

# REGLAMENTO Y PRINT AND PLAY ENGLISH & ESPAÑOL



**DR. AMNESIA**  
EL CASO DE LA MANSIÓN  
THE CASE IN THE MANSION

GLOBAL GAME JAM  
#GGJUM TRAIN JAM VILLA MARÍA  
EMMANUEL CESAR RUBIO

CÓRDOBA GAME JAM  
KURARA HIMURA

# DR. AMNESIA

## EL CASO DE LA MANSIÓN

Un juego de Emmanuel Cesar Rubio  
GlobalGameJam #ggvm en tren  
Córdoba Game Jam  
arte por Kurara Himura

ESPAÑOL  
de 3 a 7 jugadores  
1 tablero y lápiz por jugador



El Dr. Amnesia es un brujo que con sus visiones trata los casos más extraños de pérdida de la memoria. Como aquel caso cuando toda una familia que vivía en una misma mansión, acudieron juntos al consultorio del doctor. Necesitaban con urgencia recordar quienes eran cada uno, porque uno de ellos no pertenece a la familia, ¡un ladrón estaba colado en la mansión cuando de golpe todos perdieron la memoria! El doctor uso todos sus poderes para que recuerden el día en el que perdieron la memoria, y así ayudó a todos, incluso al incauto ladrón a reparar sus recuerdos.

### OBJETIVO

Los jugadores deberán descubrir en qué habitación estaban y quien era el ladrón o donde estaba el resto.

- Para 4 o más jugadores, Gana el que adivina cual es su habitación pero también debe saber la de otros 2 jugadores o quien era el ladrón.
- Para 2 o 3 jugadores, Gana el que adivina cual es su habitación y la de otro jugador o quien era el ladrón.
- El ladrón por su parte solo puede ganar si afirma que es el ladrón y cual habitación está vacía.

COCINA
Juan
Yani
Pepi

### PREPARATIVO

1 - El jugador más olvidadizo del grupo será el Dr Amnesia, el resto serán sus pacientes. Todos anotan en la parte baja de la hoja de jugador, el nombre de todos los jugadores que son pacientes.

2- El Dr. Amnesia en secreto, sin que nadie pueda ver su hoja de jugador, debe anotar a uno o más jugadores en el plano de la mansión, respetando que:

- \* En el patio solamente puede haber 1 persona que será el ladrón
- \* Si hay un ladrón debe haber al menos 1 habitación vacía.
- \* Puede ponerlos a todos separados, en parejas o como guste, sin que falte ningún jugador.
- \* Puede llegar a poner a todos en una misma habitación
- \* Puede no haber ladrón (no hay personas en el patio)

### REGLAS DE JUEGO

Una vez que el Dr. Amnesia tiene todos los jugadores en su plano de la casa, se sientan en ronda todos mirando al Dr. con su hoja personal a mano.

En orden de ronda, empezando por el jugador a la izquierda del Dr., deberán hacer 1 pregunta al Dr que pueda ser respondida con "Sí", "No" o con números, siempre relacionada a lo que pueden ver o hacer en la habitación que están. Por ejemplo: "¿Puedo ver camas?", "¿Cuántas personas puedo ver?", "¿Se puede comer en ese lugar?" o cuantas afirmaciones son verdaderas de una frase como "Yani y Juan están en el baño."



El Dr. Responderá acorde a la ubicación del jugador en el plano, pero teniendo en cuenta que las habitaciones contiguas son totalmente visibles entre ellas.

#### Ejemplo

Juan pregunta: -¿Puedo ver un inodoro?

Dr. Amnesia: - Sí

Como Juan está en la Recepción, puede ver todo el baño, la cocina y el Patio. Todos los jugadores deben estar atentos y tomar notas en su hoja para poder descubrir dónde está cada quien. Pero teniendo mucho cuidado de no liberar información muy precisa porque el ladrón sólo necesita descubrir 1 habitación vacía para ganar, por eso es mejor preguntar sobre actividades o cosas comunes.

El patio en particular, puede ver todas las habitaciones, es decir, que el ladrón es el único que todas sus preguntas sobre lo que puede ver serán respondidas con Sí y siempre podrá ver a todos los jugadores.

Cualquier jugador puede gastar su turno afirmando cual es su habitación y dónde está el ladrón u otros 2 jugadores, si es totalmente afirmativo ese jugador es el ganador, pero si algo de eso es falso, el Dr. le dirá cuantas afirmaciones son ciertas pero no cuales.

Cuando salte un ganador, ese jugador se queda con la hoja del doctor como trofeo. El jugador a la izquierda del Doctor es el nuevo Dr. y juegan de nuevo, cuando todos fueron Dr al menos una vez, se termina y quien tenga más trofeos es el ganador absoluto del juego.

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### SPECIAL RULES

game modes for different scenarios

#### The ghost

Dr must add a ghost in a room (any room, even the courtyard or the empty room for the thief), but it can only be seen by one of the players, all the questions that this player asks about people will count the ghost as one more, in his sheet Dr must mark this special player with a \* in his name, if this player finds out that he can see ghosts, he only needs to state where the ghost is to win.

#### Assault on the mansion

There may be more than one player who is a thief but only one empty room is still needed. One thief can accuse the other to win, but if he shares the loot by saying which room is empty, they both get a trophy (they cut the sheet off or mark it with another).

#### The guard dog

The doctor should place a dog in the empty room, players can ask questions to find out where the dog is and he counts as a person when asked about the number of people they see, and whoever finds out wins, but if the thief asks about the dog or the room where the dog is, the doctor should answer with a strong NO no matter what kind of question he asked.

#### Romeo and Juliet

There should be an even number of patients, the doctor will write down the pairs of each one and then arrange them in the mansion. Couples don't need to be in the same room, but the only way to win is to find out who and where your partner is. This enables you to ask more romantic questions like "would I like to go to such a room?" "can I feel his heart close?" or other cheesy things. There can also be a thief who will be paired with someone from the mansion, the rules are kept but the thief's partner cannot accuse him.

#### Mansions of Madness

The thief is a cultist who is performing a ritual to invoke Cthulhu. One of the players will be marked as "Sacrifice" by Dr. The others are researchers and can only win if they discover the Cultist before the Cultist discovers who the sacrifice is and which is the empty room (which is where he would perform the sacrifice).

#### The house of the ghost aunt

The thief is a murderer and one of the players is actually dead but doesn't know it yet. Dr. places this player in a room with an X over his name next to another player who will be the murderer. The courtyard is a common room. The player who is dead cannot see, hear, eat or do any activity, all his questions about it will be answered as if he was dead long ago and nobody can see him. This player can win if he finds out that he is dead. Everyone else wins together if they find out who the killer is and where he is. The killer wins if he finds out who the dead man is and that he was the killer.

# DR. AMNESIA

## THE CASE IN THE MANSION

A game by Emmanuel Cesar Rubio  
GlobalGameJam #ggvm en tren  
Córdoba Game Jam  
Art BY Kurara Himura

ENGLISH  
3 to 7 players

1 pen and paper for each player



Dr. Amnesia is a witch doctor who treats the strangest cases of memory loss with his visions. Like that case when a whole family living in the same mansion went to the doctor's office together. They urgently needed to remember who each one of them was, because one of them did not belong to the family. A thief was sneaking into the mansion when all of them suddenly lost their memory! The doctor used all his powers to make them remember the day they lost their memory, and so he helped everyone, even the unsuspecting thief, to repair their memories.

### OBJECTIVE

The players must find out which room they were in and who the thief was or where the rest of them were.

- For 4 or more players, the one who guesses which room is in wins, but must also know the room of 2 other players or who the thief was.
- For 2 or 3 players, the winner is the one who guesses which room is in and another player's or who was the thief.
  - The thief can only win if he claims to be the thief and knows which room is empty.

### PREPARATION

- 1 - The most forgetful player in the group will be Dr Amnesia, the rest will be his patients. Everyone writes down at the bottom of the player's sheet the name of all the players who are patients.
- 2- Dr Amnesia secretly, without anyone being able to see his player's sheet, must write down one or more players on the rooms, respecting that:

COCINA
Juan
Yani
Pepi

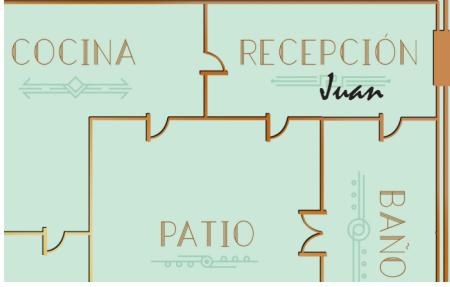
- \* In the courtyard there can only be 1 person who will be the thief
- \* If there's a thief there must be at least 1 empty room
- \* You can put them all separately, in pairs or as you like, with no player missing.
- \* You can put all of them in the same room
- \* There may be no thief (no people in the yard)

### GAME RULES

Once Dr. Amnesia has all the players on his mansion, all sit around looking at the Dr.

In round order, starting with the player to the left of the doctor, each player must ask the doctor 1 question that can be answered with "Yes", "No" or with numbers, always related to what you can see or do in the room. For example: "Can I see beds?", "How many people can I see?", "Can I eat in that place?" or how many statements are true of a phrase like "Yani and John are in the bathroom."

The doctor will respond according to the location of the player on the map, but taking into account that the adjoining rooms are fully visible from each other. Example



Juan asks, "Can I see a toilet?

Dr. Amnesia: - Yes

As Juan is in the Reception, you can see the whole bathroom, the kitchen and the courtyard.

All players should be aware and take notes on their sheet to find out where everyone is. But be careful not to give out too much accurate information because the thief only needs to discover 1 empty room to win, so it is better to ask about activities or common things.

The courtyard in particular, can see all the rooms, that is, the thief is the only one that all his questions about what he can see will be answered with Yes and he will always be able to see all the players.

A player can spend his turn and affirm which is his room and where is the thief or 2 other players, if it is totally affirmative that player is the winner, but if some of that is false, the Dr. will tell you how many affirmations are true but not which ones.

When a winner jumps, that player gets to keep the doctor's sheet as a trophy. The player to the left of the Doctor is the new Doctor and play again, when everyone was Doctor at least once, it's over and whoever has the most trophies is the absolute winner of the game.





**KITCHEN** | **LOBBY** | **COURTYARD** | **BATHROOM** | **LIBRARY** | **BEDROOM**

# KITCHEN

# LOBBY

COURTYARD

BATHROOM

# LIBRARY

# BEDROOM

KITCHEN | LOBBY | COURTYARD | BATHROOM | LIBRARY | BEDROOM

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