

Riddles & Riches

for 2 to 4 players or teams

I, Horatio M. Bullthrower, being of sound mind and body, hereby declare my last will and testament. All of you gathered here have been chosen as my potential heirs. However, only one shall inherit my entire fortune. As such, I have instructed my butler to prepare a set of riddles that will lead you to hunt for various objects within my mansion. Be the first to solve two of the three riddles and you alone shall inherit my entire fortune and estate. Good luck, and let the Hunt begin!
Horatio M. Bullthrower

Objective: To be the first player to collect two Treasure Cards by solving 2 of the 3 Riddles.

Quick Game Play Overview:

You are racing to be the first to solve two of the three Riddles that are used each game. You solve a riddle by figuring out what object (e.g.: a lamp, vase, etc.) that the riddle is talking about, and in which room that object is located (e.g.: the kitchen, attic, etc.). On your turn, roll the die and move your token to a room space. Landing in a room lets you see a close up photograph of that room or if you land in a Hint space, you get to collect a Hint that helps to solve one of the riddles. Hint cards help you narrow the search, but if you don't have a Hint card you can even swipe one from an opponent by landing in the same space as them. Use the doors to block off rooms on the board and slow the other players. Each time you solve a Riddle correctly, you collect a Treasure card. Collect two & you've won the game.

Game components:

1 Game board with grids	17 Room Hint cards	4 keys	5 treasure cards
1 die	17 Object Hint cards	4 pawns	Room picture folder with 17 pictures
102 Riddle cards	17 Bonus Hint cards	4 door cards	

Set Up:

- * **Snap grids into game board** (leave it set up for next time, when you put the game away).
- * **Set game board up so it stands vertically.**
- * **Give each player: 1 door, 1 key, and 1 pawn.**
- * **DO NOT SHUFFLE THE CARDS.** Riddle cards are played in numerical order to ensure that they were not previously played.
Select the first 3 Riddle cards and place them, face up, in front of the game board. Have a player to read the riddles aloud.
- * **Find Hint cards.** Look for the matching Riddle numbers on cards in each of the following decks: Room Hint, Object Hint, and Bonus Hint. Place these cards face down on their spaces on the board base. Now you're ready to play!

#1 RIDDLE

In the room that's full of books,
look into the upper nooks.
Find who gives, not taking time,
the answer to this simple rhyme

OBJECT HINT

1. A keeper of time
18. Broccoli is a green vegetable.
35. Dark brown circular pieces of wood.

This artist painted a horse

Solving a riddle:

To solve the above riddle, you need to figure out two things: What is the object and what room is it in? The room in this case is probably the Library (full of books) and the object has something to do with time. If you look at the Library photo, you will find a clock on the upper level shelves (nooks). A clock gives you the time. That clock in the Library is the answer to the riddle.

Let's play!

- All players begin by putting their pawns on the START space in the Foyer.**
Select a player to go first (play continues in clockwise order).
- The first player rolls the die and may move both horizontally and vertically in any direction (but not back and forth) the number rolled on the die.**
 - *The player may move fewer spaces than the number shown on the die in order to stop at any location.
 - *Players may not go in and out of one of the Hint spaces on consecutive turns.
 - *Players can not move into a space blocked off by a door unless they have a key. (see below)
- As long as it's your turn, you can do any of the following options:**
 - Land in a Room**
Anytime you land in a room, you get to look for specific objects (in the large picture of that room) until your next turn. Players in a room together must share the picture.
 - Land in either a Room, Object, or Bonus Hint Space**
 - When you land in a Hint space (Room, Object, or Bonus), you may draw a corresponding Hint card from that pile.
 - If there are no Hint cards of that type remaining in the pile, you may take one of that type from any other player.
 - Hide or Block a Room**
 - When you land in any unoccupied Room, even the Hint space rooms, you can also use your Door to block that Room.
 - Place your Door in front of the Room so other players cannot see this Room or land here unless they have a Key.
 - Reveal a Hidden or Blocked Room**
 - Use your Key to unblock a Room by removing the Door. Now you get to see the large picture of that Room. You get to keep the Door, but you must leave your Key for the next player who lands in that space to collect and add to their hand.
 - Catch Another Player (One catch per turn, please)**
When you land in any Room where there is already another player, you may do one of the following:
 - * Move that player to any unoccupied space on the game board.
 - * Take either a Room Hint, Object Hint, or Bonus Hint card from that player.
 - * Take a Door from that player.
 - * Take a Key from that player.
- So, you think you know the answer?**
On your turn, regardless of where you are on the board and whenever you think you know the answer to the Riddle (don't feel the need to get all the hints, if you don't want to), you may make a guess. Write down your guess as to the Room and the Object that answers the Riddle so you can prove your answer later. Now, look up the answer to that Riddle in the Answer Book.
 - If you are Correct: Collect 1 Treasure card, but don't tell anyone else the answer!
 - If you are Wrong: You can no longer attempt to answer that Riddle. If this is your first wrong answer, try to solve the remaining two Riddles. If this is your second wrong answer, you lose and are out of the game. Better luck next time!

The Winner: The first player to earn TWO Treasure cards is the winner!

Advanced Game: For a more challenging game, deal one Riddle to each player during setup rather than laying them all out. Players must catch another player and take their Riddle in order to see a different Riddle.