

Un jeu commis par Alexandre Droit
d'après la bande dessinée de Gaëls et Monier

RIP

NATURE MORTE

JEU - RÈGLES DU JEU - RÈGLES



You took your time! Thanks for opening the box, I needed some air: it was starting to smell a bit rank in here.

By the way, I'm Fanette, and I run this pub. And to be honest, with all you morbid barflies crawling in here every night, I'm not surprised it doesn't exactly smell of roses.

It was tricky finding out, but now I know what you gents do all day: you clear out homes where someone died and has been rotting away on the floor for a while, then sell your loot at auction...

A little bird tells me, tomorrow you're going to quite a swanky place, where some poor woman got done in by her husband.

A hunter who spent too much time fiddling with his gun, apparently.

Funny old business... Did he mistake her for a rambler, or did he do it on purpose?

At least that's one less bullet stuck in a deer's noggin, I was about to say, but apparently, he also blasted his dog!

1. Your goal: Pocket more than the others!

I know you can't help yourselves: you'll all be swiping whatever takes your fancy. You'll have to outsmart the others to bag the best stuff...

2. Your gear: the stuff you're going to need!



My name's Dédé. And Dédé knows his stuff. Dédé's in charge of all the gear, so don't you come messing up Dédé's storage system. Hey Fanette.... Tell 'em, love!



65 (rectangular) Vice cards:
(13 in each of 5 colours)
- 10 cards worth 1 to 10
- 3 Fly cards worth 0

*Old Dédé's right.
Here's what
you'll need...*



back



front

3



15

19 (square) House cards: House card back/Character card back
- 15 Item cards worth 1 to 15.
+ 4 special cards: 3 penalty cards and the Keyhole.



back Villa card



13

Leave the **Killer Character card** and the **Lady's Body** and **Keyhole** House cards in the box for now.

They're only used in the expert modes (see pages 14 & 15).
The positive values shown in red are only used in the 2 expert modes.



8

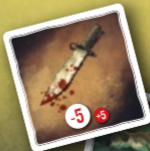


9



14

+



-5 +5



-10 +10



-15 +15



back character card



7 (square) Character cards:
- 6 light-fingered colleagues
+ 1 Killer



3. Setup: You turn up at the house.

Pulling on your tatty cleaner's overalls, you enter the pile, which in spite of the owners' spectacularly poor taste is packed with stuff that sets your nimble fingers itching! Can't say I'm surprised: your taste's a bit dubious too.

You're going to prepare a draw pile of face-down and face-up House cards. Shuffle the 15 House cards, then put 8 of them face-up and 7 face-down to form a pile of 15 cards, to which you add the Murder Weapon (-5) and Dead Dog (-10) cards, face down. Shuffle this deck of 17 cards and lay it on the table. Draw the first 3 cards (without flipping them) and place them in the middle of the table: these are the first 3 cards you'll be trying to nab! As the electricity's been cut off, you can't see much in the gloom, which is why some Items are face down!

Shuffle the Character cards face-down and give one to each player. Look at your card secretly, but don't show anyone else. This is a distrustful, dog-eat-dog affair, after all. Everyone also chooses a colour and takes the matching Vice cards. Shuffle and place them face-down in a pile in front of you. Then draw the top three cards to your gloved hand. (With all the creepy-crawlies on the cards, gloves are a must.) Leave the **Lady's Body**, **Killer** and **Keyhole** cards in the box for now.

Need an example? Here you go...



These two cards are always face-down.



4. Explanation: So, how do you play?

Whoever has the creepiest stare plays first, thus creating the perfect atmosphere. You will play in a clockwise direction. (If in doubt, check on the old grandfather clock in the entrance lobby).

Your turn consists in playing one of the 3 Vice cards in your hand, placing it next to a House card. And, despite your activities being completely illegal, you still have to follow a few rules:

- Vice cards may be played face-down or face-up (depending how flashy you're feeling) along one of the 4 sides of a House card.
- If there are already one or more Vice cards around a House card, you must place the new Vice card directly adjacent to another one, with the opposite side showing (you should only vaunt your immorality half the time).

Playing or moving a third Vice card next to a House card is a tell-tale sign that people have set their sights on it, so it might be smarter to look elsewhere: draw the next House card from the pile and place it on the table (without flipping it, as before). Now there's something new to drool over. If you forgot to do this, well, you'll get over the emotional trauma! And if there are no House cards left, press on regardless!

Just in case you wanted a picture to make everything crystal clear:



Feel the buzz



The all-knowing fly sees everything, yet remains unseen! It can be a useful ally, if you play your cards right.

On your turn, you can play the Fly in two ways:

- Face-up in your personal discard pile in front of you. This lets you do one of the following:
 - take a sneaky peek at a face-down Vice card (of any colour) or House card;
 - move a face-down Vice card (of any colour) from one House card to another (respecting the usual placement rules);
 - swap 2 face-down Vice cards (of any colour) positioned around 2 House cards.
- Placing it around a House card like a normal Vice card, but with a value of 0. Note that the only benefit of this 0 card is to block a slot.

After playing a Vice card, draw a new one so that you always have 3 in hand. If you can't replenish your hand because your draw pile is empty, shuffle your personal discard pile to form a new draw pile.

Friendly advice: You do realise that any Vice cards placed around House cards on the table are neither in your draw pile nor in your hand, don't you? Maybe you should have been less greedy: now you'll have to wait until some House cards are won to get your Vice cards back!





Full pockets !

When a fourth Vice card is placed around a House card, immediately reveal the 4 Vice cards. Add up each player's points from the Vice cards. Whoever has the highest score is the wiliest, and pockets the House card! Whenever you win a face-down House card, secretly peek at your haul. All House cards won in this way are placed face-down in front of whoever won them.

Players retrieve their Vice cards and put them face-up in their personal discard pile.

Common special cases :

 If two players vying for a House card have played Vice cards with the same total value, move the Vice cards they played to their respective personal discard piles, but leave the House card where it is! Unluckily for them, when push came to shove they chickened out!

 If a third player had also played a card by this Villa card, that player sneaks off with the House card while the big guns argue over it! Deliciously unfair, I'm sure you'll agree.

5. All bad things come to an end...

End of the game

The game ends immediately when a player wins their fourth House card, as everyone has had a chance to line their pockets.

Naturally, on your way out you nab the last few trinkets up for grabs: regardless of the number of Vice cards around each House card on the table, award them to the best-placed player, applying the usual majority rules.

Score

Players add up the total values of their House cards. Any idiots who stumbled across dead bodies should remember to deduct penalty points for the Murder Weapon and Dead Dog cards.

Character card bonuses: If you nabbed items matching the values shown on your Character card, score the bonus indicated at the bottom of the card (5 points for 1 item, 11 points for 2 items, etc.).

Apprentice variant:

If you want a nice friendly mode, play the same way but without the Character cards, which will stay with me here in the box (that'll teach 'em). As a result, there are no bonuses based on the items collected.

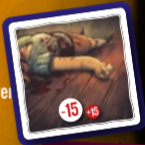
6. The story continues: Spicy modes!

Perhaps I rushed to judgement, blaming the Hunter. I have my doubts, but maybe there really are good 'uns and bad 'uns? Anyways, I strolled over to watch you lot in action, and I got the distinct impression one of you may not be innocent as a lamb in this case...



Mode 1: I could be wrong, but...

The rules are the same, apart from a few adjustments: At the start of the game, add the Lady's Body card (which scores a penalty of -15 points, no less) face-down to the House cards deck, then shuffle the deck. Randomly take one Character card per player plus one.



Add the Killer card face-down, shuffle all these cards together and give one to each player. Put the remaining 2 cards back here in the box with me. So, one of you might be the Killer. If it's you, keep your mouth shut: poker-face and all that!



The only thing on the Killer's mind will be to erase the evidence and get away with a well-deserved payday. Or ill-gotten... whatever.

At the end of the game, if one of the players is the Killer, they score positive points for the Murder Weapon (+5), Dead Dog (+10) and Lady's Body (+15) cards, as well as their score for stolen Items. Better yet, the Killer wins the game instantly if at any time they have all 3 of these cards in their possession. Clearly the smartest of the bunch!

Mode 2: The last word.

I can see through your game now, and yet you continue to surprise me... You even manage to give each other away!



The rules are as for the mode described above, but shuffling one last face-down card into the House card deck: the Keyhole.

At the end of the game (before revealing your Character cards), a player with the Keyhole may have seen what actually transpired! If they have anything to say, now is the time! They may accuse a player of being the Killer, in which case:

- ✦ If the accused player is indeed the Killer, they must buy their giving them their most valuable Item.
- ✦ If the accused player is innocent, there'll be no fisticuffs in public: the wrongful accuser must instead give the innocent party their most valuable Item.
- ✦ If the Killer won the Keyhole, nobody can accuse them... Unquestionably, the smartest of the bunch!





Epilogue :

*This is just a game, not real ~~life~~ death.
Have fun, and maybe read the comic
books about our jolly adventures. ♥*



No flies on this game!

To stop our planet getting as grimy as this dive, all our games are eco-manufactured exclusively in France! And that's the honest truth, no greenwashing. . .

Learn more: www.jeux-opla.fr



This game is adapted from a dead good comic series!

+ d'infos : www.petitapetit.fr



Loads of acknowledgements from Opla Games:

Alexandre Droit, game designer:

Thanks to Flo for our wonderful friendship and this new adventure; to Gaëtan for the awesome scenario; to Julien for his incredible artwork; to everyone (Fabienne & co.) at Opla♥Games and Petit à Petit; to our friends, the CAL network and everyone who helped in any way to make this game what it is today; and to all old, new and future RIP players!

Florent Toscano, publisher:

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