KILLER
NEXT DOOR

20 min

3 – 6

10+

GAME MANUAL

LEARN TO PLAY IN 5 MINUTES!

Head to **huntakiller.com/killernextdoor** to watch our how-to-play video!

Welcome to the neighborhood!

OBJECTIVE

You live in a perfect neighborhood. But one of you is secretly a Killer!

- Homeowners' goal: Save three Neighbors or expose the Killer.
- Killer's goal: Kill three Neighbors and stay hidden.

QUICK START GUIDE

Use this guide to jump into

your first round. For details, see the full rules.

DEAL ROLE CARDS

- Deal each player a secret Role card (one Killer, the rest are Homeowners).
- Give each player a Snoop card.

SET UP NEIGHBORS

- Neighbors go alive side up on the Play Mat.
- Shuffle Gift, Grudge, and Death cards to create the Draw Deck.

PLAYER'S TURN

Player who most recently moved to a new neighborhood goes first.

- Draw 3 cards.
- Play 1 card face down on a Neighbor.
- Play 1 card face down on a different Neighbor.
- Keep 1 card face up in front of you.
- Play continues to the left until all players have taken a turn.
- You can use a Snoop card at any time to see the last card played.

REVEAL NEIGHBOR PILES

Shuffle all of the face-down cards in front of a Neighbor and reveal one card at a time. Follow instructions below when revealing cards:

- Shuffle face down and reveal one Neighbor's pile at a time.
- Gift + Grudge = cancel each other, cards go to Discard Pile face down.
- 3 Gifts = Neighbor saved → place Safe token.
- 3 Grudges = Neighbor killed → flip Neighbor card.
- Death card = instant kill, flip Neighbor over.
- Stop revealing cards once

a Neighbor is saved or killed and remove all remaining cards to the Discard Pile, face down.

Then move to the next Neighbor and repeat the process.

RESET FOR NEXT ROUND

- Discard face-up cards in front of players.
- Keep unresolved Gift/ Grudge cards face up on Neighbors (they carry forward).
- Decide whether to vote on the Killer or continue playing.

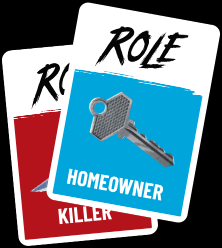
- A vote is won by majority. If no majority, play another round.
- Discard face-up cards in front of players.
- Play begins left of the previous starter for the next round.

WIN CONDITIONS

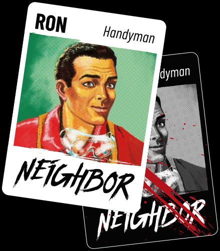
- 3 Neighbors are saved → Homeowners win.
- Killer is correctly identified → Homeowners win.
- 3 Neighbors are dead → Killer wins.
- Group wrongly accuses a Homeowner → Killer wins

instantly.

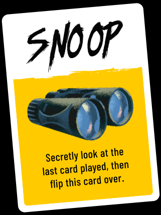
CARDS AND TOKENS



Role Cards —
Assign Homeowner and Killer roles.

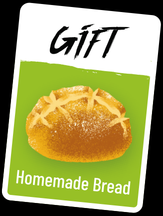


Neighbor Cards —
Potential victims.


SNOOP
Secretly look at the last card played, then flip this card over.

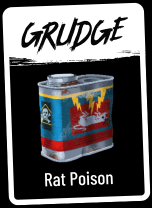
Snoop Cards —

Once per game, peek at the last face-down card played. Flip after use.



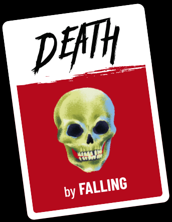
Gift Cards —

Goodwill. (3 save a Neighbor)



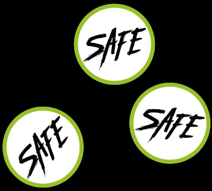
Grudge Cards —

Resentment. (3 kill a Neighbor)



Death Cards —

1 instantly kills a Neighbor.



Safe Tokens – Show that a Neighbor is permanently safe from play.

SETTING UP

- Place Play Mat and Neighbors alive side up.
- Shuffle and deal Role cards (one for each player, including one Killer). Keep your card secret.
- Give each player a Snoop card.

- Shuffle Gift, Grudge, and Death cards into the Draw Deck.
- Designate an area for a Discard Pile; discarded cards will go face down here.

PLAYING THE GAME

- Homeowners want to save three Neighbors or reveal the Killer.
- Killer wants to kill three Neighbors and avoid exposure.
- The player newest to their

neighborhood goes first. Play continues left.

TAKING A TURN
(Block Party)

- Draw 3 cards.
- Play 2 face down (on different Neighbors).
- Keep 1 face up in front of you.
- Homeowners want 3 Gifts together → Neighbor saved.
- Killer wants 3 Grudges or a Death card → Neighbor killed.
- If you can’t play exactly what you want, make the best play

you can.

- Snoop Card: Play once per game to peek at the most recent face-down card. Flip after use.

REVEALING NEIGHBOR PILES

(Coming Home)

- Shuffle face down and reveal one Neighbor pile at a time, one card at a time.
- Gift + Grudge = cancel each other out and go to the Discard Pile.

- 3 Gifts = Neighbor saved. Place a safe token on their Neighbor Card and discard all cards on that Neighbor.
- 3 Grudges = Neighbor killed. Flip the Neighbor Card killed-side-up and discard all cards on that Neighbor.
- Death card = instant kill (stop revealing that pile, flip the Neighbor Card killed-side-up, and discard the rest).
- Repeat until all Neighbors with cards are resolved.

DISCUSSION AND VOTING

(HOA Meeting)

- After all Neighbor piles are revealed, players may discuss, accuse, and vote.
- Majority required to accuse someone.
- Wrongly accuse a Homeowner → Killer wins instantly.
- Correctly accuse the Killer → Homeowners win.
- No majority → play another round.

HOA EMERGENCY VOTE:

If 2 Neighbors are saved and 2

are dead at the end of a round, an Emergency Vote is held.

- Majority required.
- No majority = Killer wins!

RESETTING FOR A NEW ROUND

- Discard face-up cards in front of players.
- Leave any remaining Gift or Grudge cards face up on Neighbors; they remain face up and not shuffled in future rounds.
- If the Draw Deck is empty,

shuffle the Discard Pile to form a new one.

- Next round begins to the left of the player who went first last round.

ENDING THE GAME

The game ends when:

- 3 Neighbors are saved, OR
- 3 Neighbors are killed, OR
- A majority of players correctly identifies the Killer, OR
- 2 Neighbors are saved and 2

are killed → Emergency Vote

CONTENTS

1 Play Mat

3 Safe Tokens

65 Cards:

- 5 Neighbor Cards
- 5 Homeowner Role Cards
- 1 Killer Role Card

- 21 Gift Cards
- 21 Grudge Cards
- 6 Death Cards
- 6 Snoop Cards

CREDITS

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HUNT A KILLER®

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