hand which is of the type you are searching. Then pointing to a card on the lawn, say, for example: "This is a part of the rope," and turn that card over for all to see.
2. If it is the card you named (Rope as wanted above), you put it in your hand, discard by placing a card from your hand face down anywhere on the lawn, and **Stop If You Wish.**

   However, as long as you can identify cards on the lawn **correctly:**
   a. You may continue in the same turn to pick up similar cards to the one first identified, and, or,
   b. Show a different card from your hand and search for more of that kind, discarding each time if you have seven cards in your hand.
3. When you point to a **wrong card,** you must then pick up **that card** and lay down the **last card** you showed from your hand in its place. Your turn then ends. This rule may be used to your advantage. . . (See Special Rule No. 2.)
4. "It's A Mystery To Me" and Motive Cards may be identified and picked up from lawn **without** showing a card from your hand.
5. No cards may be picked up from the lawn unless your Private Eye is in the Living Room.

WHEN NO CARDS REMAIN IN THE ROOMS:

The Evidence Cards you need must be on the lawn or in the hands of your opponents. All players now return to the Living Room by throws of the dice and remain there until the end of the game; and the following rules are used:

1. You still throw the dice in turn, but **only** when an **Odd** number — 3, 5, 7, 9, 11 or doubles can you search for Evidence Cards on the lawn in the usual way (except that now each **new** card you place back on the lawn is put there **Face Up.** (See Special Rule No. 3 below.)
2. Only when 7, 11, or doubles are thrown can you, if you wish, demand Evidence Cards from an opponent as before in that turn.
3. When **Even** numbers — 2, 4, 6, 8, or 10 (but not doubles) — are thrown, you lose that turn.

WHEN YOU HAVE A COMPLETE GHOST OR WEAPON:

1. Lay the four matching cards on the table before you Face Up.
2. In following turns do not discard until you again hold seven cards.

WINNING THE GAME:

1. The game may be won by either solving the mystery, or finding Alfred Hitchcock.
   a. To solve the mystery you must collect one complete ghost (4 cards), one complete weapon (4 cards), and one Motive Card showing "Why" the crime was committed. For example — Napoleon, the bottle of poison, and the jealousy card. This of course is only one of the many possible winning solutions.
   b. To find Alfred Hitchcock you must collect the six Alfred Hitchcock Cards and the one "It's A Mystery To Me" Card.
2. The first player to collect either of the above combinations lays them down on the table and **Wins The Game.**

SPECIAL RULES:

1. For 2 players — use only 34 cards. Remove 3 complete Ghosts and 2 Weapons, 3 Motive and 3 "No Clue" cards from the Pack, and use only Rooms numbered 1, 2, 3, and 4.

   For 3 players — use 48 cards. Remove 2 complete Ghosts and 1 Weapon (12 cards) from the Pack.
2. If you want a card from the Lawn and you haven't one of that kind in your hand, you may **falsely** identify the card wanted, in order to pick it up. For example: If an opponent is collecting **Cleopatra** cards and you wish to hinder him, you may pick up a **Cleopatra** card from the lawn in this way.
   a. Show any card from your hand, (an **Ax** card, for example).
   b. Point to the **Cleopatra** card on the lawn and say, "This is an **Ax** card."
   c. Since you pointed to the wrong card (on purpose), now you **must** pick up the **Cleopatra** card and lay down the **Ax** card.
3. For a more difficult game: Keep the cards on the Lawn **face down** until the end of the Game. Also you may complete and lay down more than one Ghost to increase your Reward. However, to end the game, the Mystery must be solved as before. Now you add up your **Rewards,** counting your cards on the table and in your hand.

ONE COMPLETE GHOST	REWARD $ 500.00
ONE COMPLETE WEAPON	REWARD $ 500.00
COMPLETE ALFRED HITCHCOCK	REWARD $1000.00
PLAYER ENDING THE GAME	BONUS $1000.00
MOTIVE AND CLUE CARDS	NO VALUE

Should you hold only a **part** of Alfred at the end of the game or the "It's A Mystery to Me" card, deduct $200.00 for each card.

Now the player receiving the largest reward WINS THE GAME.

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DICK CRAZY
SHYLOCK BONES
SERGEANT MONDAY
CHARLIE CLAM

ALFRED
ALFRED
ALFRED
ALFRED
ALFRED
ALFRED

DANIEL BOONE

DANIEL BOONE

DANIEL BOONE

DANIEL BOONE

POCAHONTAS



POCAHONTAS

POCAHONTAS

POCAHONTAS


HENRY VIII
HENRY VIII
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HENRY VIII

NAPOLEON

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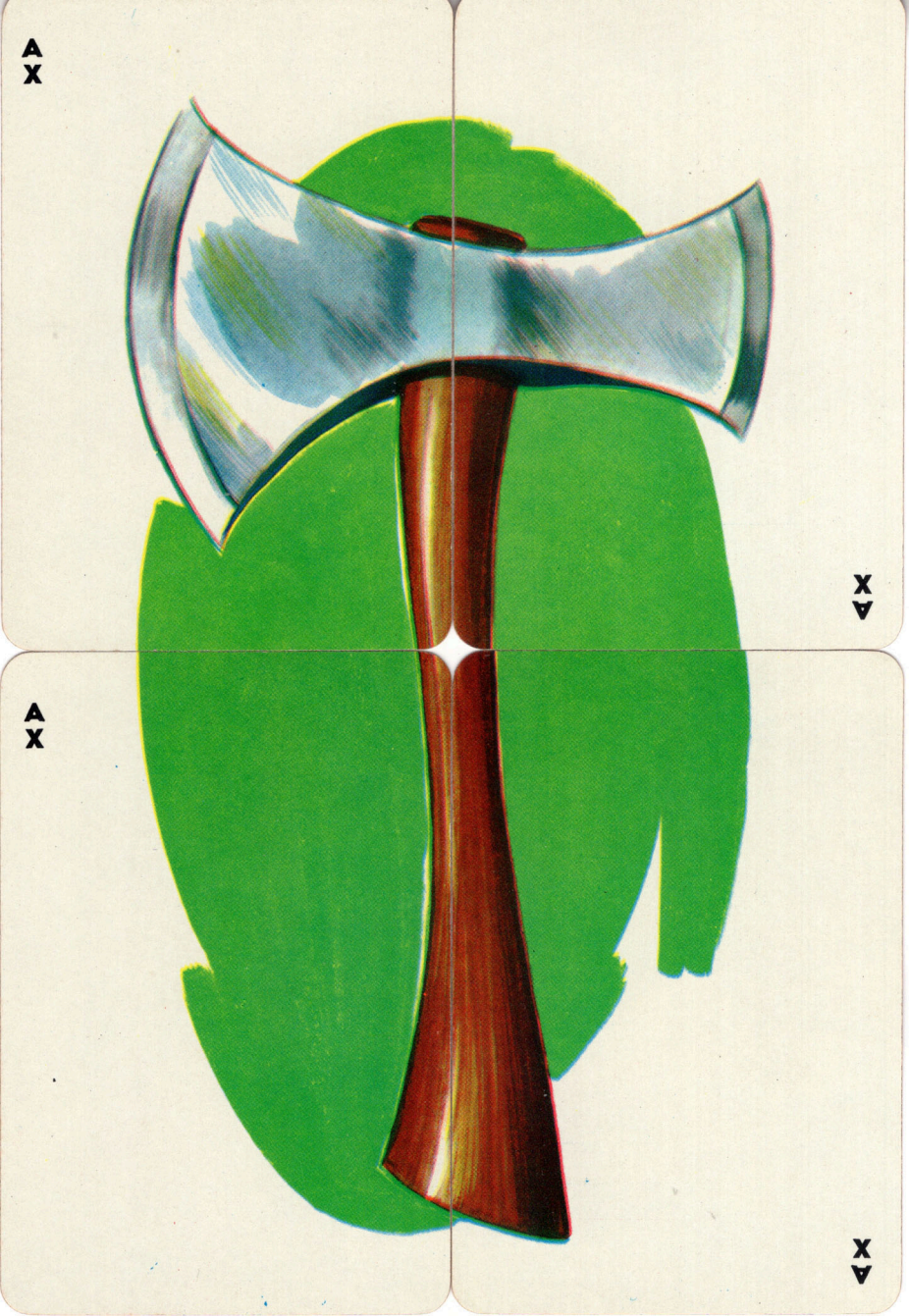
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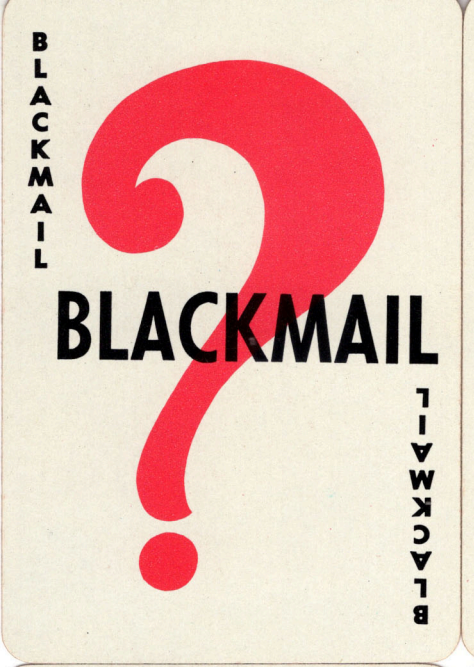
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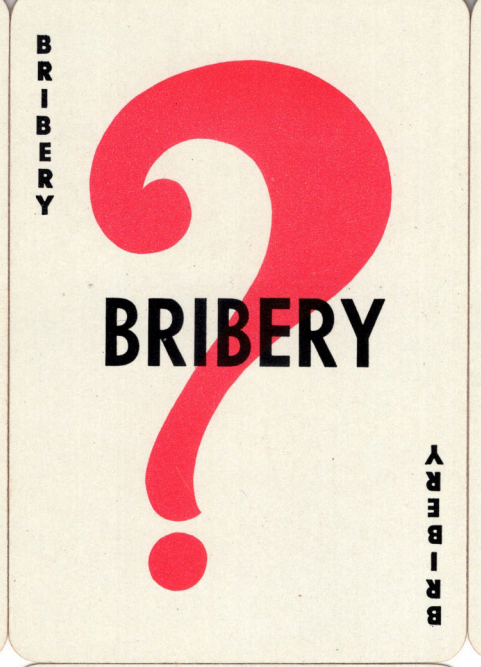
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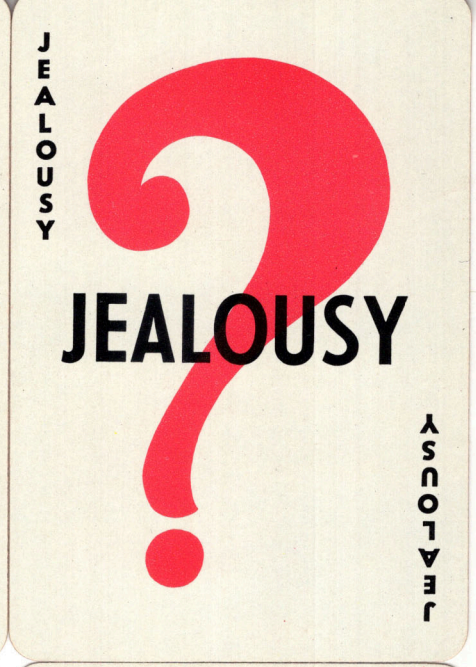
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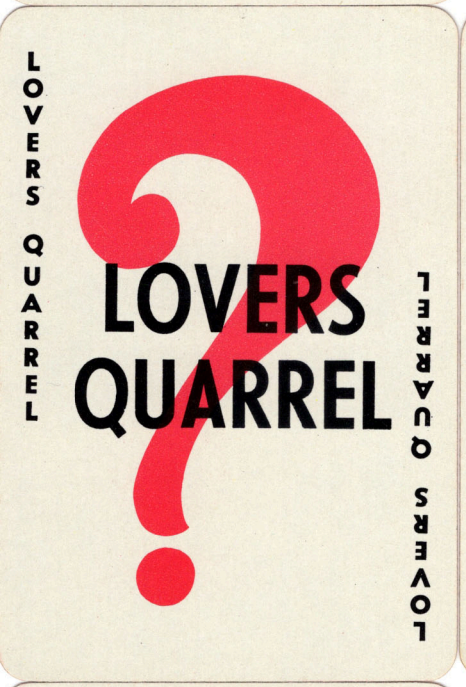
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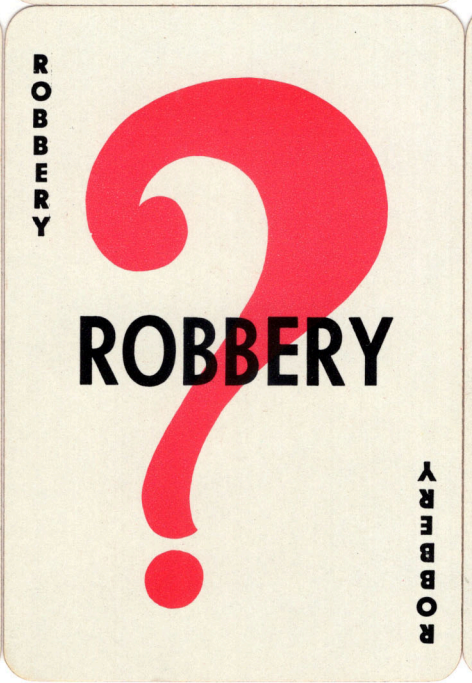
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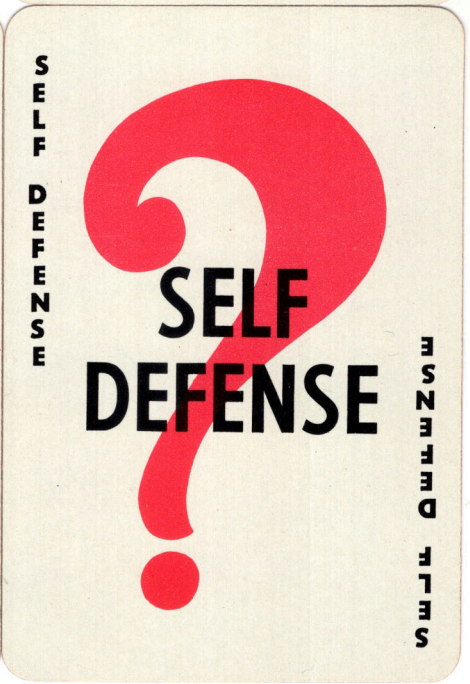
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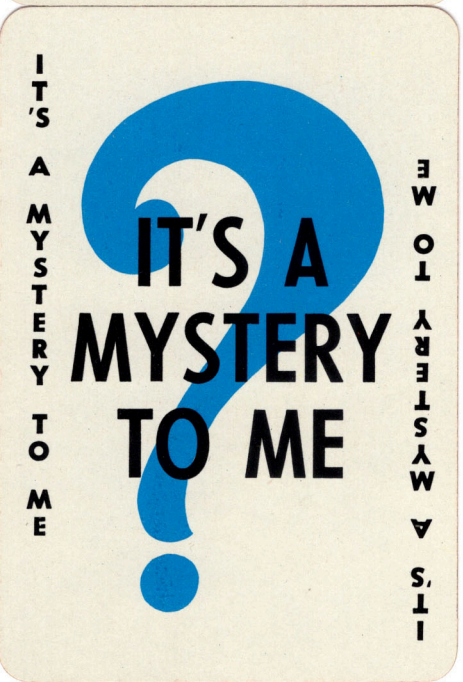
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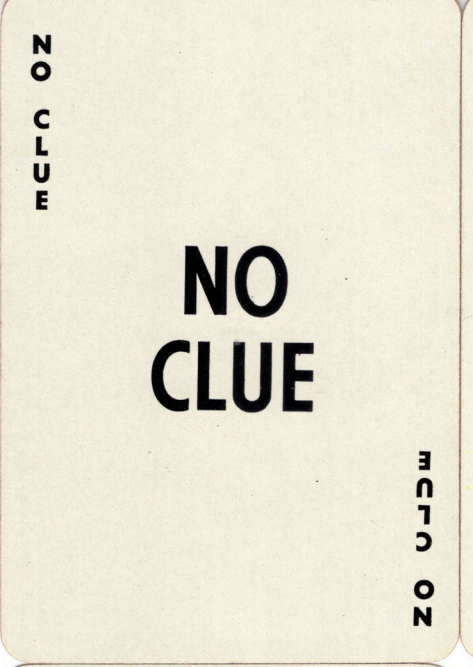
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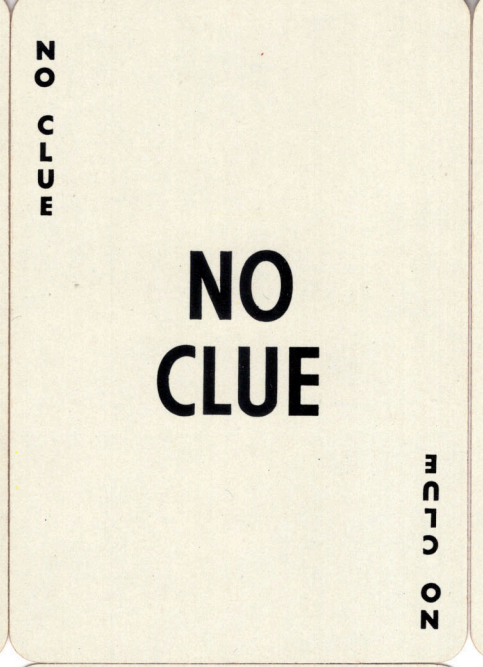
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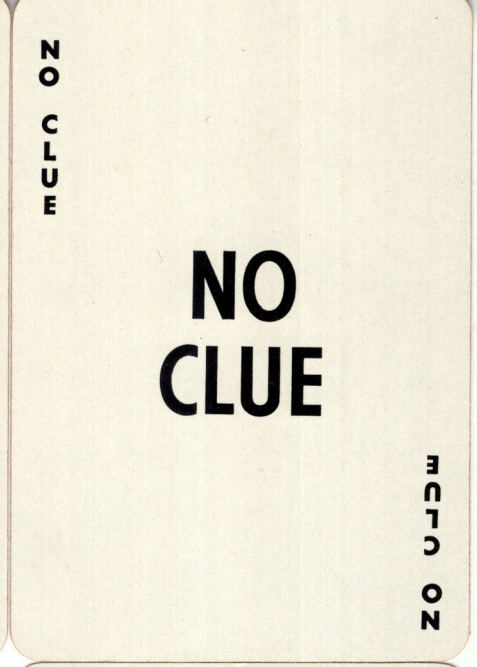
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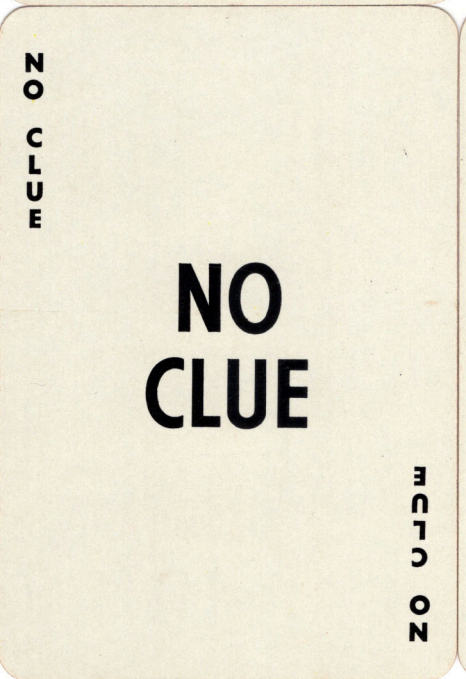
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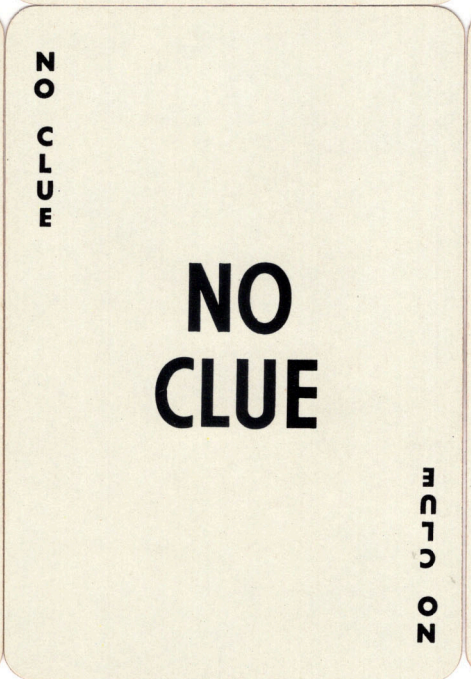
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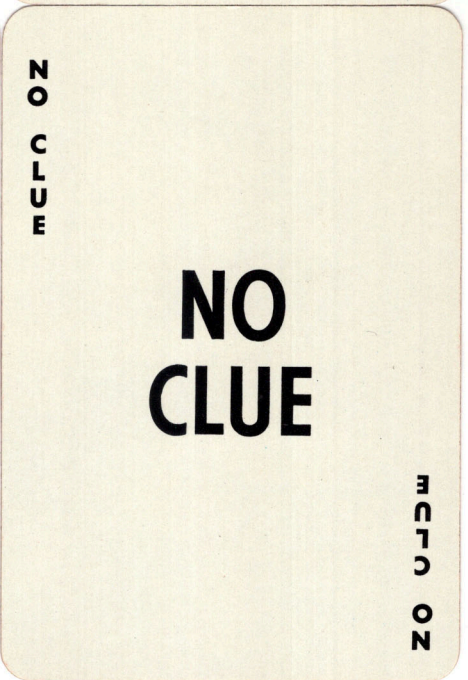
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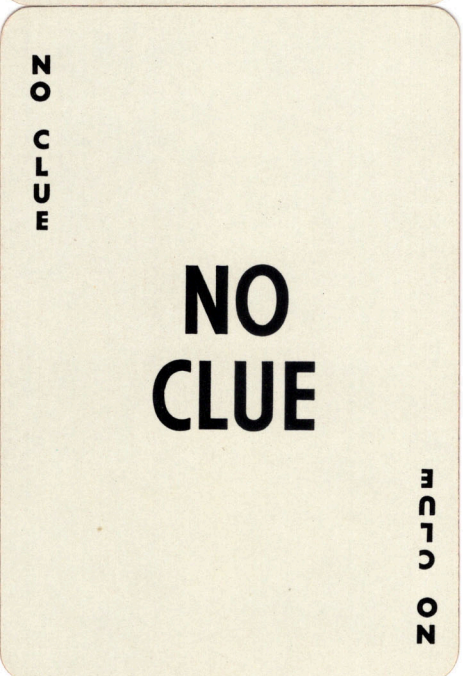
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LIVING ROOM

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1
DOOR TO DINING ROOM

DOOR TO LIVING-ROOM

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WHY

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