

# APRIL 14<sup>TH</sup> 1865 INSTRUCTIONS

## COMPONENTS

THE MAP - A WRITING UTENSIL -  
A SIX-SIDED DIE

## OVERVIEW

IT IS APRIL 14<sup>TH</sup> 1865, THE U.S. CIVIL WAR HAS JUST COME TO AN END, WITH THE SURRENDER OF THE CONFEDERATE ARMY. YOU WERE A CONFEDERATE SOLDIER WHO BELIEVES YOUR ARMY LOST THE WAR DUE TO DIVINE PROVIDENCE, AND THUS ARE READY TO ADMIT THAT THE CAUSE MUST BE FORFEITED. HOWEVER, YOUR EXEMPLARY STATUS IN BATTLE HAS LED SOME OF YOUR COMPATRIOTS TO BELIEVE YOU ARE NOT READY TO CONCEDE JUST YET. THEY HAVE POINTED YOU TO A SMALL CIRCLE OF EXTREMIST WHO ARE DETERMINED TO ASSASSINATE PRESIDENT LINCOLN. DESPERATE TO PREVENT FURTHER BLOODSHED, YOU HAVE TAKEN IT UPON YOURSELF TO STOP THEM. POSING AS AN ALLY IN THEIR EFFORT, YOU HAVE ARRIVED IN WASHINGTON DC, INTENDING TO INFILTRATE THIS RING OF CONSPIRATORS AND SABOTAGE THEIR EFFORTS. LITTLE DID YOU KNOW THAT TODAY IS THE DAY THEIR PLAN IS COMING TO FRUITION...

## OBJECT OF GAME

TO PREVENT THE MURDER OF PRESIDENT LINCOLN BY STOPPING JOHN WILKS BOOTH. ACTING AS A DOUBLE AGENT, YOU WILL TRY TO INFILTRATE HIS RING OF CONSPIRATORS. TIME IS LIMITED, SO DO YOUR BEST TO BE AS DISCRETE AS POSSIBLE AND AVOID TIMELY COMPLICATIONS. WARY LOCALS AND SUSPICIOUS POLICE CAN ALSO SLOW YOU DOWN, AND EXPECT THE CONSPIRATORS TO HAVE THEIR CONSTANT DOUBTS OVER YOUR TRUE INTENTION. IF YOU BLOW YOUR COVER, IT MAY BE TOO LATE TO PREVENT THE ASSASSINATION.

## GAMEPLAY

THERE ARE TWO APPROACHES TO FINDING BOOTH: (1) BY GAINING INSIDE ACCESS TO THE CONSPIRATORS THROUGH PERFORMING THEIR TASKS; OR (2) BY TRACKING HIM DOWN ON YOUR OWN. AT FIRST, YOU WILL ALWAYS TRY TO GAIN INSIDE ACCESS TO THEIR RING. IN ORDER TO DO THAT YOU WILL FOLLOW A SERIES OF STEPS LISTED IN THE MAP. BUT IF YOUR COVER IS BLOWN THEN YOU WILL NEED TO TRACK BOOTH ON YOUR OWN.

AND IF AT ANY POINT YOU RUN OUT OF TIME, THEN THAT MEANS PRESIDENT LINCOLN HAS BEEN ASSASSINATED, AND YOU LOSE. TIME IS TRACKED N THE MAP. AS AN HOUR ELAPSES YOU CROSS IT OUT, MOVING CLOSER TO 9:00.

## RULES

THERE ARE A FEW STANDARD RULES THAT ARE APPLIED THROUGH OUT THE GAME:

- YOU BEGIN THE GAME AT BUILDING 1.
- YOU ROLL THE DICE TO MOVE. YOU HAVE TO MOVE THE NUMBER OF SPACES/BUILDINGS ROLLED ON THE DIE. YOU CANNOT END YOUR TURN EARLY. EX, ROLLING A 4 MEANS YOU MUST MOVE FOUR SPACES.
- YOU CANNOT END YOUR TURN ON THE SAME SPACE YOU BEGAN ON.
- YOU CANNOT LAND ON THE SAME SPACE MORE THAN ONCE IN THE SAME TURN.
- YOU CAN ONLY MOVE TO BUILDINGS NUMBERED +/- 2 FROM YOU CURRENT SPACE. TYPICALLY THOSE ARE BUILDINGS NEXT TO, OR DIRECTLY ACROSS FROM YOUR CURRENT SPACE.
  - EXCEPTIONS ARE FOR THE ALLEY AND WHEN TRYING TO "MAKE CONTACT" (STEP 1).
- WHEN YOU END YOUR TURN, MAKE A DIAGONAL SLASH ON THAT SPACE. WHEN YOU LAND ON A SPACE AN EVEN AMOUNT OF TIMES (EX. 2,4,6,) YOU FORM AN "X" AND MUST ROLL THE DICE TO SEE WHICH IMPEDIMENT(S) IS INCURRED.

IMPEDIMENT- WHEN YOU END YOUR TURN ON A SPACE AN EVEN AMOUNT OF TIMES (EX. 2,4,6) YOU TRIGGER AN IMPEDIMENT. YOU MUST ROLL THE DICE TO SEE WHAT PENALTY YOU INCURRED. YOU ROLL BASED ON THE NUMBER OF X'S ON THE SPACE YOU ENDED ON. FOR EXAMPLE, IF THERE'S ONE "X" (MEANING YOU ENDED ON THAT SPACE TWO-TIMES), YOU ROLL ONCE INCURRING ONE PENALTY. BUT IF THERE WERE 2 X'S, YOU'D ROLL TWICE AND INCUR TWO PENALTIES. THE OUTCOME OF THE IMPEDIMENT DEPENDS ON A ROLL OF THE DIE:

- ROLLING A 1-4 MEANS AN HOUR HAS ELAPSED, SO YOU CROSS OUT AN HOUR STARTING WITH 4:00 AND WORKING YOUR WAY DOWN TO 9:00.
- ROLLING A 5 MEANS THE POLICE HAVE APPREHENDED YOU FOR QUESTIONING. THE ONLY WAY TO BE RELEASED IS TO ROLL A 1 OR 6. ANY OTHER VALUE MEANS ANOTHER HOUR HAS ELAPSED. ONCE RELEASED YOU MUST REROLL AND MOVE ACCORDINGLY.
- ROLLING A 6 MEANS THE CONSPIRATORS ARE ON TO YOU AFTER ROLLING A 6 TWICE YOUR COVER IS BLOWN. SEE SUB- SECTION "COVER BLOWN" BELOW UNDER "FIND BOOTH". IF YOU ROLL A 6 AFTER YOUR COVER IS BLOWN, THEN IT COUNTS AS AN ELAPSED HOUR.

## FINDING BOOTH:

UNDERCOVER: THIS IS THE DEFAULT WAY TO FIND BOOTH. TO INFILTRATE HIS GROUP OF CONSPIRATORS, YOU MUST COMPLETE STEPS 1 - 3 ON THE MAP. YOU WILL GAIN ACCESS TO THE INFORMATION OF HIS WHEREABOUTS AFTER SUCCESSFULLY MAKING CONTACT (STEP 1) AND PERFORMING TWO OF THEIR TASKS (STEP 2). YOU WILL NEED TO FIND AND GET TO HIS EXACT LOCATION, WHICH IS BASED ON THE NUMBER OF HOURS THAT HAVE PASSED (STEP 3).

COVER BLOWN: ROLLING A 6 TWO TIMES AS AN IMPEDIMENT MEANS YOUR COVER IS BLOWN AND THAT YOU CAN NO LONGER COMPLETE ANY OF STEPS 1-3. INSTEAD YOU MUST FIND AND TRACK BOOTH ON YOUR OWN BY ROLLING THE DIE AND GETTING VALUES 1-6 IN A NUMERIC SEQUENCE. WHEN YOU ROLL THAT FINAL 6, YOU MAY STOP BOOTH ON THAT SPACE AND FOLLOW THE "STOP BOOTH" RULES ACCORDINGLY. NOTE THAT ROLLING 1-6 DOES NOT NEED TO BE ACHIEVED IN CONSECUTIVE ROLLS, BUT YOU MUST FOLLOW THE SEQUENCE BEFORE PROGRESSING THIS MEANS YOU MUST ROLL A 1 BEFORE MOVING ONTO 2. REGARDLESS, YOU MUST ALWAYS MOVE THE NUMBER OF SPACES ROLLED ON THE DICE.

STOP BOOTH - TO STOP BOOTH YOU NEED TO ROLL A VALUE BASED ON HOW MUCH TIME HAS ELAPSED. THE MORE TIME HAS PASSED, THE MORE DIFFICULT IT WILL BE. THE VALUES ARE LISTED ON THE MAP.

RE-ROLL - AFTER VISITING A RANGE OF BUILDINGS OVER THE COURSE OF THE GAME, YOU EARN A RE-ROLL OF THE DIE. THE EXACT DEFINITION OF THESE RANGES AND BUILDINGS ARE ON THE MAP. YOU CAN EARN UP TO 3 REROLLS. THESE CAN BE PERFORMED AT ANY POINT IN THE GAME.

ALLEY - ONCE YOU VISIT ALL BUILDINGS AT LEAST ONCE, YOU CAN UNLOCK THE ALLEY AS A SPACE TO MOVE ON. HOWEVER, YOU CANNOT END YOUR TURN ON IT. THE ALLEY CONNECTS DISTANT SPACES (LISTED ON MAP), ALLOWING YOU TO MOVE ACROSS THE MAP MUCH EASIER.

## WINNING THE GAME

TO WIN, YOU MUST STOP BOOTH BEFORE TIME RUNS OUT!



Age 12+



1 Player



5 - 15 Min

**BILBAO**   
**BOARDGAMES**