



## PREPARING THE GAME

To set up the game, take the initial card (with the number 1), place it on the table and shuffle the rest of the deck, without looking at the cards. Deal 3 cards to each player, 2 if there's 6 or more players (read further for single player rules). Leave the rest of the cards faced down on a pile in the center of the table.

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Play in turns, one player at a time, until all cards have been revealed or discarded.

During your turn, each player must perform one of the following actions:

### A) Reveal information:

Choose a card from your hand and place it on the table, so all players can read or see the entire information.

We recommend you read out loud all shared info when you place it on the table. If you play a clue that happens to be irrelevant to the case, you'll lose points at the end of the game, but be careful! Some clues are vital to resolve the case.

### B) Discarding information:

Choose a card from your hand and place it faced down on a discard pile. You cannot share the info on that card until all cards have been played.

**IMPORTANT:** at the end of the game, the discard pile must contain at least 6 cards.

At the end of the turn, draw a card from the game deck, as long as there're cards left.

To resolve the case it's essential to share the information.

Check regularly the clues on the table, they are public and all players can read them.

You can share and expose your theories at any moment and talk about the cards you have in your hand but you cannot show them to the other players and you may only read out loud the words written in bold or the text framed inside an image:



At the end of the game, when all clue cards have been revealed or discarded, you must check carefully all the available information and prepare a theory of what happened, working all together.

Then, open the questionnaire and answer all questions. During this phase of the game, you can speak freely about your discarded cards, or the information you remember of them. Each right answer will add two points.

Once all questions are answered, open completely the rules booklet, check the results of the answers and deduct one point for each irrelevant clue card revealed to get the final score.

**Single Player Mode:** If you are going to resolve the case alone, follow the same rules with the following exceptions:

- Your hand cards will be 6.

- When you discard a card, you must decide if you do it permanently or just provisionally. When the clue pile is empty, if the definitive discard pile consists of more than 6 cards, shuffle the provisional discard pile and use it as a new clue pile. From now on until the end of the game, when you discard a card you'll only be allowed to discard to the definitive discard pile.

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