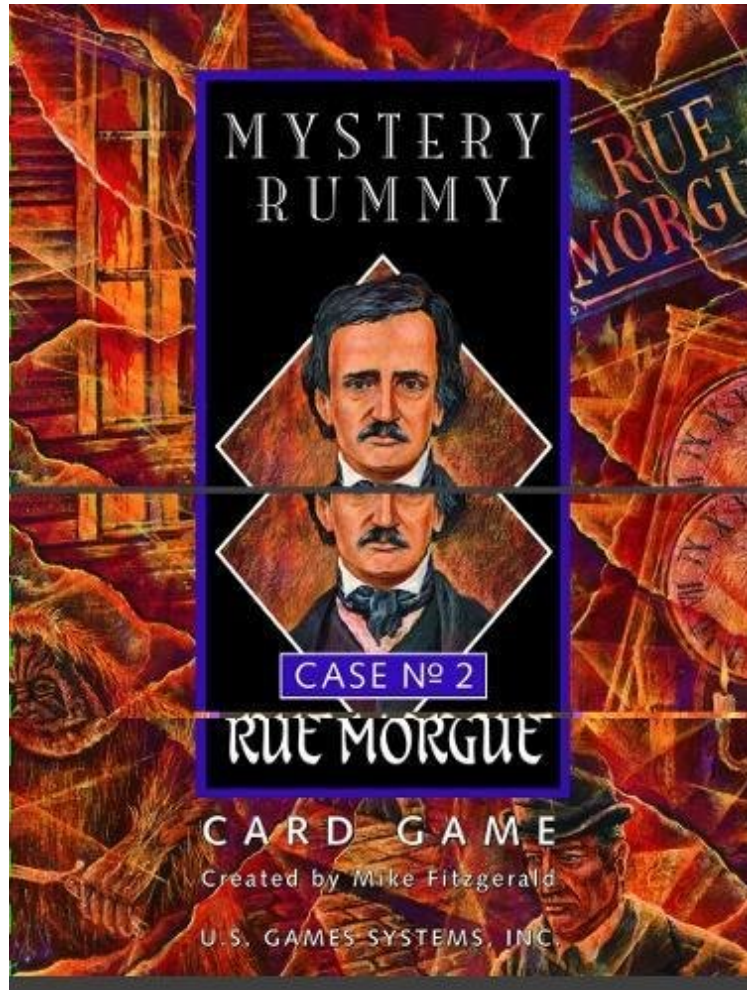


[Free pdf] Murders in the Rue Morgue (Mystery Rummy, Case No. 2)

Murders in the Rue Morgue (Mystery Rummy, Case No. 2)

Fitzgerald

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#2372218 in Books U.S. Games Systems Model: MR200 1999-06-23 Original language: English 6.50 x 5.25 x 1.001, .10 Binding: Cards 62 pages The assassin had escaped through the window And Edgar Allan Poe's Detective, Auguste Dupin, Knows The Orangutan Did It! Still, Adolphe Le Bon Has Been Arrested For The Crime | File size: 26.Mb

Fitzgerald : Murders in the Rue Morgue (Mystery Rummy, Case No. 2) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Murders in the Rue Morgue (Mystery Rummy, Case No. 2):

0 of 0 people found the following review helpful. Five Stars By SpinyIguana262 Awesome game, probably one of the best in the series. 4 of 4 people found the following review helpful. Murder and mayhem and rummy! By Rick Douglas Janssen The second installment of the Mystery Rummy series focuses on Edgar Allan Poe's classic MURDERS IN THE RUE MORGUE. For those of you who haven't read the short story, this card game will spoil the outcome and this review is also a spoiler for the story. The players are investigating the grisly murders of two women. It has been determined that the murderer was an orangutan. The mystery is in collecting enough evidence to prove the orangutan

did it. The game mechanics are similar to those of the first mystery rummy game, Jack the Ripper. Players try to form melds (three or more of a kind) of evidence cards. Whenever a meld is formed a card is taken from the top of the draw deck and placed under the orangutan card. This is important because at the end of the hand, whichever player went out first gets to take the cards under the orangutan and use them, if possible, to score additional points. There are a number of ways to get bonus points, as well. For example, each evidence card set has a complimentary evidence card set. These sets are of similar color (dark green and light green) to easily match them up. If a player plays complimentary evidence melds, they earn bonus points. This is a great game to play with two people, though it's more challenging with three or four. I highly recommend this game for a quiet evening of mysterious fun!

2 of 2 people found the following review helpful. Least satisfying of the mystery rummy games
By Card Player
For those unfamiliar with the Mystery Rummy games, the game is played using a special set of cards. The idea is to build melds (as in regular rummy), but game play is affected by a special set of cards that allow you to draw extra cards from the deck, score extra points, or allow you to retrieve cards from the discard pile. Each of the Mystery Rummy games uses slightly different mechanics and is based on a different mystery. In terms of game play, Rue Morgue is the weakest of the 4 games. There are few chances for strategic interaction, as the players can do little to affect their own melds or their opponents. Rue Morgue is also the simplest of the mystery rummy games (not that any of them are hard to grasp after a few games). Even so, Mystery Rummy 4 - Al Capone offers a similar complexity, but much better game play. Mystery Rummy 3 - Dr. Jekyll and Mr. Hyde is slightly more complicated, but considerably more fun either than Rue Morgue or Al Capone, and is almost as good as the original Mystery Rummy 1 - Jack the Ripper. The original Mystery Rummy 1 - Jack the Ripper is the most complicated of the games, but is also the best.

"The assassin had escaped through the window"...and Edgar Allan Poe's detective, Auguste C. Dupin, knows the orangutan did it! Still, Adolphe Le Bon has been arrested for the crime. Score points for compiling evidence cards and making brilliant deductions to capture the orangutan and prove your case. A stimulating game for two or three "detectives." With four players, enjoy the strategy of partnership play!

Murders in the Rue Morgue is challenging and fun. . . a unique combination of a rummy card game and Poe's classic mystery. Different every time you play the game. Ages 10 to adult. For 2-4 players. Game Includes: 62 Cards 49 Evidence Cards 12 Gavel Cards 1 Orangutan Card 1 Rule Booklet