



Player Rulebook



THE CASE

It's been months since the police started hunting down the unidentified thief. Finally, somebody saw the guilty party, caught in the act. But the witness has a weird memory: they can't remember anything about the thief's face, but they can tell the police almost everything about the thief's habits, opinions, and tastes! The police have narrowed it down to 12 suspects. Can they use the witness' knowledge to ID the guilty party?

Unusual Suspects is a cooperative party game: the players win or lose together! One player will take on the role of the Witness, while the others will be the Detectives. The Witness is the only one who knows the identity of the thief. He or she will help the Detectives narrow down the Suspect Pool by answering their questions until they are prepared to identify the Guilty Party.

But the Detectives have to be clever! The Witness cannot answer questions about the Guilty Party's **physical description**, so the answers will never be obvious. The Witness will have to imagine the Suspects' nature, habits, and tastes only by looking at them!



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COMPONENTS



70 Suspect cards



110 Question cards



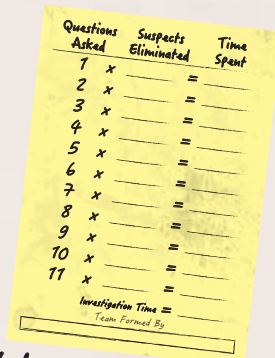
1 Yes card 1 No card



12 Guilty Party cards



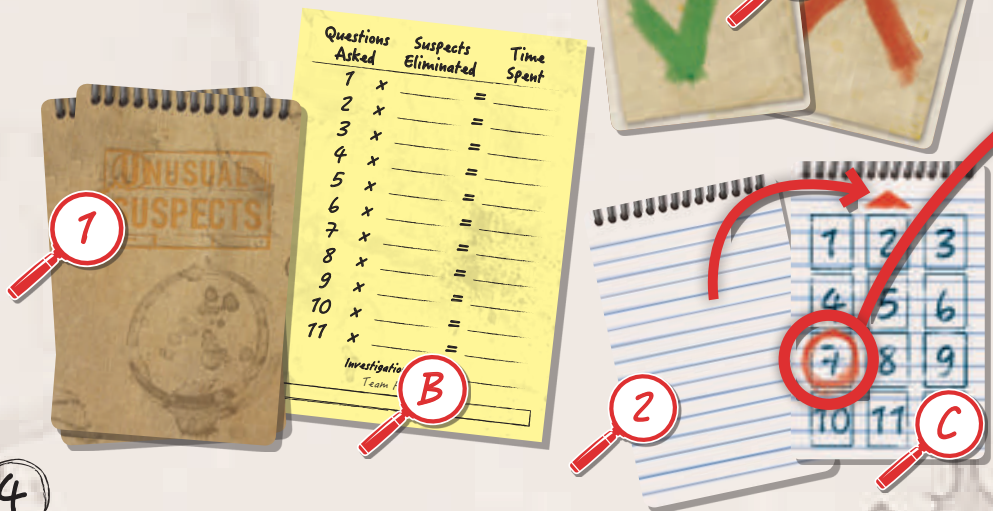
1 Rulebook

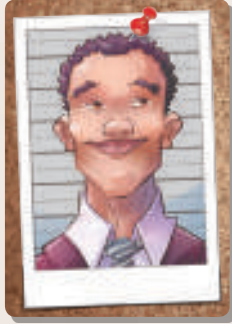
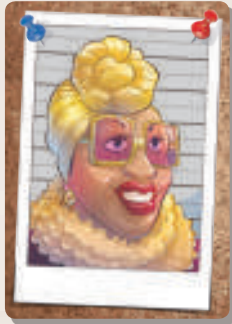


1 Investigation Pad

SET-UP

1. Shuffle the Question cards and place them face down on the table to form the Questioning Deck.
2. Shuffle the Guilty Party cards and place them face down on the table to form the Guilty Party Deck.
3. Shuffle the Suspect cards. Turn over the top 12 cards and place them face up on the table to create a 3 by 4 grid. This is called the Suspect Pool. Put the rest of the Suspect cards back in the box. You won't use them during this game.
4. Choose one player to be the Witness. The Witness:
 - A. Places the Yes card and No card in front of them;
 - B. Takes the Investigation Pad and lists the players' names; *and*
 - C. Draws and secretly looks at one Guilty Party card. This card shows the **location** of the Guilty Party in the Suspect Pool. The Witness must keep this card secret from the other players.
5. The other players will be the Detectives.
6. Now the investigation is ready to begin!





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PLAYING THE GAME

The game is played over several rounds, up to a maximum of 11. Each round is divided into 3 phases: Questioning, Trial, and Verdict.

PHASE 1: THE QUESTIONING

First, any Detective turns over the top Question card of the Questioning Deck and reads it out loud.

Then, the Witness must answer the question with either "Yes" or "No" by placing the Question card face up below the Yes or No card, according to the answer.

Important: The Witness cannot give any kind of information besides the "Yes" or "No" answer! No other words, gestures, or signals of any kind are allowed.

The Detectives can discuss the case only ***after*** the Witness has given their answer.



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PHASE 2: THE TRIAL

The Detectives now discuss the case, trying to figure out which Suspects can be identified by the answer the Witness has given.

The Detectives must eliminate **at least one Suspect** that **does not** fit the Witness' answer, declaring that this Suspect is Innocent.

The Detectives may choose to eliminate as many Suspects as they believe to be Innocent, but they **must** eliminate at least one. They can only eliminate a Suspect if all of the Detectives - or at least the majority of them - agree.

If the Detectives eliminate an Innocent Suspect, nothing happens. But, if they have eliminated the Guilty Party, the Witness must immediately say so and reveal the Guilty Party card. The game is over (see The End of the Game)!

When the Team decides to stop eliminating Suspects, this phase ends.

PHASE 3: THE VERDICT

The Detectives now write down the number of Suspect cards they have eliminated during this round on the corresponding line of the Investigation Pad (only counting the cards eliminated during the current round).

Then, multiply the round number by the number of cards eliminated and write the result in the next box. This represents the amount of time spent on the Investigation.

Playing Hint: The more Questions you ask, the more time you spend to eliminate each Suspect!

Once the Verdict Phase is complete, the next round begins with the Detectives revealing another Question card.

Example on next page...

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Example: In the first round, the Detectives turn over the Question "Do they have a record player?". The Witness says "No", and places the Question card below the No card. The Detectives, working together, decide to eliminate 3 Suspects who, in their opinion, own a record player, and turn those Suspect cards face down. None of them is the Guilty Party, so they write down their points on the Investigation Pad. They eliminated 3 Suspects after the first Question, so they used 3 Minutes of time.

The game board consists of a 3x3 grid of cards. The top-left card is a yellow sticky note with a large red 'X'. The top-middle card is a question card with a question mark and the text "Do they have a record player?". The top-right card is a suspect card with a yellow "UNUSUAL SUSPECTS" tag. The middle row contains three suspect cards. The bottom row contains a suspect card, a yellow "UNUSUAL SUSPECTS" tag, and another yellow "UNUSUAL SUSPECTS" tag. Red arrows point from the question card to the top-middle suspect card, and from the two "UNUSUAL SUSPECTS" tags to the two suspect cards in the bottom row.

Questions Asked	Suspects Eliminated	Time Spent
1 x	3	= 3
2 x		=



THE END OF THE GAME

If the Detectives eliminate the Guilty Party, all the players lose the game! You can record your failure on the Investigation Pad.

If the Detectives eliminate all 11 Innocent Suspects (so the Guilty Party is the only face up card in the Suspect Pool), you have caught the thief and you win the game!

Add up all the numbers in the last column of the Investigation Pad. The total is the amount of time spent on the Investigation. The less time you spend, the better Detectives you are!

You can keep the used sheets from the Investigation Pad in the box as a record of your best investigations.

COMPETITIVE VARIANT

If you're feeling a bit more competitive, try this variant:

Divide the players into two teams. The teams will conduct a series of Investigations, trying to identify the Guilty Party as quickly as they can. The game is won by the first team to score the required number of points needed to win: 10 points for a fast game, 15 points for a medium game, or 20 points for a long game.

At the beginning of an Investigation, each team chooses their Witnesses. The Witnesses secretly draw and look at one Guilty card (the Guilty Party is the same for both teams).

Choose the starting team. That team now plays through the Questioning and Trial phases, just like normal. But, instead of turning the eliminated Suspect cards face down, they are removed from the table and kept by that team. Each card collected is worth 1 Victory Point.

When the starting team has finished its Trial phase, the other team gets a turn. The two teams alternate until the Investigation ends - either because a team eliminates the Guilty Party, or they successfully identify them!

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THE END OF AN INVESTIGATION

If a team eliminates the Guilty Party, they score 0 Victory Points: discard any cards they collected during the Investigation. The **other** team scores 3 bonus Victory Points: draw 3 more Suspect cards from the deck and add them to your collection.

If a team finds the Guilty Party, they score 1 bonus Victory Point by drawing another Suspect card from the deck.

Now, both teams check to see if they have enough Victory Points to win. If they do, the game ends and that team wins! If both teams have scored at least the required number of points, then the team with the most points wins. If they are tied, play another Investigation.

If neither team has scored enough points to win, play another Investigation: Draw 12 new Suspect cards. The team that went second in the last Investigation gets to be the starting team this time. Both teams must choose a new Witness.





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GAME SETUP

1. Shuffle the Question cards, the Guilty Party cards, and the Suspect cards.
2. Place 12 Suspect cards face up on the table, creating a 3 by 4 grid.
3. Choose one player to be the Witness. The Witness: **A.** Places the Yes card and No card in front of them; **B.** Takes the Investigation Pad and lists the players' names; **C.** Draws and secretly looks at one Guilty Party card, which shows the location of the Guilty Party in the Suspect Pool.
4. The other players will be the Detectives.

PHASE 1: THE QUESTIONING

Flip over the top Question card of the Questioning Deck and read it out loud. Then, the Witness must answer the question with either "Yes" or "No", by displaying the corresponding card.

The Witness should not communicate with the Detectives in any other way.

The Detectives should only discuss the current question after the Witness has given their answer.

PHASE 2: THE TRIAL

The Detectives must eliminate at least one Suspect that does not fit the Witness' answer, declaring that this Suspect is Innocent by flipping over its card. They can eliminate as many Suspects as they choose to.

PHASE 3: THE VERDICT

The Detectives now write down the number of Suspect cards they have eliminated during this round on the corresponding line of the Investigation Pad (only counting the cards eliminated during the current round).

Repeat Phases 1 through 3 until the End of the Game.

THE END OF THE GAME

If the Detectives eliminate the Guilty Party, all the players lose the game!

If the Detectives eliminate all 11 Innocent Suspects (so the Guilty Party is the only face up card in the Suspect Pool), you are successful and win the game!

Add up all the numbers in the final column on the Investigation Pad. The total is the amount of time spent on the Investigation. The less time you spend, the better Detectives you are!

