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CRIME STORY

Detectives without license

A storm raged outside. Even though it was a middle of the day, the city was covered with a blanket of darkness. The **old man** tried not to bother with neither the wind, gusting through the streets and the nearby **park**, nor with the raindrops, smashing on the sill, nor even the sounds of the neighbors **arguing** behind the wall. Him – a quick-tempered and expressive **banker** and her – a **teacher**, always giving her opinion with a shrill and loud voice, had a long history of similar rows. 'This time something is different, though', thought the old man, lying the **playing cards** on the table with trembling hands. Suddenly, he heard a **scream**!



GAME DESCRIPTION

If you like thrillers, enjoy telling blood-chilling stories and solving criminal puzzles, Crime Story is a perfect game for you. When playing Crime Story you will have a lot of fun creating a world of criminals, deceiving your opponents and hunting the villains. You will have a chance to prove your memory, observation, creativity and cunningness.

During the game players use cards depicting items, characters, places and actions. One after another, they build sentences to create the most consistent criminal story they can tell. A player who tells the sentence is called an AUTHOR. If the AUTHOR speaks out loudly sentence containing a word present on a card in other player's hand, the AUTHOR takes that card and puts it face up in front of him. This card gives him 1 point at the end of the game. But be careful! There is a murderer among you. He tries to outrun others by getting additional points. Can you tell the best story and in the meantime hunt down the murderer?

Note! Before the game you should read this rulebook thoroughly and check out all cards in the game. Try to remember as many as you can.

GAME COMPONENTS

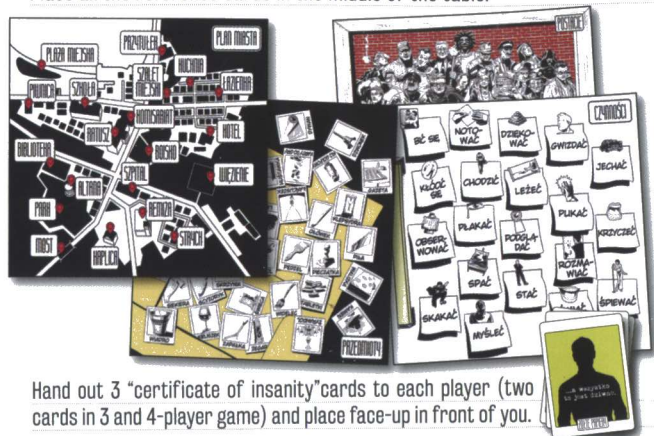
Inside this box, you will find:

- » 125 cards, including:
 - » 20 character cards
 - » 39 item cards
 - » 20 location cards
 - » 20 action cards
 - » 24 double-sided „certificate of insanity” cards
 - » 1 murderer card
 - » 1 „evidence of crime” card
- » 4 large-scale reference cards
- » this rulebook



GAME SETUP

Place all the reference cards in the middle of the table.



Hand out 3 "certificate of insanity" cards to each player (two cards in 3 and 4-player game) and place face-up in front of you.

Shuffle all cards together: characters, items, actions and locations.

Hand out 10 cards to each player. Each player looks at his cards (try to remember as many as possible) and then removes two from the game. A player who has read a crime novel recently becomes the starting player and only he discards 3 cards (instead of 2) at this point. After that you take all not-removed cards, put them on one pile together and add the murderer card. Then you once more shuffle all remaining cards and deal each player 8 cards. (It means that there are 32 cards in 4 players game and 40 cards in 5 players game.)

Remember that all cards are chosen randomly so it is possible that there won't be any items or character cards in the game.

Now you're ready to play. The starting player becomes the first AUTHOR and he tells the first sentence of the story.

Notice! If, during initial games, you have problems with beginning the story, on the page 10 of this rulebook, you'll find few possible options, that you can use to start.



TELLING THE STORY

The starting player tells one sentence, that begins the story. After him, going clockwise, all other players do the same. Each player has only few seconds (to count them, use a timer, hour glass etc.) to build a sentence and continue the story. If he runs out of time, he HAS TO play a „certificate of insanity" card and read the sentence on it, so the story continues.

Remember! Try to build sentences containing words that might be present on other player's hands!

If any other player has a card on his hand with a word that has just been used by the AUTHOR, he HAS to reveal it and hand this card to the author. The AUTHOR then places this card in front of him as a victory point.

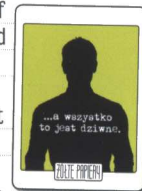
Note! You only hand cards to the author AFTER he completes his sentence.

If AUTHOR names more than 2 words that are present on other player's hand, all cards above 2, are placed on the murderer pile in the middle of the table. If nobody has a card with words used in that sentence, nothing happens and the story continues with the next player.

Note! If accidentally AUTHOR uses a word present on his own card, he has to put this card(s) on the murderer pile.

And so, one after another, you build sentences together, trying to create the best possible story and to gather as many point cards as possible.

A player who gets at least one card from other player in a turn, takes an "evidence of crime" card. If the whole round passes (all player - including the player with an evidence card - tells their sentence) and no one received any cards, at the end of this round each player has to discard one of the cards on his hand (showing other players what is he discarding).



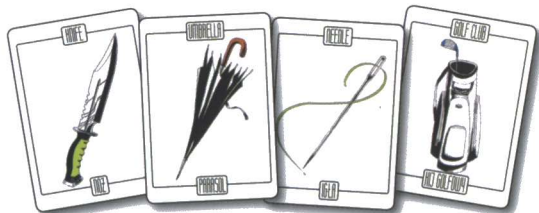
ADVANCED RULES FOR BUILDING SENTENCES AND GATHERING POINTS

You CAN NOT build sentences that:

- › consists of few nouns, verbs, pronouns etc. used one after another.

FOR EXAMPLE:

- › At the time, Tim spots a knife, umbrella, needle and a stick covered in blood and is terrified.



- › don't make any logical sense with previous sentences. Try to make your sentence and the story as consistent as you can. All players vote together to decide if a sentence is consistent with a story or not. If players decide that the sentence just used doesn't make any sense or for example starts an unnecessary additional plot, the player who used it has to put one of his point cards in the middle of the table. This sentence is treated as never-existing and the story goes back to the previous one.



Remember! Each turn, an AUTHOR can take a maximum of two cards from other players, even if theoretically he could have taken more. Every card above these two is placed in the middle of the table.

FOR EXAMPLE:

in the sentence:

- › A policeman went up to the attic, looked around and spotted a huge skull
- there are three words present on other player's cards: look up, look around, spot. Two cards go the Author and one card to the middle of the table.

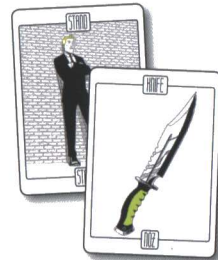


Remember! Hand a card also if it's not the same tense, number or other grammatical form.

EXAMPLE

„standing”, „stood”, would stand still counts as „stand”

„knife”, „with a knife”, „knives” counts as knife



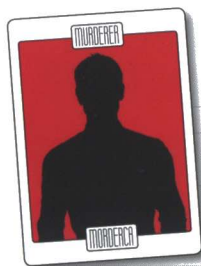
Do not hand a card when you exchange a verb for a noun or so.

EXAMPLE

„To fight” is not the same as „a fight”

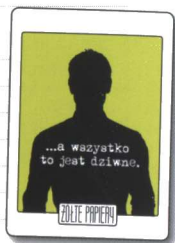


MURDERER



A player who got the murderer card at the beginning of the game, doesn't reveal this fact!

If he can manage to keep it safe and avoid being discovered, he gets this cards and all cards from the murderer pile in the middle on the table as his victory points. The murderer card is worth 3 points instead of 1.



Other players, observing the situation at the table may try to avoid that and reveal the murderer before the game ends. To do that, a player **MUST** get at least 1 point in a turn he tries to uncover the murderer (in other words he has to take on card from any player's hand), then play a "certificate of insanity" card, and finally end their turn saying the words: „and the murderer is...” (or similar) and point out a player he suspects to be the murderer:

› If the suspicion was right, the game automatically ends, and the player who pointed out the murderer gets the murderer card and adds it to his victory point pile. It is worth 3 points at the end of the game (but you don't get the murderer pile from the middle of the table). Now summarize the scores.

› If the suspicion was wrong, the game continues normally.

Note! The special murderer card is not revealed and handed over when somebody uses a word „murderer” in his sentence.

Note! If there is no murderer in the story you're telling, you can use other word like villain, suspect etc. to replace the murderer.

Remember! Each certificate of insanity that you keep till the end of the game is worth additional 1 point. You can use them either to point out the murderer or when you don't have any idea how to continue the story in your turn. You do not keep these cards at your hand – instead of that you keep them face-up in front of you. If you loose all your certificate of insanity cards, you automatically lose the game.

THE END

A player is out of play when:

- › he gets rid of all cards in his hand
- › loses all his “certificate of insanity” cards

The game ends when one of three conditions are met:

- › there are only two players left in the game
- › the murderer is discovered
- › the murderer was forced to get rid of the last card on his hand – the murderer card

If you couldn't find the murderer – at the end of the game, he gets all cards from the murderer pile.

If the murderer is pointed out, his pile stays untouched and nobody gets points from the murderer pile.

Now you can add your points up.

Each card in your hand, cards gathered throughout the game and each “certificate of insanity” card left in front of you is worth 1 point at the end of the game. The only exception is the murderer card which is worth 3 points.



GAME VARIANTS

To make the game easier, play:

- › without time limit
- › without 2 cards per round limit – a player gets as many point as he can
- › you don't have to make the story consistent
- › play without the murderer. You can not point out the murderer. The Game ends only if two players are left.

To make it more attractive:

- › choose a topic that the story is going to be about
- › sentences always start with the same letter
- › there has to be a special word in each sentence

To make it more difficult:

- › you can try to reveal the murderer – if you're wrong, you lose
- › if you use a word that has been used by another player, you'll be fined
- › set up more cards at the beginning of the game

SENTENCES, THAT YOU CAN USE TO BEGIN YOUR STORY

- › There was nothing ordinary about that day...
- › The tower clock showed 12.00 AM when...
- › The silence of the night was suddenly disturbed by a terrible scream...
- › He sits in his chair and drinks coffee when...
- › Tears were dropping from her cheek when...
- › When I think about this moment in the past...
- › One, two, three - two more steps and...
- › How should I begin - he thought...

3-4 PLAYER GAME

- › each player get two "certificate of insanity" cards instead of two at the beginning of the game
- › a player can not try to discover a murderer before he gets 3 cards

STORY EXAMPLES

He wiped his **glasses**, put the **saw** in his **suitcase**, closed it and started to walk towards the exit soundlessly. He glanced at his work for the last time. The bald **clown** dangled as if mocking himself now. Like life, like death, M thought and giggled. In the morning those shit-scared soul in the **homeless shelter** will start screaming so loud that they will hear about his work in all **police stations**... Eventually pigs would connect the murder with the blood-covered curls from the sealed grey envelopes that will be delivered to the **barber**, the **library** and the **public toilet**. The envelopes will be unaddressed, just signed: 'Ladies and Gentlemen... Please do not **peek**, encore is coming!'



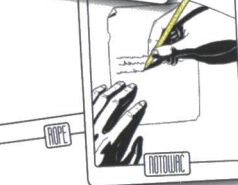
AUTHOR: URSZULA MATUSIAK



I didn't even have to **knock**, just went in, **whistling** softly. The **policemen** stopped **talking**, so I asked them what happened. I kept **noting** the case details while they told me. A 3-star **hotel**, somebody made a noose with a **rope** and hung a woman with it. There was a mark carved in her body and a blood-covered **pocketknife** laid at her feet. I redrew the sign. It fitted the Graffiter crime pattern perfectly. I scanned through the footage from the security cameras. I realized that the pearl **necklace** she had worn was nowhere to be found now. Maybe it's not the Graffiter? He "just" kills... Maybe it's the **Banker**?



AUTHOR: KRYSTIAN WIERZBIKI



Josh **thought** about his last jobs while **observing** some **child** making a fuss at an ice cream booth at the same time. After a few minutes of yammer, the finally chosen scope fell directly on the mother's feet. Josh could hear her hollering at the **iceman** even as he was entering his office. He walked to the bookshelf, standing by the wall and holding his private **library**. He took a deck of **playing cards** from it. Josh was playing solitaire for a past few days, bored from waiting for the call.

So when somebody **knocked** on his door he **jumped** to it rapidly. He opened the door and smiled and the smile got quickly broadened with a heavy swipe of an **axe**. He didn't even have a chance to reach a **knife** in his pocket or to sigh and see the falling cards sink in his blood...



AUTHOR: KATARZYNA MEYNARCZYK



John, a retired **soldier**, lit a **match** with trembling hands. An old, dusty **candle** shed some weak light when he held the match to the wick. He heard some steps behind but could not possibly see anything in the dark.

And to think that it all started during a simple stroll in the **park**. He dropped the bag with his heart **pills** he'd bought earlier in the pharmacy. If not for that he would never notice the tainted box sticking out from the ground beneath the **summer house**. Curiosity made him dig it out and lever the lid. Inside he found a **key** and an old prayer book with crumbling pages. He picked it up and there were some coins beneath it. They looked golden and even though John didn't know much about antiquities he could feel they were worth a lot. There was a derelict monastery near the park, the one that had burnt so many years ago. Maybe the key opened one of its doors? Feeling a bit like a youngster, he walked towards the monastery ruins. His attention was quickly grabbed by some crypt's door – barely touched by the fire. He decided to try and open it with the key. It fitted perfectly and the door opened with some terrible crackle. Tempted by a vision of some great wealth, John went down, not noticing the posture of a hooded **monk** following him. Soon the door behind him closed down and John groped around, completely terrified, till he remembered about the box of matches in his pocket. He noticed an old chandelier and lit some candle end. He could feel his heart pumping madly. He knew how to **fight** and saw a lot of things during his life, but this chase through the dark felt like facing some ghost. Out of the corner of his eye he noticed something bright on the floor – a human **skull** was grinning at him mockingly. He managed to see a shadow from behind but not to make a single sound.

Soon, the crypt's door opened and a hooded figure, having the monk's habit thrown aside, went back to the park to hide the box in some obvious place. Again.



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