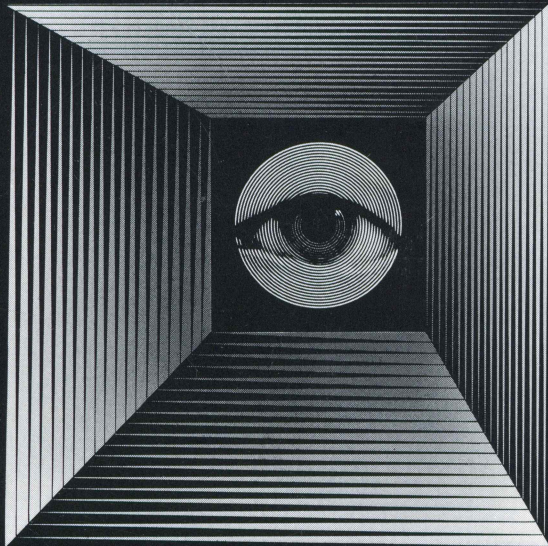


PLAYING GUIDE

**CRIME
SOLVERS™**



PLAYING GUIDE

Welcome, Crime Solver!

You are about to put your powers of detection and deduction to the ultimate test! Ten of the most cleverly crafted crimes ever conceived have just been perpetrated. It's up to you to unravel each mystery, winding your way along a twisted trail of sinister suspects and dastardly deceptions, piecing together clues and trying to uncover the truth as quickly as possible. There really are no rules, just suggestions. The only thing standing between each case and its solution is how thorough a job of detective work you can perform. You can go it alone, compete against rival sleuths, or work in teams. Any way you want to play is fine, just as long as you remember to have a bloody good time!

General Procedures

1. Each case is contained in a Case Envelope. Select an envelope and remove its contents.
2. Each envelope contains 24 Clue Cards. Shuffle the Clue Cards and place them face down in the center of the playing area.
3. The information necessary to close each case is asked for on the outside of the Solution Sheet. Always try to keep what has been asked for in mind as you begin to piece together clues.
4. Select the top Clue Card and examine the clue printed on it. Make notes on a sheet of paper, if desired. **A good Crime Solver always takes notes.** Place the used Clue Card face up in a separate pile.
5. Continue examining Clue Cards until you think you've solved the case.

6. Carefully tear open the Solution Sheet along the perforations and compare your solution with the actual solution and story.
7. Use one of the pressure-sensitive disks to reseal the solution after play to enable other detectives to try their hands at closing the case.

Solitaire Play

It's easy and fun to try to solve a crime by yourself! Just keep on reading Clue Cards until you think you've closed the case. Then check your solution with the one printed on the Solution Sheet to see how close you were. The less clues used, the better!

Brain-to-Brain Competition

Two detectives can match wits trying to solve the same case. Each player takes turns reading Clue Cards **aloud**. First one to solve the case correctly, wins!

Everybody Loves a Mystery!

CRIME SOLVERS is the perfect party entertainment! One player should be designated as the Master of Ceremonies and should read each clue to everyone else assembled, pausing about three to five minutes between each one. First person who thinks he or she has solved the crime should announce his or her solution to everyone else and then **privately** examine the actual solution. If the solution offered is correct, that player wins! If, however, the solution is incorrect, that player is out of the game and the mystery continues!

Variations on Team Play

- A. Divide the group into four teams and give each team of six of the Clue Cards included in the Case Envelope. Each team then tries to solve the crime with only the clues it has. After an

agreed upon amount of time has passed, each team should elect one member to write down what it considers to be its best attempt at a solution. Each team's solution is read aloud to all, followed by the actual solution. The team that has come closest to solving the case and, in the event of a tie, recreating the details of the story, wins!

- B. Before your guests arrive, hide all 24 clues in various locations around your house or apartment. Divide the group into four teams and give each team a starting point. The object is still to be the first team to correctly solve the crime, only now you have to actually find the clues first!

Bonus Mystery Crime - "The Tut Emerald Caper"

An eleventh case is included in this volume of CRIME SOLVERS. You should attempt to solve this bonus crime as you would any other. However, there is no solution printed on the inside of the Solution Sheet, just a number of lines. Print **your** solution in the space provided, include your name, address, age and telephone number, and send it in to us at the address indicated. Any solution offered earns you membership in the Maruca Crime Solvers League. Plus, the best solution offered wins a free copy of CRIME SOLVERS VOLUME 2, plus a mention in an upcoming edition of the League's newsletter **Fingerprints**. For a copy of the solution, include a self-addressed, stamped envelope.

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