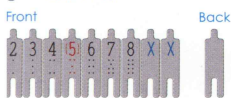


Game Instructions

This town has too many murders and too many detectives. Today several detectives have witnessed a murder. Using the information that only you are aware of as well as considering the reasoning of the other detectives, you must carefully and skillfully try to gain the upper hand and declare which suspect is the criminal. Can you defeat your rivals and become the greatest detective this town has ever seen? This is a competitive game filled with reasoning, deductions, and a complex mixture of predictions.

Contents

9 Person Tiles



Game Manual (This booklet)

Detective Chips:
7 pieces x 5 colors



1 First on the Scene Marker



1 Unseen Marker



1. Game Objective

Players take on the role of detective and try to uncover the criminals in a series of murders. The information that each of the detectives has witnessed is a little different so surely their reasoning and deductions will differ as well. Either make the correct assumptions or try to place the blame for incorrect assumptions on other players. You don't want to be an inept detective!

2. Setting the Crime Scene

Depending on the number of players, use the person tiles shown below.

2-3 players



Remove 2 person tiles marked with [X]

4 players



Remove 1 person tile marked with [X]

5 players



Use all person tiles

* When playing with 2 players, please check the last section, "2 Player Rules".

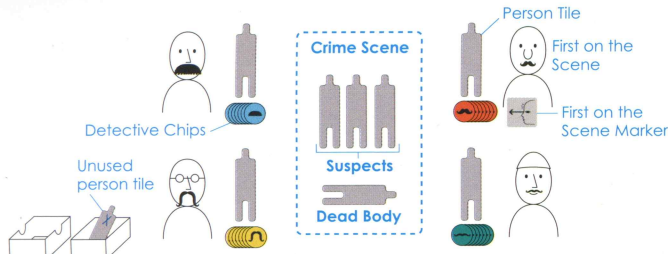
Each player takes their 7 detective chips with the same mustache shown on them and places them face up on the table in front of them.



Detective Chip Front

Place the person tiles face down (the side with the number goes down) and shuffle well. Each player takes 1 and the player with the highest number becomes the first on the scene. This player takes the "first on the scene marker".

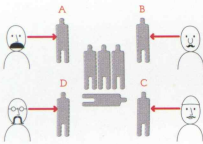
Gather the person tiles, place them face down and shuffle well again. Deal 1 tile to each player and line up the remaining 4 tiles as shown in the diagram.



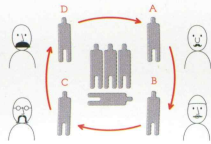
3. Investigating Alibis

※ For 2 players, please check the back page

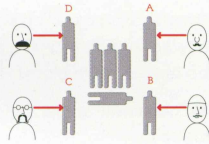
① Without showing the other players, check the person tile that you were dealt.



② Give your person tile to the player to your left (clockwise).



③ Without showing the other players, check the person tile that you received from the player next to you.



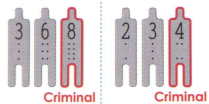
※ Each player now knows the information on 2 of the player tiles that aren't at the crime scene.

3 Rules for Determining the Criminal

Rule 1

Out of the 3 suspects, the one with the biggest number is the criminal.

Example



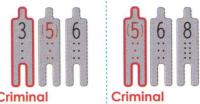
Criminal

Criminal

Rule 2

However, if one of the suspects has the number "5", the suspect with the smallest number is the criminal.

Example



Criminal

Criminal

Rule 3

A suspect with an [X] cannot be the criminal.

