

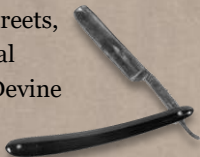


# Fallen Angels



by John Kean

Sydney Australia in the 1920s is rife with sly grog, prostitution, cocaine, theft and fraud. Razor-wielding gangsters rule the streets, presided over by rival crime queens Tilly Devine and Kate Leigh.



But you, the police, have not been idle. The holding cells are overflowing and now you must work as a team to bring together the evidence needed to convict each suspect. Take care - just one slip means a criminal walks free...

**Fallen Angels** is a cooperative game – all players win or lose together as a team.

The **aim of the game** is to convict a dozen suspects before four are acquitted.

**You will need:**

- 45 suspect cards
- 1 crime scene card for each player
- 3 tableau cards



The double-sided **suspect cards** feature evidence icons. One of the two icons is always repeated on the reverse side.



1, 2, 3 The card level shows how many more court appearances must be successful to secure a conviction.



These icons show what to do when you are successful (see page 17).

The **crime scene cards** help to mask secret information, act as player prompts, and are important markers for arranging your hand.

front



back



**IMPORTANT:** Players should never see the backs of the suspect cards in their hand. Use your crime scene card to cover them up if you need to put down your cards.

**Setting up the deck** for play requires some care. Make sure you preserve the orientation of the cards during this process.

1. Arrange the suspect cards to have the number 3 in the top left corner. Shuffle them well, preserving this orientation.
2. Holding the deck under the table, rotate approximately half of the cards by  $180^\circ$  without flipping them over. Carefully shuffle, preserving the card orientation.

3. Adjust the game difficulty:

**Beginner:** Skip this step.

**Normal:** Still holding the deck under the table, flip the top half of the cards over, top to bottom and shuffle again.

**Advanced:** Turn the whole deck of cards over, left to right.

4. Still under the table, place a crime scene card face down (icon side down) on top of the deck. Count off the top eight cards (including the new card) and place these on the table in front of the first player.
5. Repeat step 4 for each player. When players pick up their hands the crime scene card should be at the back with the picture up the right way.

**CHECK:** In beginner mode the fanned cards should show levels 1 and 2. In normal mode the cards should have a mixture of 1, 2 and 3. Advanced mode should show levels 2 or 3.

- Count out a further six\* suspect cards to form the **informants deck**. Set aside any remaining suspect cards.
- Lay out the optional **tableau cards** to help keep track of your progress.



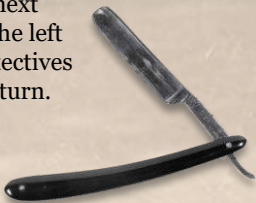
You are now ready to begin!

The player who has committed the fewest crimes starts as the **detective†**. That role passes to the left after each turn.



**\*6 PLAYERS:** With six players there will be only three informant cards available. As each is used, flip it over and tuck it under the Informants tableau card. When they run out, use them a second time and discard them.

† With six players you can optionally play with two detectives acting simultaneously on opposite sides of the circle. The two will both need to finish their deductions before the next players to the left become detectives in the next turn.



Each turn, the detective **selects a suspect** from their hand. You may choose any card from your hand.

Collapse your hand and elevate the chosen suspect card at the back.

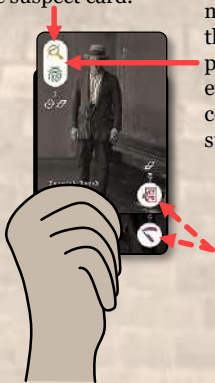


Put the crime scene card at the front for easy reference.

The two players to the left of the detective assist by **collating the evidence**.

The assistants can see one or two **target icons** on the back of the suspect card.

The detective must deduce these critical pieces of evidence to convict the suspect.



Assistants ignore any icons seen at the bottom of the card.

The assistants **arrange their cards** either side of their crime scene card depending on what they can see on the back of the detective's suspect card.



**2 PLAYERS:** A deputy detective gives additional clues when there are only two players.

1. First the assistant should arrange their cards in hand as normal.
2. Now check the deputy detective card for the number of extra clues to draw, depending on the current number of convictions made.
3. The assistant draws each extra clue card from the top of the suspect deck, looks at the face down side, and places it to the left or right of the deputy detective card to indicate whether the face down side shows the target icon(s).

At the end of the turn set the clue cards aside, shuffling them back into the suspect deck when it is depleted.

Now the detective must **deduce the key evidence** (the icons on the back of the suspect card) based on what they can see on the backs of the assistants' hands.



In this instance there is not enough information from this player alone – you would need to consider the other assistant's hand.

If unsure, the detective may **ask an informant**. The assistants will say how many of the target icons can be seen on the top informant card.



Consider all three icons.

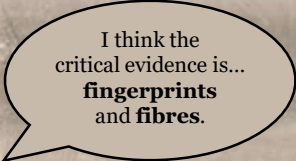
**None** of the target icons appear on this card.

That informant card is then discarded from the game.

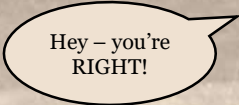
You can do this step as many times as you want in the same turn.

When they are ready, the detective must **declare** which icon(s) are on the back of the suspect card.

**REMEMBER:** If you can see two icons on your side of the card then you must declare one; if you can see one then you must declare two.




I think the  
critical evidence is...  
**fingerprints**  
and **fibres**.





Hey – you're  
**RIGHT!**



**If you guess correctly**, then carry out the action on the suspect card:

 **rotate** the card 180°

 **flip** the card top to bottom

 place the card in the **convicted** pile.

If two actions are shown, choose one.

**If you are wrong**, add the suspect card to the **acquitted** pile.

**2 PLAYERS:** When there's only 2 players, each time you convict or acquit a suspect, replace the lost card in your hand with one drawn from the bottom of the suspect deck. Rotate it to place the larger level number in the top left corner.

The **game ends** when either:

- The twelfth suspect is convicted  
– you WIN!
- or the fourth suspect is acquitted  
– you LOSE!

If you win, your **score** is the number of informants remaining, minus the number of acquittals you had:

- $<0$ : Crime pays, but you won't be
- 0 or 1: At least the crime wave is not getting any worse
- 2 or 3: It's now safe to walk around the city at night
- 4 or 5: The grateful Mayor gives your team a substantial pay rise
- 6: You share the Nobel Peace prize!

# **Fallen Angels**

Version 20200320

by John Kean

© Side Room Games LLC

All photographs are from the New South Wales Police Forensic Photography Archive. Some icons are based on icons from [thenounproject.com](http://thenounproject.com), by Gregor Cresnar, Ryan Houk, Vectors Market, Imron Rosyidi, Arthur Shlain and Roselyn Christina S.

For playtesting and suggestions I am grateful to Michael Kean, Liam Kean, Brian Garthwaite and Pasko Zhelev.

<http://www.sideroomgames.com>

<https://www.facebook.com/sideroomgames>

@sideroomgames



## **Rules summary**

**Setup:** Set suspect cards to level 3 and shuffle them under the table. Rotate half by 180° and shuffle again.

*Easy mode:* you're done

*Normal mode:* flip half top to bottom

*Advanced:* turn deck over, left to right

Deal 7 suspects and 1 crime scene card to each player. Set out 6 informants.

**On your turn:** Detective selects a suspect. Assistants (next 2 players) arrange hands according to back of suspect card. Detective deduces icon(s) on back of suspect card. May ask an informant.

*If correct:* rotate, flip or convict suspect

*If wrong:* acquit suspect

**To win:** convict 12 suspects.

You lose if 4 suspects are acquitted.