

Seek and Go Hyde

A Territory Control Game of Dual Moralities

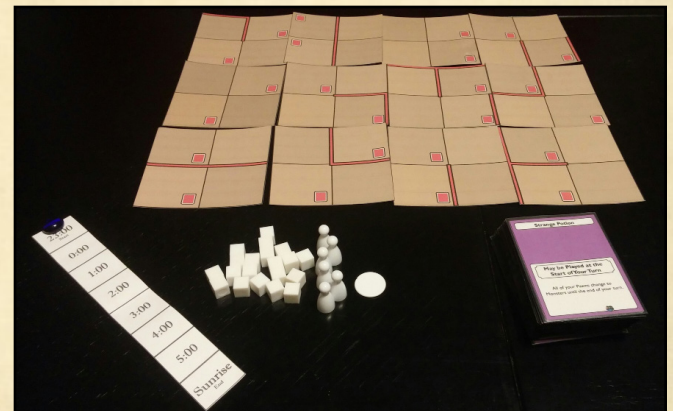


The Premise

Dr. Jekyll has disappeared. His will left his home and lab to one Utterson, who has donated the scientific contents within to the University of London, with the caveat that the students must learn from his old friend's mistakes.

Teams of students are being sent to catalogue the discoveries within. The teams have one night before their professors will come to collect them, and decide which one will win the best grade for their work. However, these are university students around bottles...

Someone's bound to take a sip...



The Hook

Defend your discoveries in the home of Dr. Jekyll with items straight from the pages of the novella *The Strange Case of Dr. Jekyll and Mr. Hyde*, or down a *Strange Potion* to channel the evil within and rampage across the board!

This game appeals to fans of both *Small World* and *Betrayal at House on the Hill*: it boasts strategic, squad-based territory control, with the excitement of chilling upsets amongst friends as you explore a mysterious house each game.

The Gameplay

This is a **territory control game** where you may often switch between the roles of Student and Monster.

As a **Student**, you gain Credits by staying human and remaining in control of Territories in the house.

As a **Monster**, you don't gain Credits for Territories you control, but you can attack other players' Territories to gain Credits. Evil has a price, though...

Beta Components

- 24 Student Pawns (in 4 colors)
- 80 Control Tokens (small cubes in 4 colors)
- 4 Start Tokens (in 4 colors)
- 1 Time Token
- 1 Time Tracker
- 12 Square 3.5"x3.5" Room Tiles
- 32 Discovery Cards (poker-size)
- Credit Markers or Credit Track



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