

# Who Framed **ROGER RABBIT**™

2 To 4 Players

## OBJECT

Discover your opponents' identities, then find the Will and return to your home space to win the game.

## CONTENTS

- Gameboard • 4 Plastic Pawns
  - 1 Weasel Token With Stand
  - ID Sheets • Dip Cannon
  - Deck of 42 Large Cards
  - Deck of 24 Small Cards
- 1 Black Die • 5 Blank Dice
- 1 Dice Label Sheet

Follow the ASSEMBLY Instructions in the box cover and SET-UP Instructions on the cardboard platform before playing.

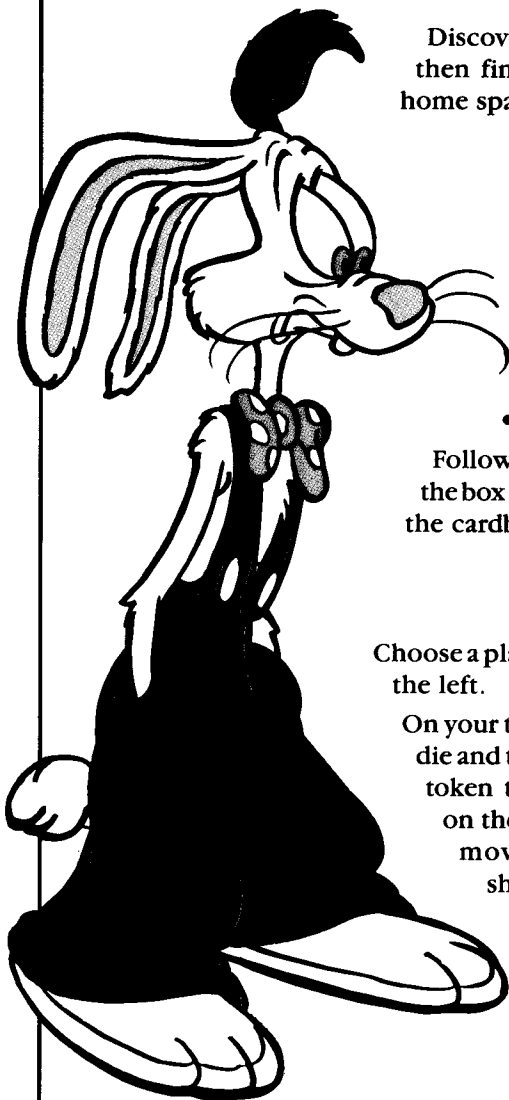
## GAME PLAY

Choose a player to go first. Play continues to the left.

On your turn, roll both the white number die and the black number die. Move your token the number of spaces showing on the white die; then if you choose, move the additional number showing on the black die.

Remember your 2 objectives!

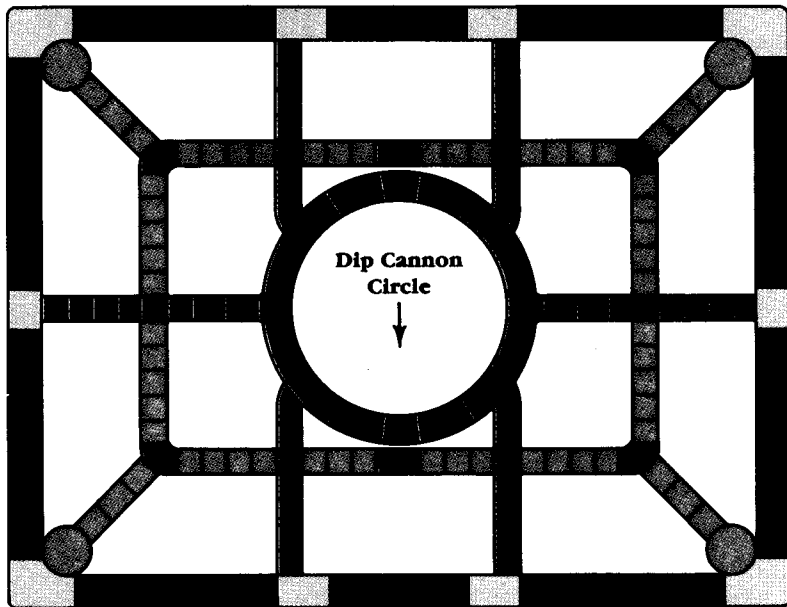
- (1) First, search for your opponents' identities;
- (2) then find the Will and bring it to your home space.



**MOVEMENT RULES:** You can move your pawn in any direction, but you cannot move onto the same space twice on the same move. Two or more pawns can occupy the same space at the same time.

**MOVING FASTER ON THE GAMEBOARD:** You can move around the gameboard faster in two ways; 1) by landing on a Benny space and 2) by using the Trolley. See below.

**FIGURE 1**  
**Gameboard**



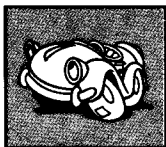
**TROLLEY SPACE**

**BENNY SPACE**

**ROAD SPACE**

**TROLLEY ENTRY SPACE**

**ADJACENT SPACE**



**1) The Benny Spaces:** If you land by exact count on one of these spaces, you can roll the Benny die and try to move extra spaces on your same turn. Each time you roll the picture of BENNY, you can move your pawn one space. When you roll the STOP sign, your pawn must remain where it is.

**NOTE:** You can “Benny” onto any of the gameboard spaces *except* the Trolley spaces shown in Figure 1. You can choose to stop at any time before rolling the STOP sign.

**2) The Trolley:** The spaces along the outside of the gameboard are Trolley spaces. To use these spaces, you must move onto one of the Trolley Entry spaces. See Figure 1. Once you enter the Trolley, your turn is over.

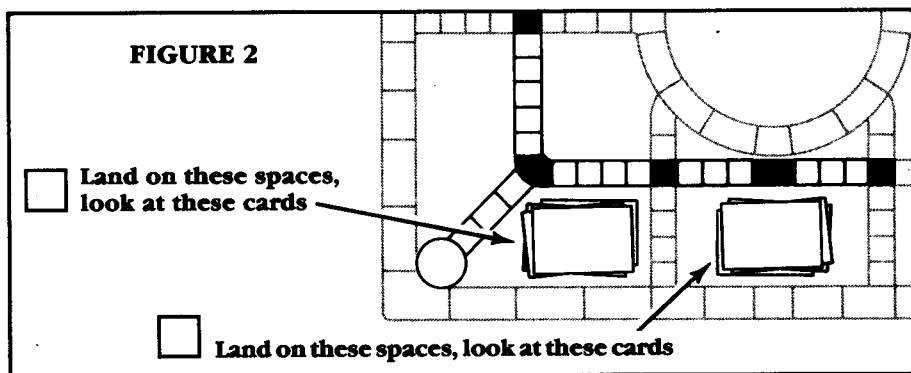
On your next turn, roll the Trolley die for movement. Each time you roll the picture of the TROLLEY, you can move your pawn one space along these Trolley spaces in either direction. When you roll the STOP sign, your pawn must remain where it is. NOTE: You may choose to stop at any time before rolling the STOP Sign. To get off the Trolley, you must end your turn on one of the Entry spaces. On your next turn, you can roll the two number dice and move off the Trolley.

*Another way to move faster on the gameboard is to land by exact count on the Roll 1-6 Die Space located in the Dip Cannon circle. Landing on this space entitles you to a free roll of the white number die.*

**SEARCHING FOR PLAYERS' IDENTITIES:** Move around the gameboard, trying to stop in each of the 6 *Location Sections* to look at the color cards there and guess the other players' identities. Here's how:

If your pawn is on a space adjacent to a Location Section, you can secretly look at the cards in that section. See Figure 1 and Figure 2.

**EXCEPTION:** If you are on a Benny space, on the Trolley, or on a road space, you CANNOT look at any cards.



**Judge Doom Cards:** If you find an opponent's Judge Doom card in a pile of cards, you can add it to your faceup cards. This card will give you an extra shot of the Dip Cannon. See *To Fire The Dip Cannon* on page 5. NOTE: You cannot pick up your own Judge Doom card.

**Marking Your ID Sheet:** The gameboard cards will feature either the top or the bottom of a character. Keep track of the "halves" you see by marking your ID sheet, as shown in Figure 3.

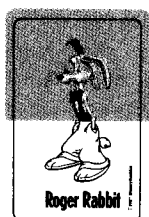
FIGURE 3

If you look at these cards...

...fill in your ID Sheet like this, marking off tops and bottoms.



Purple



Green



Blue



Red

### ID Sheet

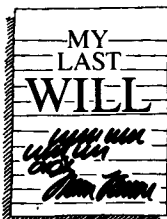
	RED	BLUE	GREEN	PURPLE
PLAYER	JOE	SALLY	RICK	SUE
Jessica Rabbit				
Roger Rabbit				
Eddie Valiant				
Dolores				

Continue visiting Locations, looking at the color cards, and marking your ID Sheet. When you have filled in both the top and the bottom of one player's character you can guess that player's identity.

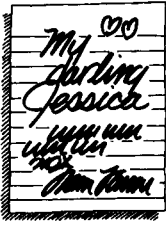
**GUESSING IDENTITIES:** Anytime during your turn, when you wish to guess a player's identity, announce that you are going to make a guess. Take the character cards that you put aside during SET-UP and secretly remove the card that shows the character to be guessed. Pass this card *facedown* to the player, and ask if your guess is correct.

- If the player says you guessed correctly, you can look for the Will.
- If the player says you guessed incorrectly, you lose your next turn and cannot make another guess on this turn.

**NOTE:** You can guess more than one player's identity on a turn, as long as your previous guess was correct.



**LOOKING FOR THE WILL:** *Each time* you correctly guess one player's identity, you can look for the Will by peeking at one of the confidential cards. Remove one confidential card from the gameboard, secretly look at it and return it *facedown* to its gameboard space. **NOTE:** If you're lucky enough to find the Will before you guess all your opponents' identities, you can try to take it.



**TAKING THE WILL:** Once you have secretly determined which confidential card is the Will, move your pawn on your turn toward the Will space located in the Dip Cannon circle. When you land by exact count on this space, take the Will from the gameboard. NOTE: Landing on the Will space only entitles you to take the Will from the gameboard—not from an opponent.

Be careful when picking up the Will. If you pick up a Jessica Letter by mistake you lose your next turn and must turn over all your weasel cards!

*To Win The Game:* Once you have the Will, try to reach your secret identity's home space to win the game. NOTE: You do not have to land on your home space by exact count, unless you are playing a 2-player game. See page 6.

### — IMPORTANT —

*Once a player has the Will, all other players no longer have to visit the 6 Locations to guess the other players' identities. Their new objective is to steal the Will from the player who has it and to try to bring the Will to their Home Space.*

**STEALING THE WILL FROM AN OPPONENT:** There are three ways you can get the Will away from the player who has it; 1) by shooting the player with the Dip Cannon, 2) by sending a weasel after the player or 3) by landing by exact count on the player with the Will. You can only use one of these options on each turn.

**1) The Dip Cannon:** The circle in the center of the gameboard is the Dip Cannon circle. Anytime a pawn is on one of the spaces in the circle, it is vulnerable to cannon fire.

*To Fire The Dip Cannon:* If you choose to fire the Dip Cannon at an opponent, do these things in order:

- Turn your Dip Cannon card (or a Judge Doom card if you have one) *facedown*. This card can only be used once during the game.
- Announce which player's pawn you are trying to hit. Other players can be in the circle and not be the target.
- Roll the Dip Cannon die.



THE DIP

Each time you roll the Dip, move the Dip Cannon nozzle one space toward the pawn you wish to hit. NOTE: You can pass any pawn in the circle without hitting it in order to hit another pawn.



THE  
CANCELLED DIP

If you roll the cancelled Dip, the cannon nozzle stays where it is and your turn is over.

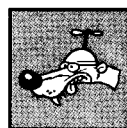
- If the Dip Cannon nozzle reaches the pawn you are shooting at, the pawn is hit. Move that pawn to any home space on the gameboard. The Will returns to the gameboard space it was on and the next player to land on the Will space can take it. Return the Dip Cannon nozzle to the Start Space. Your turn is then over.

**NOTE:** If the nozzle is pointing at the pawn you wish to shoot at the start of your turn, turn over your card and roll the Dip Cannon die once. The pawn is considered hit with one successful roll of the Dip Cannon die.

**REMEMBER:** On your turn, you may fire at a player who is in the Dip Cannon circle, even if the player does not have the Will. If hit, the pawn is sent to any home space on the board.

**2) Using The Weasels:** You can steal the Will by sending out a weasel if you have a *faceup* weasel card to play. Here's how.

- Announce you are sending out a weasel.
- Turn one of your weasel cards *facedown*.
- Take the weasel token and place it alongside the space your pawn is on.
- Take the weasel die and roll it.



**WEASEL**



**"BONKED"  
WEASEL**

—Each time you roll the weasel, move the weasel token one space toward the player with the Will.

—If you roll the "Bonked" weasel at any time, your turn is over. You do not get the Will and the weasel token is removed from the gameboard.

- If the weasel token lands on the space the player with the Will is on, you immediately take the Will from the player. Remove the weasel token and you get a free roll of both number dice to begin moving toward your home space.

**Reviving Used Weasel Cards:** If you land on the weasel card space in the Dip Cannon circle, you can turn one of your *facedown* weasel cards *faceup* again. If you have not used any of your weasel cards when you land on this space, you cannot use this option.

**3) Landing On The Player With The Will:** You can steal the Will without using a weasel card. If your pawn lands by exact count on the player with the Will and you roll the weasel die once successfully, you can steal the Will. You then get a free roll of both number dice to head for your home space.

## WINNING THE GAME

Reach your secret identity's home space with the Will and you win the game. You do not have to land on your home space by exact count.

**ADDITIONAL RULE FOR A 2-PLAYER GAME:** You must land on your home space by exact count in order to win the game.