## In a Grove

Instruction booklet


- Suspect card: 8 pieces


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- Discoverer marker: 1 piece


Includes

- Unseen marker: 1 piece
- Tamper marker: 1 piece

- Accusation chip: 5 pieces of each color



## Overview



# In a grove 

# A murder case 

Three suspects

Some witnesses


## Who is the murderer? : three rules

Who is the murderer out of the three suspects?


Rule 1
The largest number is the murderer.
ex.
murderer
murderer


Rule 2 If there is a ' 5 ', then the smallest number is the murderer.
ex.

murderer


Rule 3 A white card can never be the murderer.


## 1. Set up the crime scene

How many players?

Rule out '2'
Rule out ' 2 ' and ' 8 '

Deal five Accusation chips of the same color to each player.


Give the Discoverer marker to the youngest player.


Shuffle the Suspect cards and deal one to each player. Set out the crime scene as shown in the picture below using the remaining four cards.


## 2. Check alibis

1. Check the number of the card you are dealt .


2 players: Go to the next page.
3 or 4 players: read below
2. Pass the card to the player on your right.

3. Check the number of the card you were passed.


You have now seen two numbers.

## 3. Make an accusation

Play the game clockwise from the discoverer.

## Discoverer

Choose any two Suspect cards, check their numbers and put them back. Place the Unseen marker above the unchecked Suspect card.


2 If the discoverer chooses to, He/She can swap one of the Suspect cards with the victim. However, the discoverer can't check the victim's number. Place the Tamper marker above the new Suspect card.


3 Place the Accusation chip below the murderer.

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## Other (non discoverer) players

1 i The next player checks two cards. However, the card with only the previous player's Accusation chip can't be touched.


2 Place the Accusation chip below the murderer. If the Player chooses the same suspect, place the Accusation chip on top of the other player's chips. (It is possible for all players to choose the same suspect)


Go to the next phase after all the players have finished placing the Accusation chips.

* You can also place the Accusation chip below the card you haven't checked.
* Sometimes it's better to bluff.


## 4. Reveal the truth

Turn over the Suspect cards to reveal who is the murderer.


The chips
placed below the murderer

Return the Accusation chips back to the players.


Go to the Judgement phase.

Who is the murderer?: page4

The chips
placed below the non-murderers

The player who owns the Accusation chip on top, must collect all the chips.

All Accusation chips collected must be turned over to become the Liar chip.


This is your penalty for false accusations. You can't use these chips to make further Accusations.

## 5. The judgement

How to decide who is the loser. Follow the these steps below.

Step 1 The player with eight or more Accusation or Liar chips combined is the loser.

If there is more than one player with eight or more chips, then the person who played the Accusation chip first is the loser

Step 2 If a loser can't be chosen from the previous step, then the player who has lost all their Accusation chips loses.

If there is more than one player with has lost all their Accusation chips, then the person who played the Accusation first is the loser.

If nobody loses, then the discoverer passes the Discoverer marker to the player on his/her right. Make a new crime scene again.
continue playing

How to rank all players (optional)

It's okay to finish the game with one loser, however, if you want to rank each player, then the player with the least amount of Accusation and Liar chips combined is the winner. (And so on) If there is more than one person with the same amount of chips, then the player who played the Accusation chip first is the winner.

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