



Hide the Body is a fast-paced card game where players race to dispose of their victims' bodies while trying to direct the Inspector and the Cadaver Dog to discover and dig up those of their opponents!

**We all know who done it... only question is...  
Can you Hide the Bodies???**



**Objective:** To be the first player to get rid of all six of your bodies.

**Components:**

36 Body Cards

90 Playing Cards

6 - Cadaver Dogs – Colorless

3 – Inspectors – Colorless

3 – Wild Cards (Add shovel to card?)

54 – colored/numbered 1-9 x 6 colors

6 – colored bone cards – x 6 colors

6 – colored RIP cards – x 6 colors

12 – colored SKIP cards 2 each x 6 colors

### **Setup:**

Separate the Body Cards from the Playing Cards (Body Cards have a thug carrying a body on the card face and a gravestone on the back).

Sort the Body Cards by color (six (6) Body Cards of each color).

Each player selects a color, takes the six (6) Body Cards of that color and places them face up (Body Side Up) in front of themselves. For the purpose of the game, these are the bodies each player must dispose of. Each player is the Controlling Player of the 6 bodies (color) that player selected.

Shuffle the Playing Cards and place them in the center of the playing area to form a Draw Pile.

Each player cuts the Draw Pile to reveal a card. The player with the highest numbered card will go first. Any non-number card is treated as zero (0). Shuffle the Draw Pile.

Each player draws six (6) Playing Cards from the Draw Pile (these cards and any additional Playing Cards that you draw will be your Hand).

The Remaining Playing Cards are placed in the center of the Play Area to form a Draw Pile.

There will be a number of holes (to hide/bury bodies in). For a two player game, there will be two holes. For three or more players the number of holes will be one less than the number of players. For example, in a three player game there will be 2 holes (3-1), A six player game will have five holes.

Beginning with the first player and proceeding to the left, each player places one of their Body Cards in a "Hole" in the center of the play area. Bodies do not need to be placed in an empty hole, they may be added to a hole with one or more bodies already placed.

### **Sequence of Play:**

The first player is the Active Player.

The Active Player MAY place a Body in any open Hole. An open hole is any hole that does not already contain a body.

The Active Player MAY play a card from Hand or draw one card from the Draw Pile

When you play a card from your hand you must...

- Cover a Body - Play any Colored Card onto a Colorless Stack.

- Or play a Colorless card onto any Stack.

- Or play a Colored Card onto any Colorless Stack.

- Or play a card that matches (number or symbol) the top card of the stack regardless of color.

- Or add Colored Card to a Stack that matches the color of the card played.

Play then continues with the next player to the left becoming the Active Player.

## **Types of Cards:**

There are two types of cards: Body Cards and Playing Cards.

### **Body Cards:**

Have a colored border and a large gravestone on their backs.

There are six (6) each of six (6) colors.

Each player will be given six (6) Body Cards of a matching color. These will be the victims that the player must dispose of (bury).

If a Body is "Dug Up" it is returned to the player that has that color. That player must "Bury" the body again!

When a Player "Closes a Gave" place any Playing Cards in the stack into the Discard Pile. Place any Body Cards in the Dead Dile, Gravestone/RIP side up. These bodies have been successfully hidden and disposed of and are resting in peace. The Inspector and Cadaver Dog can not dig into the Resting Dead Pile!

### **Playing Cards:**

Playing Cards with a white border are considered Colorless Cards and may be played on or beside a stack of any color.

Two colorless cards are used to try to discover bodies (Inspector & Cadaver Dog). During the play or draw portion of the turn, the active player may place an Inspector or a Cadaver Dog (Dog) card next to any hole ("Digging into it"). At the end of each turn, beginning with the turn it is placed, the top card of any stack, with an Inspector or a Dog next to it, remove the top card and discard it. Any Body Card uncovered by this removal is returned to the controlling player - face up and added to the stack of bodies that player must dispose of.

If a Dog reveals a Bone Card, the dog stops digging, takes the bone and runs away. Put both the Dog and the Bone Cards in the discard pile.

If a Dog reveals a Body Card, Discard the Dog and return the Body to the controlling player. The Body has been discovered (must be Disposed of again).

If an Inspector reveals a Body Card, the Body has been discovered and must be Disposed of again. The Inspector remains in place and will continue to dig (search the area for bodies).

When an Inspector or Dog removes the bottom Body from the Hole, return the Body to the controlling player. Place the Inspector or Dog in the Discard Pile. The Active Player MAY then place a Body in the open spot... a new Hole. If the Active Player does not place a Body into the Hole (either decides not to or does not have another Body to place) the Hole remains and any subsequent Active Player may place a Body in the Hole.

The other Colorless Card is the Joker/Wild Card. You may play a Joker/Wild Card onto any stack regardless of the color of the top card. The stack is now colorless. The Active Player MAY then, immediately, play any colored card on top of the stack. If the Active Player does not have another card to play or if the Active Player elects not to play a colored-bordered card on top of the stack, the stack

The remaining Playing Cards have colored borders and are considered Colored Cards. There are six colors each represented by its own Villain (the suit of the card). Each Color has nine (9) cards numbered 1-9, one (1) RIP card, one (1) Bones card, and two (2) SKIP cards.

The Active Player may add a card to a stack if the card added is the same color as the top card of the Stack. For example, a green three (3) card may be played on top of a green eight (8) card. If the top card is that same green three (3) card you may not play any suited/colored card other than a three (3).

If the Active Player has a card with the same number or type (Skip & Bones) as the top card of a stack, the player may play the matching card onto the stack regardless of color. When you match cards in this way, you MAY add a BODY to the HOLE, place one of your Body Cards on top of the Stack before the matching card is placed. If a light blue two (2) card is on top of the stack a two (2) of any other suit/color may be played onto the stack. When this other two (2) is played, the player playing the card MAY add a body to the hole by placing it under the card just played. Likewise, If a green Skip or Bones card is on the top of a stack, subsequent players may play the same card regardless of color onto the stack and MAY add a Body when they do.

Colored Cards with the numbers 3, 6 and 9 also have an icon showing a villain hitting the Inspector with a shovel. If there is a Dog or Inspector Digging into this Stack and the Active Player plays one of these cards on top of the Stack. The card played must be the same color as the Stack or the number on the card must match the number on the top card of the Stack. The Active Player MAY elect to hit the Dog or Inspector with the shovel. If hit with the shovel the Dog or the Inspector are discarded. If the Discarded card is an Inspector, you may add a Body to the Stack (place

the Body under the card you just played. Note that you may only add one body to the stack when you hit the Inspector. You MAY NOT add the body for the Inspector and another body if you have changed the Color of the Stack (for example - played a dark bLue three (3) onto a green three (3)).

Bones Cards are Colored Cards and are used to shield bodies buried beneath from the Dog. These cards can be played like any other Colored Card (on a Stack of the same color or where the top card is another Bones card). If a Bones Card is the top card in any stack with a Dog “Digging into it”, whether it has been exposed or just played onto the Stack, both the Dog and the Bones are immediately discarded. If this action reveals a Body, the Body is not found – the Dog is distracted by the bone and runs off. The Stack is now Colorless and a card of any color may be played onto the stack.

Skip Cards are Colored Cards and are used to skip over the next player’s turn. These cards can be played like any other Colored Card (on a Stack of the same color or where the top card is another Skip card). The player to the Active Player’s left will be skipped over/will not get the next turn.

RIP Cards are Colored Cards and may be played ONLY onto a Stack of the same color. When played, you MUST “Close the Grave” for the stack just played on (where the RIP card was played).

If the Active Player plays a RIP card and empties his hand by doing so then the player MUST “Close the Grave” on the Stack chosen for emptying his hand first and THEN resolve the RIP card – i.e. “Close the Grave” on the stack the RIP card was just played onto.



## Other Rules

If the Active Player plays the last card from Hand, that player **MUST** choose a Stack, “Close the Grave” on that stack and then refill their hand by drawing 6 Playing Cards from the Draw Pile. The Active Player **MAY** then place a Body into the newly emptied hole.

**Closing the Grave** – When a grave is closed, all the bodies in the stack are disposed of – they are buried and forgotten.

Place any Playing Cards from the Stack into the Discard Pile.

Place the Body Cards in the Stack face-down (Gravestone side up) into the Resting Dead Pile.

The Active Player may place a Body into the Hole, creating a Colorless Stack

If the Active Player does not place a Body into the Hole (either decides not to or does not have another Body to place) the Hole remains, and any subsequent Active Player may place a Body in the Hole.

If you draw the final card from the Draw Pile, shuffle the cards in the Discard Pile to form a new Draw Pile.

## Optional Rules

**Optional Objective** – For a longer game, the winner is the first player to get all six Bodies into the Resting Dead Pile. Their graves all need to be closed as opposed to winning when all of the bodies are simply in the ground. If two players both get the last of their bodies into the Resting Dead Pile when a grave closes, the player with the body closest to the bottom of the hole (stack) wins.

## FAQ

Yes, multiple players may have bodies in the same stack.

No, players MAY NOT examine the cards in a hole. What criminal would keep a registry of where the bodies are hidden? If you cannot remember what you put in a hole... too bad.

No, RIP cards may NOT be played onto a stack of another color. They are resolved and discarded on play, so there will never be a RIP card of another card on top of a Stack for you to play a matching card of another color on.

In a two-player game, when the Active Player plays a SKIP card, that player get the next turn and become the Active Player again.

If the Active Player plays a RIP card and empties his hand by doing so, then the player MUST resolve the RIP card first – i.e. “Close the Grave” on the stack the RIP card was just plated onto and THEN “Close the Grave” on the Stack chosen for emptying his hand.

## Examples of play

## Credits

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