

Quick Start

Deal: Deal 4 cards to the first player and 5 cards to the others.
Draw & Play: On your turn, draw a card. Then either draw again or else play a card to one of your six "M-U-R-D-E-R" letter stacks.
Effects: Your card's effect happens when played, unless blocked.
Win: When you finish your Murder, read the text. You win!

Credits

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Murder of Crows™

Second Edition



A game by Eduardo Baraf
& Thomas Denmark

Objective

Reveal a complete murder story by playing all the letters in the word "M-U-R-D-E-R."

To Start

1. Remove the reference cards.
2. Shuffle the deck.
3. The most suspicious-looking player goes first in the initial game, while in later games the player to the left of the last winner goes first.
4. Deal (face down) four cards to the first player and five cards to all other players.
5. Set the remaining cards face down to form the draw pile.
6. Everyone can now look at their cards.
7. Play proceeds clockwise.

Contents

61 total cards:

- 48 regular cards
- 7 wild crow cards
- 5 regular reference cards
- 1 reference card for *The Murdered Third* (optional two-player variant)

Of the 48 regular cards:

- 19 have 1 crow
- 16 have 2 crows
- 13 have 3 crows
- 8 each of "M," "U," "D," and "E"
- 16 "R"s

Building a Murder

You'll play cards to your Murder, an area on the table in front of you. It has six stacks, one for each letter, in order. A stack can have more than one copy of its letter, as backup in case you have to discard.



On Your Turn

Draw one card, then play one card.

Draw from the deck, then play from your hand, face-up to any of your stacks (you do not have to play the letters in order). As soon as you play a card, its effect happens, unless someone blocks it. See **CARD EFFECTS** and **PREVENTING EFFECTS**.

Or, skip your turn to draw twice.

You can draw two cards if you give up the chance to play.

Then, play passes.

The player to your left goes next.



If the deck runs out, reshuffle the discards.

Card Effects



MISPLACE

Take any one card of your choice from another player's Murder and put it in your hand.



UNCOVER

Everyone else reveals their hands to all players; you choose one card from any other player's hand and put it in your hand.



REAP

You draw one additional card from the draw pile. All "R" cards are interchangeable and can be used in either "R" slot to spell "Murder."



DRAIN

Choose any letter; everyone else must discard one of that card from their Murder if they have it.



EXPPEL

Everyone else discards their entire hand and draws three new cards from the draw pile.

The Wild Crow Card

On your turn, you can play a Wild Crow card to your Murder in any letter slot. You can do this only if there are no other Wild Crows showing in your Murder (that is, at the top of a stack), but you can play a Wild Crow on top of an existing Wild Crow if you wish. It's affected by other card effects as per the letter slot it occupies. It then has either of two effects, your choice:

• **Wild card:** The immediate effect of the letter slot it is being played to occurs.

OR

• **Remove a stack:** You may select a stack in someone's Murder and discard all its cards.

Off-turn, the Wild Crow card can be discarded from your hand to prevent any card from affecting you. See **OFF TURN — PREVENTING EFFECTS** on the next page.



Wild Crow card effects can only be prevented by another Wild Crow card.

Off Turn — Preventing Effects

As a card is played by another player, you may prevent its effect from affecting you alone by discarding a card from your hand. The discarded card must have the same number of Crows as the card played. Or, discard a Wild Crow to prevent any effect on you.

The card whose effect was prevented still goes into its player's Murder.



Winning the Game

When you complete the word "MURDER" in front of you, read aloud the text across your top cards to reveal the murder story. You win!

If you have a Wild Crow in your Murder, just select any card on the table with the letter it represents to fill in the blank, or make something up!

The Murdered Third

An optional two-player variant.

A reference card is included in the game that is used only for this variant.

After both living players take their turns normally, flip a card and follow the special actions for the Murdered Third. This effect cannot be blocked.

Do this every round, when a third player's turn would be.



Murder of Crows

CREATE YOUR OWN CARDS!

Upload your own photos, write your own flavor text, even create your own entirely new card types. Why not make your car a crime scene, invent a heinous new motive related to your office's doomed project du jour, or implicate your spouse in a murder most fowl that only you could create!

www.drivethrucards.com/builder/murderofcrows

On your turn...

- draw 1 card and play 1 card, or
- draw 2 cards.

M **MISPLACE:** Take 1 card from any other Murder to put in your hand.

U **UNCOVER:** Others reveal hands, you choose 1 card from any hand.

R **REAP:** Draw 1 card.

D **DRAIN:** Choose 1 letter, others discard 1 of it from their Murders.

E **EXPUL:** Others discard their hands, then draw 3 cards.

WILD CROW:



- Wild card with effect, or ...
- Wild card and remove 1 stack, or...
- Discard to prevent any effect on you.

When an opponent plays a card, you may discard a card from your hand with the same number of crows to prevent its effect on you.

Wild Crow card effects can only be prevented by another Wild Crow card.

MISPLACE



1



A musky odor clung to the earth

MISPLACE



1



Carnage shattered the witching hour

MISPLACE



2



Voices whispered

MISPLACE



1

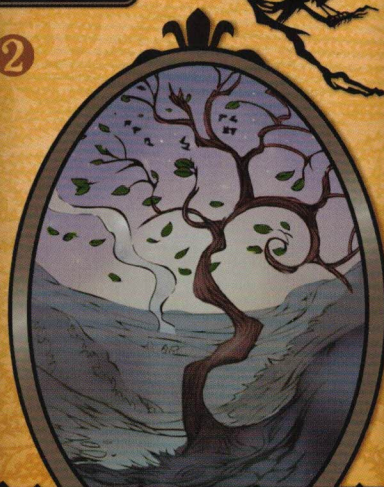


Dawn broke the mist

MISPLACE



2



A hot wind tormented the twilight



UNCOVER

U

3



in a weed-choked garden when

UNCOVER

U

1



in an abandoned church when

UNCOVER

U

3



in a narrow alley when

U

UNCOVER

1



on a shore reeking of dead fish when

UNCOVER

U

3



in a grove of weeping willows when

UNCOVER

U

1



on Lynchburg Street when

UNCOVER

U

3



on forgotten gravestones when

U

UNCOVER

1

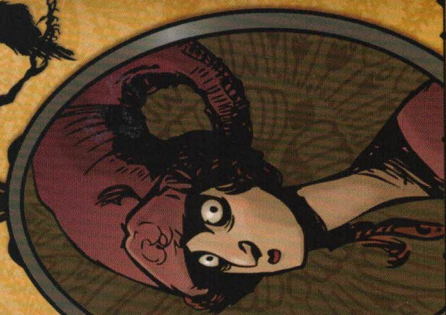


on Ravenwood Drive when

REAP

R

3

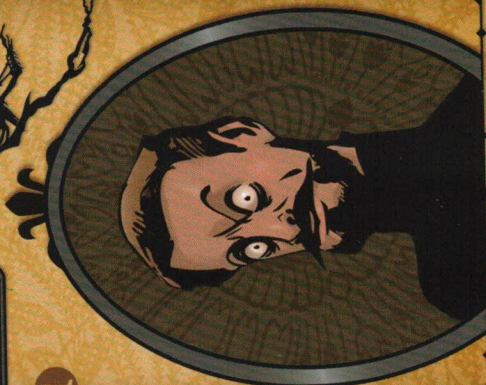


Heidi Harmony

REAP

R

1



Madoc Manchester

REAP

R

2



Alexis Eldridge

R

REAP

2



Eddie Taskmaster

REAP



1



Dalia Greenteeth

REAP



1



Digory Diddle

REAP



2



Petunia Nightshade

Finnegan Faust



2



REAP

1

Samuel Scratchpad

2

Abigail LeStrange

3

Emily Bloodstone

2

Mike Miserbean

REAP



1



Scarlet Moonbeam

REAP



1



Joe Gooseberry

REAP



2



Tom Thornbritches

Penelope Pickletop



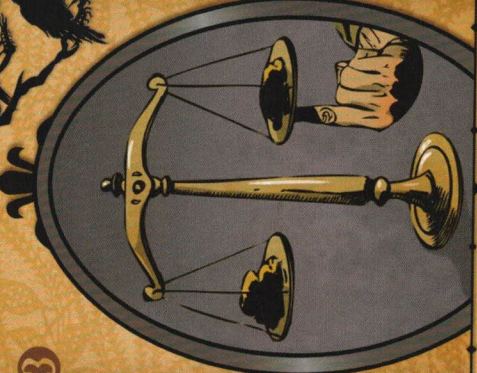
2





2

DRAIN



3

DRAIN



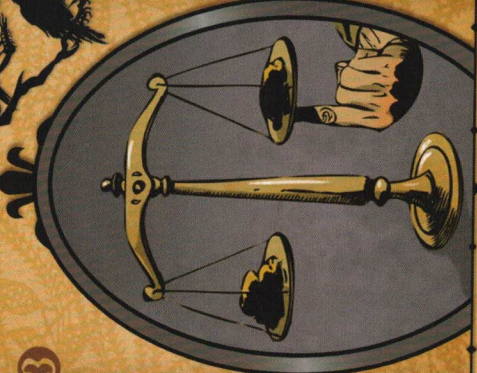
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DRAIN



2

DRAIN



3

DRAIN



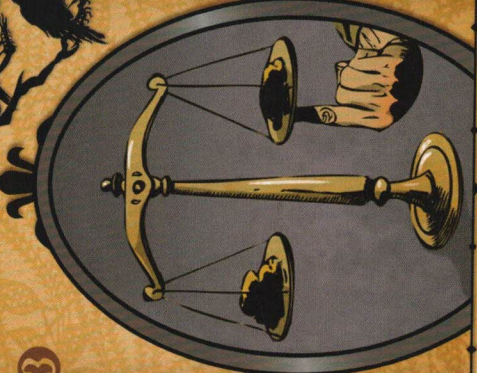
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DRAIN



2

DRAIN



3

DRAIN



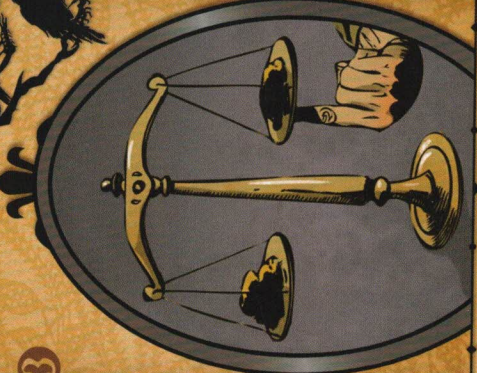
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DRAIN



2

DRAIN



3

DRAIN



2

DRAIN

DRAIN



2

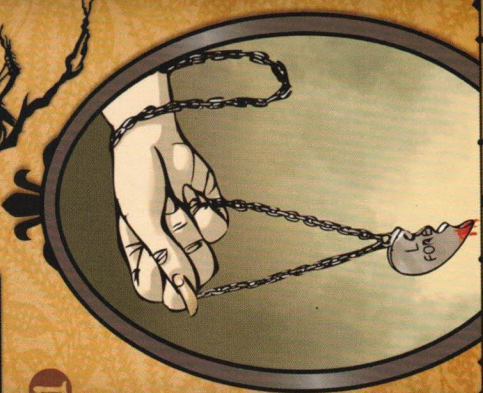


on a venomous whim

DRAIN



1

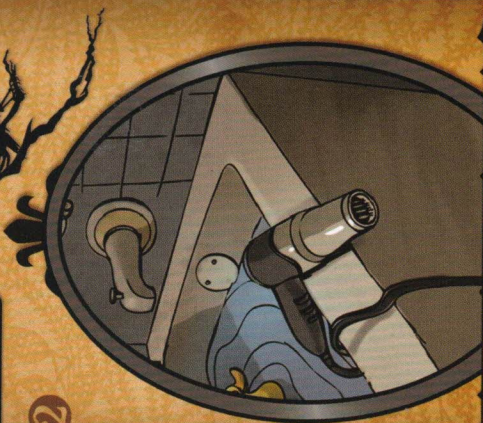


after being rejected

DRAIN



2



staged an "accident" and

DRAIN



3



with a burning vengeance

EXPEL



3

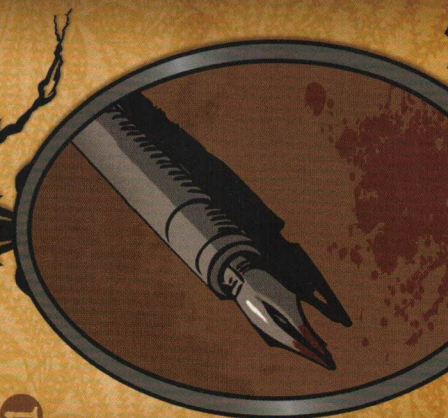


used nail clippers to hack

EXPEL



1



used a fountain pen to stab

EXPEL



3



used weed killer to poison



EXPEL

1



used a lighter to immolate

EXPEL



3



used a frozen turkey to bludgeon

EXPEL



1

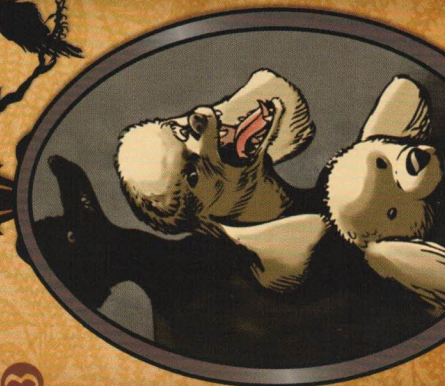


used a bucket of bleach to drown

EXPEL



3

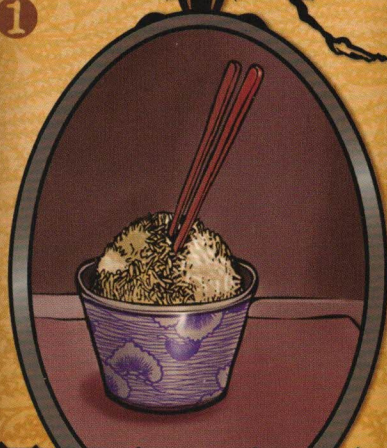


used a pack of poodles to maul



EXPEL

1



used chopsticks to impale

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- draw 1 card and play 1 card, or
- draw 2 cards.

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U UNCOVER: Others reveal hands, you choose 1 card from any hand.

R REAP: Draw 1 card.

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**WILD
CROW**

