Solving the Crime

Other than the Forensic Scientist, every player, including the Murderer and the Accomplice, can make one single attempt to "Solve the Crime" at any time during the game. To try to solve the crime, a player should announce, "Let me solve the Crime!" That player then points to one Clue card and one Scene tile in front of another player.

If the solution chosen by a player attempts to solve the crime is the correct "Key Evidence" and "Scene of Murder", the game ends immediately and the Forensic Scientist and Investigator both lose the game.

If either of the cards is incorrect, the Forensic Scientist will only say "No" without giving any additional information.

If a player has attempted to solve the crime incorrectly, they must surrender their Badge taken to the Forensic Scientist, indicating that they have used one attempt to solve the crime. They continue to participate as normal and may still present during all Presentation phases but may not make another attempt to solve the crime.

Important: If you do not make an attempt to solve the crime before the last player’s third and final Presentation, you will lose your chance to do so. Do it. Do not lose.

3. Closing the File

The game ends in one of the following conditions.

1. An Investigator attempts to "Solve the Crime" and correctly chooses the "Key Evidence" and "Scene of Murder". In this case, the Forensic Scientist and the Investigator both lose the game.

2. All players have lost their chance to solve the crime either because they made an incorrect guess or did not attempt to "Solve the Other" by the end of the third and final round of Presentations. In this case, the Murderer and Accomplice win the game.

REVERSAL

In a game with the Witness, a reversal in the end may take place. If the "Key Evidence" and "Scene of Murder" are altered correctly, the Murderer, after delivering a Reversal, places a player to the position of the Accomplice before the trial. If the chosen player is the Witness, the Murderer and Accomplice escape conviction and win the game. If it is any player other than the Witness, they are convicted successfully and the Forensic Scientist and Investigator both lose the game.

VARIANTS

Event Titiles

To play with the Event tiles, the Forensic Scientist should shuffle them into the deck of Scene tiles after the First Round of Evidence Collection. In this way, an event may occur during either the Second or Final Round of the game. When playing with the Event tiles, simply read the text aloud and follow the instructions when drawn.

Adjusting the Difficulty

Players may make the following changes to the rules to vary the level of difficulty:

1. To make the game easier, the Investigation, Deal 3 Scene cards and 5 Clue cards to each player.

2. To make the game harder for the Investigator, deal 3 Scene cards and 3 Clue cards to each player.

3. To make the game harder for the Investigator, deal 3 Scene cards and 5 Clue cards to each player.

GOLDEN RULES

The restrictions on communication in the game are few:

1. The Forensic Scientist may not convey information in any way other than through the placement of the Bullet markers on the Scene tiles and announcing "yes" or "no" to an attempt to solve the crime.

2. Players may not interrupt one another during the Presentation phases—except to attempt to solve the Crime.

During the Evidence Collection phases, players may speak freely. Asking questions of each other is permitted. Answering is optional.

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BACKGROUND

In the sun-baked city of Hong Kong, a grisly murder has taken place. You and your fellow Investigators arrive at the scene of the crime to discover that the victim has left important clues. From among the numerous objects scattered around, you must deduce the "Scene of Murder" and identify the "Key Evidence" in order to catch and convict the killer.

As if solving a murder wasn’t tricky enough, this one is complicated by the fact that the killer is among the Investigators! While the Forensic Scientist gives investigative clues to those who look for it, the Murderer attempts to throw confusion and doubt in order to cover their own deed.

Will the Investigators be perceptive enough to successfully solve the crime or will the culpable accomplice get away with murder?

COMPONENTS

- Rule cards (26 cards) x 6
- Clue cards (red) x 50
- Scene cards (red) x 90
- Scene tiles x 50 (including 6 Event tiles)

ROLES

Forensic Scientist x1

The Forensic Scientist holds the solution to the crime. They are responsible for ascertaining the Investigator in identifying the "Key Evidence" and "Scene of Murder." From an Investigator who correctly identifies the "Key Evidence" and "Scene of Murder," the game is solved and the Forensic Scientist and the Investigator both win the game.

During the game, the Forensic Scientist is not allowed to hint at the solution with words, gestures, or eyes.

Murderer x1

When the crime is played, the Murderer chooses 1 Clue card and 1 Scene card as the solution to the crime. These will be the "Key Evidence" and "Scene of Murder" respectively.

The Murderer tries to hide their role and look for a scapegoat. Even if they are identified, the Murderer still wins the game if no one correctly identifies both the "Key Evidence" and "Scene of Murder".

Investigator x3

To solve the crime, the Investigators must analyze the hints given by the Forensic Scientist. As long as one of the Investigators correctly identifies both the "Key Evidence" and "Scene of Murder," the Murderer is exposed and the Investigators win the game. As soon as the Forensic Scientist

Bear in mind that the Murderer and sometimes Accomplice is among the Investigators! The innocent Investigators must make a vigorous effort to defend themselves from false accusation.
GAME SETUP

1. Scene Setup
Return to the game box all Event cards, which are used as a variant “Variants,” p.4; Deal 4 Clue cards and 4 Means cards to each player. The players display their own Clue cards face up in front of themselves, with the texts and graphics facing the other players as they can all be seen. Players should take a moment to glance through all the Clues and Means cards on the table. The graphics on the Clue and Means cards are for reference only. Players should use their imagination based on the texts.

2. Roles
Two out a number of Role cards equal to the number of players.
4-8 player game: 1 Murderer, 1 Forensic Scientist, 4 remaining: investigators
6 to 18 player game: 1 Murderer, 1 Forensic Scientist, 1 Accomplice Optional, 1 Witness Optional, all remaining: Investigators

Return the unused Role cards to the game box. Shuffle the Role cards to be used and give one to each player face-down. The player receiving the Forensic Scientist card will open it and identify the victim as the game begins. They display their clue and Means cards and will play using the Event cards instead. All the other players keep their role secret.

In your first game, it is recommended to assign the role of the “Forensic Scientist” to the most expressive player.

3. Badge Tokens
Finally, give each player from the Forensic Scientist’S badge tokens. This token indicates a player has not yet attempted to solve the crimes and should be clearly displayed in front of the player. Return excess tokens to the box.

GAME PLAY

1. The Crimes
During this portion of the game, the Murderer will select the solution to the crimes by identifying the “Means of Murder” and “Eyes of Murder.” The Forensic Scientist should run this portion of the game by following these steps:

a. The Forensic Scientist announces, “Everyone, close your eyes,” and confirm that all eyes are closed.
b. The Forensic Scientist announces, “Murderer and Accomplice, open your eyes,” and confirms that they have done so.
c. The Forensic Scientist announces, “Eyes of Murder, close your eyes,” and confirm that they have done so.
d. The Forensic Scientist announces, “Murderer, indicate the ‘Means of Murder’ and ‘Eyes of Murder.’” The Murderer then points to one of their “Means of Murder” and one of their “Eyes of Murder.”
e. The Forensic Scientist gives the Murderer a card of acknowledgment, at which point the Murderer can stop pointing, and then announces, “Murderer and Accomplice, close your eyes.”
f. Only if there is a witness in the game, the Forensic Scientist then continues, “Witness, open your eyes,” and then indicates the Murderer and Accomplice by pointing to them. The Witness then gives a card of acknowledgment, after which the Forensic Scientist announces, “Witness, close your eyes.”
g. The Forensic Scientist announces, “Everyone, open your eyes.”

2. Investigation
This is the main part of the game and is divided into 5 rounds - each round consists of an Evidence Collection phase and a Presentation phase. The game may end prematurely when any of the investigators correctly identifies the “Eyes of Murder” and “Means of Murder.” Otherwise, the game ends after the third round has concluded. The phases occur in the following order:

a. Final Round of Evidence Collection
To prepare for this round, the Forensic Scientist gets the titles entitled “Location of Crime” and “Cause of Death.” They then shuffle the remaining cards, and then draw 5 cards.

The Forensic Scientist selects one of the cards “Location of Crime” titles, draws 4 random titles from the draw deck, and displays these titles, together with the “Cause of Death” one, in front of themselves.

b. Evidence Collection
On a 3.5, the Forensic Scientist places each of the 6 Bullet cards on the titles in front of them. Each member must be placed on one of the six titles listed in the title and only one card may be placed on each title. They may be placed as quickly or as slowly as the Forensic Scientist would like.

After the placement of the first card, all players but the Forensic Scientist can freely discuss and express their opinions about the investigation. The Forensic Scientist places the subsequent members based on the discussion, or so as to remove from the investigation. Therefore, the order in which the Forensic Scientist chooses to place the members, as well as any signs of silence or hesitation on the part of the Forensic Scientist, can be clues. The members can be placed in any order, but they cannot be repositioned once they have been placed.

This step concludes as the third member is placed.

c. Evidence Presentation
After the final member has been placed, the Forensic Scientist should allow a brief period for discussion of the evidence and then ask each player to present their theory about the crime starting with the player to the left of the Forensic Scientist and continuing clockwise. Each player should present their opinions about the “Eyes of Murder” and “Means of Murder.” Each player may take up to 50 seconds. This is just a guideline. You may decide to cut them short.

The players are not allowed to interrupt or disturb the player making their Presentation. befinden machen sich nicht mehr. Die Spieler werden nun mit dem nächsten Teil der Untersuchung beginnen. Alle Karten werden von den Augen des Murderers und alonsenen entfernt. Die Karten werden nun von den Augen des Forensic Scientists gezeigt.

d. Investigation
The Forensic Scientists draw a new title from the draw pile. This title replaces any of the previously used and shows one extra “Location of Crime” and “Cause of Death.” The Murderer then reveals the title of the game. The Murderer then places the Murderer and the Forensic Scientist on one of the six titles listed in the list.

e. Presentation
The Forensic Scientist should give the group a moment to discuss the new title before deciding which player to present their opinions to in step 2c

f. Final Round of Evidence Collection
After each player has presented their opinions a second time, the Forensic Scientist moves on to the final round of Evidence Collection.

g. Evidence Collection
Repeat steps 2a-2e.

h. Presentation
Repeat step 2f.

Important: The game ends immediately after the last player’s third and final presentation.
GAME SETUP

1. Scene Setup

Return to the game box all Event cards, which are used as a variant See “Variant,” p. 41. Deal 4 clue cards and 4 Manor cards to each player. The players display their own 8 cards face up in front of themselves, with the text and graphic facing the other players as they can all be seen. Players should take a moment to glance through all the clue and Manor cards on the table.

The graphics on the clue and Manor cards are for reference only. Players should use their imagination based on the texts.

2. Roles

Take out a number of Role cards equal to the number of players. 4 to 8 player game: 1 Murderer, 1 Forensic Scientist, 2 Accomplices; all remaining: investigators 6 to 18 player game: 1 Murderer, 1 Forensic Scientist, 1 Accomplice optional; 1 Witness optional; all remaining: investigators

Return the unused Role cards to the game box. Shuffle the Role cards to be used and give one to each player face down. The player receiving the Forensic Scientist card opens his/her identity and acts as the game detective. They distribute their clue and Manor cards and will play using the clue times instead. All the other players keep their role secret.

In your first game, it is recommended to assign the role of the “Forensic Scientist” to the most expressive player.

3. Badge Tokens

Finally, give each player from the Forensic Scientist’s badge tokens. This token indicates a player has not yet attempted to solve the crime and should be closely displayed in front of the player. Return excess tokens to the box.

GAME PLAY

1. The Crime

During this portion of the game, the Murderer will select the victim to be the crime by identifying the “Means of Murder” and “Body Evidence.” The Forensic Scientist should run this portion of the game by following these steps:

- The Forensic Scientist announces, “Everyone, close your eyes,” and confirm that all eyes are closed.
- The Forensic Scientist announces, “Everyone, open your eyes,” and confirms that they have done so.
- The Forensic Scientist announces, “Murderer, indicate the ‘Body Evidence’ and ‘Means of Murder.’” The Murderer then points to one of their clue cards and one of their Manor cards.
- The Forensic Scientist gives the Murderer a round of acknowledgment, at which point the Murderer can stop pointing and then announces, “Murderer and Accomplice, close your eyes.”
- Only if there is a Witness in the game, The Forensic Scientist then continues, “Witness, open your eyes,” and then indicates the Murderer and accomplice by pointing. The Witness then gives a round of acknowledgment, after which the Forensic Scientist announces, “Witness, close your eyes.”
- The Forensic Scientist announces, “Everyone, open your eyes.”
Solving the Crime

Other than the Forensic Scientist, every player, including the Murderer and the Accomplice, can make one single attempt to "Solve the Crime" at any time during the game. To try to solve the crime, a player must announce, "Let me solve the Crime!" That player then points to one Card and one Dice card in front of another player.

If the card chosen by the first player to attempt to solve the crime are the correct "Key Evidence" and "Weapon of Murder," the game ends immediately, and the Forensic Scientist and Investigation win as well as the Winner win.

If either of the cards is incorrect, the Forensic Scientist will only say "No" without giving any additional information.

If a player has attempted to solve the crime incorrectly, they must surrender their Badge taken to the Forensic Scientist, indicating that they have used their one attempt to solve the crime. They continue to participate as normal and may still remain present during all Presentation phases but may not make another attempt to solve the crime.

Important: If you do not make an attempt to solve the crime before the last player's third and final Presentation, you will lose your chance to do so. Do it.

3. Closing the File

The game ends in one of the following conditions:
1. An Investigator attempts to "Solve the Crime" and correctly choose the "Key Evidence" and "Weapon of Murder." In this case, the Forensic Scientist and Investigation win as well as the Winner win the game.
2. All players have lost their chance to solve the crime either because they made an incorrect guess or did not attempt to "Solve the Crime" by the end of the third or final round of Presentations. In this case, the Murderer and Accomplice win the game.

REVERSAL

In a game with the Winner, a reversal of the end way may occur. If the "Key Evidence" and "Weapon of Murder" are selected correctly, the Murderer, after dissolving the Accomplice, gives a player to have guilty killed before the trial. If the chosen player is the Winner, the Murderer and Accomplice escape conviction and win the game. If it is any player other than the Winner, they are convicted successfully and the Forensic Scientist and Investigation win as well as the Winner win.

VARIANTS

Event Tiles
To play with the Event tiles, the Forensic Scientist should shuffle them into the deck of Dice tiles after the First Round of Bulletin Collection. In this way, an event may stop during either the Second or Final Round of the game. While playing with the Event tiles, simply read the text aloud and follow the instructions when drawn.

Adjusting the Difficulty
Players may make the following changes to the rules to vary the level of difficulty:

To make the game easier for the Investigation, deal 3 Dice cards and 3 Clue cards to each player. To make the game harder for the Investigation, deal 5 Dice cards and 5 Clue cards to each player.

GOLDEN RULES

The restrictions on communication in the game are few.

1. The Forensic Scientist may not copy information in any way other than through the placement of the Bullet markers on the Dice tiles and answering "yes" or "no" to an attempt to solve the crime.
2. Players may not interrupt one another during the Presentation phases — except to attempt to solve the crime.

During the Evidence Collection phases, players may speak freely. Asking questions of each other is permitted. Answering is optional.

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BACKGROUND

A game by Toby Hs Illustrations: Tommy K.C. On Tung

In the once-baked city of Hong Kong, a grizzly murder has taken place. You and your fellow Investigators arrive at the scene of the crime to discover that the suspect has left important clues. Even among the suspicious objects scattered around, you must deduce the "Weapon of Murder" and identify the "Key Evidence" in order to catch and convict the killer.

As solving a murder wasn't tricky enough, this one is complicated by the fact that the killer is among the Investigators! While the Forensic Scientist gives Investigator clues on how to look for the Murderer, a attempt to sow confusion and doubt in order to cover their own deed.

Will the Investigators be precise enough to successfully solve the crime or will the culpable accomplice get the perfect crime and get away with murder?

COMPONENTS

Role cards (36 cards) x 12
Clue cards (red x 85)
Weapon cards (Blue x 90)
Scene tiles x 30 (including 6 Event tiles)
Badge tokens x 11
Wooden bullet markers x 6

ROLES

Forensic Scientist x1
At the game master, the Forensic Scientist helps the solution to the crime. They are responsible for assessing the Investigators in identifying the "Key Evidence" and "Weapon of Murder." Even in an Investigator role that successfully, the crime is solve and the Forensic Scientist and the Investigation win the game.

During the game, the Forensic Scientist is NOT allowed to hint to the solution with words, gestures, or eyes.

Murderer x1
When the crime takes place, the Murderer chooses 1 Clue card and 1 Weapon card as the solution to the crime. These will be the "Key Evidence" and "Weapon of Murder" respectively.

The Murderer tries to hide their role and look for a accomplice. Even if they are identified, the Murderer still wins the game if no one correctly identifies both the "Key Evidence" and the "Weapon of Murder.”

Investigator x8
To solve the crime, the Investigators must analyze the hints given by the Forensic Scientist. As long as one of the Investigators correctly identifies both the "Key Evidence" and "Weapon of Murder," the Murderer is screened and the Investigation wins the game as does the Forensic Scientist.

Bear in mind that the Murderer and Accomplice are among the Investigators. The innocent Investigators must make a vigorous effort to defend themselves from false accusations.