

Fold

cards, shuffle the discard pile and create a new deck and continue to play)

The player to the left of the conductor becomes the new conductor for the next round. Rotate the track board so that the end with a single track is facing this new player. The teams should also rotate by one seat so that there are roughly even teams sitting on either side of the conductor. In this way, each team should be different every round!

Repeat steps 1-7. When everyone has been the conductor, the game ends!

Who wins?

The carnage continues until every player has had a chance to be the conductor... until each player has felt the weight of terrible, inevitable death in their hands. After this, the player with the fewest death tokens wins!

In the case of a tie

Return home to your families and be grateful that your work on the Trolley is done.

Accomplices to Murder variant

If you want more modifiers in your game, every person playing should draw three modifier cards and choose one to play during each round. This will make the rounds longer, and more complicated, but maybe that's what you're into. We won't judge!

Game credits

Game design: Scott Houser

Development: Ben Kepner, James Hudson, Derek Funkhouser, Aris Bionat

Illustration: Trisha Romo, Stacey Silva, Denise Magdale, Autumn Netherton, Steve Steinaway, Chance Kubesh, Geoff Galt

Graphic design: Kate Finch

Rulebook: Ben Kepner and Kate Finch

© Copyright 2019, Explosm, LLC and Skybound, LLC. All rights reserved. No part of this product may be reproduced without specific permission.

**CYANIDE &
HAPPINESS**



 **3-13
PLAYERS**

 **14+
YEARS**

 **15+ MINS**

WHY HELLO THERE, YOUNG PERSON! MY NAME IS TROLLEY TOM! IN THIS HERE 'GAME', PLAYERS WILL TAKE TURNS ACTING AS CONDUCTOR, AND DIRECTING THE TROLLEY TO MURDER EVERYONE ON ONE OF TWO TRACKS.



Everyone else is going to place characters and modifiers onto the tracks, and attempt to get the conductor to murder everyone on the OTHER track. It's the age-old trolley problem, and YOU get to take over.

Game setup

Whichever of you last pondered murderin' folks will start the game as the Conductor!

Place the track mat with the North and South Tracks in the center of the table and turn it so that the end with just one track is pointing directly at the Conductor.



Now separate the Innocent, Guilty, and Modifier cards into three decks. Shuffle these decks well and place them face down on the table where everyone can reach without stretching their backs too hard.

Everyone else should separate into two teams sitting on either side of the conductor. Don't worry if the teams aren't exactly even, they're going to rotate every round anyway.



How to play

1. Everyone draws some cards

1. One player on each team is gonna draw three **Innocent** cards. Keep these secret from the other team.
2. Someone else on each team is gonna draw three **Guilty** cards. Keep these cards secret from the other team as well.
3. Finally, a different player is gonna draw three **Modifier** cards. You know the drill: *don't show the other team!*

If you don't have exactly three people on each team, don't worry. You can share the responsibility of drawing and placing cards together. If there are more than three people, every extra player should draw three modifier cards and choose one to play during step 4 below. In large games, you'll have lots of modifiers on the tracks!

2. Each team plays a random Innocent card

To start the tracks, each team draws a random card from the Innocent track deck and places it onto their own track. Make sure it lines up with the starting trolley board.

3. Each team chooses an Innocent card

Then, the players who drew the Innocent cards on each team chooses to play one of the 3 cards from their hand, onto their track. Make sure to place it where the track ended, creatin' another track. Discard any unused cards.

4. Each team chooses a Guilty card

Next, the players who drew the Guilty cards on each team choose one of their 3 cards and places it onto their

opponent's track. This track should be placed as the final piece of track. Their goal is to sabotage the other track and convince the Conductor that everyone on THAT track needs to die. Discard any unused cards.

5. Each team chooses a Modifier card

Finally, whoever drew the 3 Modifier cards on each team is going to play one of their Modifiers onto *any character on any track*. Then discard any unplayed cards.

A word to the wise: these modifier cards can be applied to *anything* on the track. For example, on the card "A homicidal mime" you can play a modifier on the mime, or you can aim your modifier at the poor victim. For example, maybe that lady has an 80% chance to be the next Hitler. WHO KNEW?

6. Each team argues for their lives

Now here's the important part! The conductor needs to make a choice and switch the tracks to send the Trolley barreling down one of the tracks, murdering everyone and everything on that track.

But before the conductor makes their decision, each team should argue like their lives depend on it, to get the conductor to save their track and murder their opponents!

Once the Conductor has made up their mind, they flip the switch, and everyone on the chosen track dies. Each player that was arguing for the losing track, receives a "death" token, a black mark upon their soul.

7. Onto the next choice!

All cards played during the round are discarded into a pile next to their respective decks. (If the deck ever runs out of

