

L'exposition doit continuer !

Who knew amateur theater could be so deadly?

By Alex Kremer

Le Figaro review on January 20th, 2006.

“Illogique” Debuted last night to little fan fair, but it turned out to be one of the greatest moments in modern times! Illogique is based on the life of Louis XIII, and is set in his palace against the backdrop of a coming change. This musical has only four actors in it, who play a magnitude of roles. However last nights showing left only one alive. With chants of, ‘The show must go on!’ from the audience the dead were carried off the stage, the parts forgotten, and the show adopted...

This game is for four players. Each player will take on the role of an actor. The goal of the player is to STAY ALIVE! All the other players are attempting to use anything in their path to kill you. But the show must also go on, and thus you must continue with the play!

Print out : Kill Cards / Characters / The Set
You need at least 5d6 dice.

Each player picks one of the four characters : Louis XIII, Marie Bernadette, Christine, or Anne of Austria. Characters are essentially the same and thus it only matters who you pick based on what you look like!

Deal 3 cards out to each player at the start of the game.

At the start of each turn each player may place one ‘kill card’ face down in their kill pile. A kill card describes the method of accidental death. It also lists the square at which the death will happen at. If another player crosses this square you may ‘SPRING’ the trap and thus have a chance to kill them! However some cards are better then others. A sand bag falling on top of someone has less suspicious activity then a gun being fired.

After placing a kill card down they may draw one kill card from the pile.

Each player has a ‘suspicion’ rating. This is from 1 to 6. Indicate this with a dice in front of the player. When a trap is sprung the distance from the player who springs it is taken into affect. If you are standing right next to a person and it is sprung you add two, otherwise you add one. Suspicion is added whether or not the trap was successful or not.

Movement : Players MUST move according to the move card which they draw. The move card says that they must move 1d6 squares in that turn. However squares can not be moved to twice, nor can one go in the same direction more than two times.

A trap can be sprung at ANY movement when another player is moving. A player may shout, 'THE SHOW MUST GO ON!' and spring the trap and have a chance of killing the other player. The player then rolls 1d6; if the number is 1 or 6 they die, otherwise they stumble one square to the left (if that is off stage then to the right) This means that they can indefinitely continue to spring traps until they hit a point where none are at!!

Points are scored depending on the kind of trap that is sprung. When a trap is successfully sprung (aka it kills someone) you keep it in your point pile. Otherwise put it at the bottom of the kill pile.

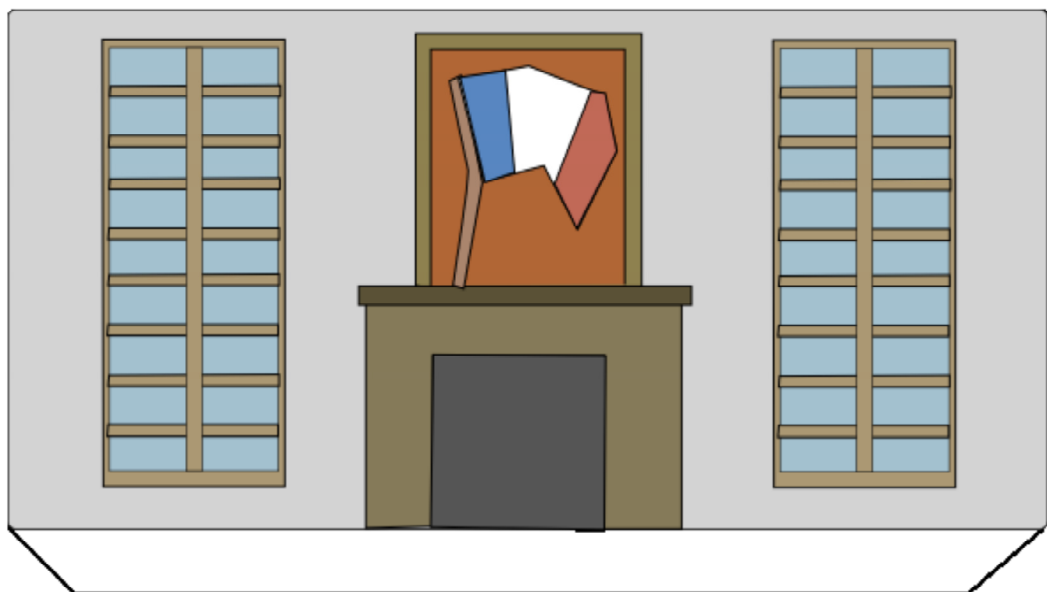
The curtains close after 12 turns of play. If a player is still alive they gain 5 bonus points. However subtract two points for every level of suspicion; and if any player has 6 they lose 10 points. A player who has no kill points gains a 10 point, 'saint' bonus. If the player is alive that is!


























All players start on stage left, lined up from top to bottom (randomly just place your piece)

The pieces are based on junior general.org masters!.



A	B	C	D	E	F	G	H	I	J
1									
2									
3									
4									
5									
6									



<p>Sandbag!</p>  <p>A sandbag drops from the ceiling at : A4.</p> <p>Points : 2</p> <p>Kill Card</p>	<p>Sandbag!</p>  <p>A sandbag drops from the ceiling at : B5.</p> <p>Points : 2</p> <p>Kill Card</p>	<p>Sandbag!</p>  <p>A sandbag drops from the ceiling at : G1.</p> <p>Points : 2</p> <p>Kill Card</p>	<p>Sandbag!</p>  <p>A sandbag drops from the ceiling at : I2.</p> <p>Points : 2</p> <p>Kill Card</p>	<p>Gunshot!</p>  <p>A gunshot hits : C5.</p> <p>Points : 4. Add one extra S.</p> <p>Kill Card</p>
<p>Sandbag!</p>  <p>A sandbag drops from the ceiling at : E1.</p> <p>Points : 2</p> <p>Kill Card</p>	<p>Sandbag!</p>  <p>A sandbag drops from the ceiling at : J4.</p> <p>Points : 2</p> <p>Kill Card</p>	<p>Sandbag!</p>  <p>A sandbag drops from the ceiling at : E5.</p> <p>Points : 2</p> <p>Kill Card</p>	<p>Sandbag!</p>  <p>A sandbag drops from the ceiling at : H3.</p> <p>Points : 2</p> <p>Kill Card</p>	<p>Sandbag!</p>  <p>A sandbag drops from the ceiling at : B2.</p> <p>Points : 2</p> <p>Kill Card</p>
<p>Gunshot!</p>  <p>A gunshot hits : F3.</p> <p>Points : 4. Add one extra S.</p> <p>Kill Card</p>	<p>Sandbag!</p>  <p>A sandbag drops from the ceiling at : F3.</p> <p>Points : 2</p> <p>Kill Card</p>	<p>Gunshot!</p>  <p>A gunshot hits : B1.</p> <p>Points : 4. Add one extra S.</p> <p>Kill Card</p>	<p>Exit Stage</p>  <p>Something forces you to slip! : D2</p> <p>Points : 4.</p> <p>Kill Card</p>	<p>Gunshot!</p>  <p>A gunshot hits : A5.</p> <p>Points : 4. Add one extra S.</p> <p>Kill Card</p>
<p>Gunshot!</p>  <p>A gunshot hits : D2.</p> <p>Points : 4. Add one extra S.</p> <p>Kill Card</p>	<p>Gunshot!</p>  <p>A gunshot hits : G4.</p> <p>Points : 4. Add one extra S.</p> <p>Kill Card</p>	<p>Gunshot!</p>  <p>A gunshot hits : I1.</p> <p>Points : 4. Add one extra S.</p> <p>Kill Card</p>	<p>Exit Stage</p>  <p>Something forces you to slip! : E4</p> <p>Points : 4.</p> <p>Kill Card</p>	<p>Exit Stage</p>  <p>Something forces you to slip! : J5</p> <p>Points : 4.</p> <p>Kill Card</p>
<p>Exit Stage</p>  <p>Something forces you to slip! : A1</p> <p>Points : 4.</p> <p>Kill Card</p>	<p>Exit Stage</p>  <p>Something forces you to slip! : I4</p> <p>Points : 4.</p> <p>Kill Card</p>	<p>False Knife!</p>  <p>Should of checked to see if that knife wasn't real! : A4</p> <p>Points : 4.</p> <p>Kill Card</p>	<p>False Knife!</p>  <p>Should of checked to see if that knife wasn't real! : G1</p> <p>Points : 4.</p> <p>Kill Card</p>	<p>Exit Stage</p>  <p>Something forces you to slip! : C5</p> <p>Points : 4.</p> <p>Kill Card</p>