Solving the Crime

Otherwise 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 BS card in front of another player.

If the player makes both a Clue attempt to solve the crime are the correct "Key Evidence" and "Crime of Murder", the game ends immediately and the Forensic Scientist and Investigator as well as the Witness 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 tokens 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 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. Don’t lose it!

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 "Crime of Murder." In this case, the Forensic Scientist and Investigator as well as the Witness win the game.

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

REVERSAL

In a game with the Witness, a reversal to the end may take place. If the "Key Evidence" and "Crime of Murder" are solved correctly, the Murderer, after discussing with the Accomplice, gives a player a having killing before the final. 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 as well as the Witness win.

VARIANTS

Event Titles

To play with the Event titles, the Forensic Scientist should shuffle them into the deck of Event titles after the first round of Event titles collection. In this way, an event may occur during either the Second or Third round of the game. When playing with the Event titles, 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 for the Investigator, deal 4 Event cards, 6 BS cards and 5 BS cards to each player.
2. To make the game harder for the Investigator, deal 5 Event cards, 5 BS cards and 6 BS 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 Bulletin markers on the Scene titles and answering "Yes" or "No" to an attempt to solve the crime.
2. Players may not interpret 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 near-bust 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 subject has left important clues. While among the suspicious objects scattered around, you must deduce the "Crime of Murder" and identify the "Key Evidence" in order to catch and convict the killer.

If solving a murder isn’t taxing enough, this one is complicated by the fact that the killer is among the Investigators! While the Forensic Scientist gives the Investigators clues on what to look for, the Murderer attempts to throw confusion and distrust in order to cover their dark deed.

Will the Investigators be perceptive enough to successfully solve the crime or will the culprit escape the perfect crime and get away with murder?

COMPONENTS

- Role cards (black x12)
- Clue cards (red x100)
- BS cards (black x90)
- Scene titles x36 (including 6 Event titles)
- Badge tokens x12
- Wooden bullet markers x6

ROLES

Forensic Scientist x1

The Forensic Scientist holds the solution to the crime. They are responsible for assisting the Investigators to identify the "Key Evidence" and "Crime of Murder." You are an Investigator who must correctly choose the Forensic Scientist and the Investigator with 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 game begins, the Murderer chooses 1 Clue card and 1 BS card as the solution to the crime. These will be the "Key Evidence" and "Crime of Murder" respectively.

The Murderer tries to hide their role and look for an accomplice. Even if they are identified, the Murderer will still win the game if no one correctly identifies them as the "Key Evidence" and the "Crime 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 "Crime of Murder," the Murderer is examined and the Investigators win the game as soon as the Forensic Scientist and the Investigator win the game.

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

1. Scene Setup

Return the box to all Event tiles, which are used as a variant "Furnace," p. 28. Deal 4 Cube cards and 4 Double cards to each player. The players display their cards face up in front of themselves, with the text and graphics facing the other players as they can all be seen. Players should take a moment to glance through all the Cube and Double cards on the table.

The graphics on the Cube and Double Cards are for reference only. Players should use their imagination based on the text.

2. Thematic Setup

Take out a number of Rule cards equal to the number of players.

4 x 2-player game: 1 Medician, 1 Forensic Scientist, 1 remaining: investigators

6 x 2-player game: 1 Medician, 1 Forensic Scientist, 1 remaining: investigators

Return the unused Rule cards to the box. Shuffle the Rule cards to be used and give one to each player face-down. The player receiving the Forensic Scientist card reveals their identity and acts as the game mechanic. They discard their Cube and Double cards and will play using the Double tiles instead. All the other players keep their rule secret.

3. Badge Tokens

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

GAME PLAY

1. The Crime

During their portion of the game, the Medicians will select the victim to identify the "Means of Murder" and "Key Evidence." The Forensic Scientist should run this portion of the game by following these steps:

a. The Forensic Scientist announces, "Everyone, close your eyes," and confirms that all eyes are closed.

b. The Forensic Scientist announces, "Murderer, announce your guess," and confirms that they have done so.

c. 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.

D. 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.*"
GAME SETUP

1. Scene Setup

Return the game box all Event tiles, which are used as a variant 2."Variant," p.4. Deal 4 Club cards and 4 Spade cards to each player. The players display their own cards face up to themselves, with the texts and graphics facing the other players so that all can be seen. Players should take a moment to glance through all the Club and Spade cards on the table.

The graphics on the Club and Spade cards are for reference only. Players should use their imagination based on the text.

2. Sort out a number of Rule cards equal to the number of players. 4 to 8-player game: 1 Murderer, 1 Forensic Scientist, 1 remaining: investigators; 6 to 12-player game: 1 Murderer, 1 Forensic Scientist, 1 Accomplice (optional); 1 Witness (optional); all remaining: investigators;

Return the unused Rule cards to the game box. Shuffle the Rule cards to be used and give one to each player face-down. The player receiving the Forensic Scientist card reveals their identity and sets aside the game card. They discard their Club and Spade cards and will play using the Event tiles instead. All the other players keep their rule secret.

In your first move, it is recommended to choose the role of the "Forensic Scientist" to the most expressive player.

3. Badge Tokens

Finally, give each player the Forensic Scientist's badge token. This token indicates a player has not yet attempted to solve the crime and should be clearly 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 location to be the crime by identifying the "Means of Murder" and "Key Evidence." The Forensic Scientist should run this portion of the game by following these steps:

1a. The Forensic Scientist announces, "Everyone, close your eyes," and confirms that all eyes are closed.
1b. The Forensic Scientist announces, "Murderer, open your eyes," and confirms that they have done so.
1c. The Forensic Scientist announces, "Murderer, indicate the Key Evidence and Means of Murder." The Murderer then points to one of their own cards and one of their hues card.
1d. The Forensic Scientist gives the grue card a rod of acknowledgment, at which point the Murderer can stop pointing, and then announces, "Murderer, open your eyes.
1e. Only if there is a Witness in the game, The Forensic Scientist then continues, "Witness, open your eyes," and then indicates the Murderer and acknowledges by pointing to them. The Witness then gives a rod of acknowledgment, after which the Forensic Scientist announces, "Witness, close your eyes."
1f. The Forensic Scientist announces, "Everyone, open your eyes."

2. Investigation

This is the main part of the game and is divided into 3 rounds: each round consists of an Evidence Collection phase and a Presentation phase. The game may end prematurely if any one of the investigators correctly identifies the "Key Evidence" and "Means of Murder." Otherwise, the game ends after the third round has concluded. The phases occur in the following order:

2a. Final Round of Evidence Collection

To prepare for this round, the Forensic Scientist sets aside the tiles entitled "Location of Crime" and "Cause of Death." They then shuffle the remaining three face down to form a die for the forensics. The Forensic Scientist selects one of the cards that read "Location of Crime" tiles, draws 4 random Spade tiles from the draw deck, and displays these tiles, together with the "Cause of Death" tile, in front of them.

2b. Evidence Collection

Once the tiles are laid out, the Forensic Scientist points to each of the 6 Spade markers or the tiles in front of them. Each marker must be placed on one of the six tiles listed on the tile or one marker may be placed on each tile. They can be placed as quickly or as slowly as the Forensic Scientist would desire.

After the placement of the first marker, all players but the Forensic Scientist may freely discuss and express their opinions about the investigation. The Forensic Scientist places the subsequent markers based on the discussion, or as a result from the investigation. Furthermore, the order in which the Forensic Scientist chooses to place the markers, as well as any signs of discretion or hesitancy on the part of the Forensic Scientist, may be clues. The markers can be placed in any order, but they cannot be removed once they have been placed.

This step concludes as the sixth marker is placed.

2c. Presentation

After the final marker has been placed, the Forensic Scientist should allow a brief period for discussion of the evidence and then ask each player to present their opinions 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 "Key Evidence" and "Means of Murder." Each player may take about 30 seconds. This is just a guideline. You may add much more time if you desire.

The players are not allowed to interrupt or disturb the player making their presentation, EXCEPT to make an attempt to "Solve the Crime."

2d. Second Round of Evidence Collection

After each player has had a chance to present their opinions, the Forensic Scientist moves on to the second round of evidence collection.

2e. Evidence Collection

The Forensic Scientist draws a new tile from the draw pile. This tile replaces one of the previously used Event tiles except "Location of Crime" and "Cause of Death." To replace a tile, remove the marker and discard the tile. The newly drawn tile goes in the empty space and the Forensic Scientist places the previous marker on one of the six tiles listed on the tile.

2f. Presentation

The Forensic Scientist should give the group a moment to discuss the new evidence before again calling on each player to present their opinions as in step 2c.

2g. 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.

2h. Evidence Collection Report step 2h-1.

2h-1. Presentation: Repeat step 2h.

Important: The game ends immediately after the last player's third and final presentation.
Solving the Crime

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

If the rules mimic what a player attempts to solve the crime are the correct “Key Evidence” and “Mans of Murder,” the game ends immediately and the Forensic Scientist and Investigator as both the Winner wins.

If neither 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 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. Don’t lose it.

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 “Mans of Murder.” In this case, the Forensic Scientist and Investigator as both the Winner wins 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 and final round of Presentation. In this case, the Murderer and Acquaintee wins the game.

REVERSAL

In a game with the Winner, a reversal in the end may take place. If the “Key Evidence” and “Mans of Murder” are solved correctly, the Murderer, after discussing with the Acquaintee, gives a player to have nothing gained before the trial. If the chosen player is the Winner, the Murderer and Acquaintee escape conviction and win the game. If it is any player other than the Winner, they are convicted successfully and the Forensic Scientist and Investigator as both the Winner wins the game.

VARIANTS

Event Tiles

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 Present 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.

To complete the game more easily, remove 2 Scene cards and 2 Crime cards from each player.
To make the game harder for the Investigator, deal 3 Scene cards and 3 Crime 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 Bulletin markers on the Scene 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.

CS FILES

A game by Toby No Illustrations: Tommy K.C. On Tung

BACKGROUND

In the once-bust 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 suspect has left important clues. Among the suspicious objects scattered around, you must deduce the “Mans of Murder” and “Key Evidence” in order to catch and convict the killer.

As if solving a murder weren’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 what to look for, the Murderer attempts to mix confusion and disorder in order to cover their dark deeds.

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

COMPONENTS

- Rule cards (35 cards) x 12
- Clue cards (20 cards) x 100
- Scene cards (125 cards) x 90
- Scene tiles x 38 (including 6 Event tiles)
- Badge tokens x 12
- Wooden bullet markers x 6

ROLES

Forensic Scientist x1

At the game master, the Forensic Scientist holds the solution to the crime. They are responsible for assisting the Investigators to identify the “Key Evidence” and “Mans of Murder.” When an Investigator doesn’t correctly identify the “Key Evidence” and “Mans of Murder,” the Forensic Scientist reveals the solution to the Murderer and Acquaintee.

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

Murderer x1

When the game begins, the Murderer chooses 1 Clue card and 1 Scene card as the solution to the crime. These will be the “Key Evidence” and “Mans of Murder” respectively.

The Murderer tries to hide their role and look for a compatriot. Even if they are identified, the Murderer still wins the game if no one correctly identifies both the “Key Evidence” and “Mans 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 “Mans of Murder,” the Murderer is screened, and the Investigators win the game as soon as the Forensic Scientist reveals the solution. However, the Investigator must not be acting as another Investigator. The innocent Investigators must make a vigorous effort to detect themselves from false accusations.