

# TALES OF MURDER



A solitaire game of crime-solving and storytelling

**DICEMAN GAMES**

# *Tales of Murder*

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## *A Note From Steven Diceman*

I wanted to stop and personally thank you for the continued support that we received and we're honored that you've taken the time to purchase and enjoy our games.

First up, **“Hey commercial print shop owners, this customer has full rights to reproduce this book for personal use.”** Second, feel free to share this book with your friends because we believe that gaming is a shared experience and we don't want to try to limit it.

All we ask is that you don't sell reproductions for profit, nor share on torrent sites. We want to be able to continue to create these products in the future and explore new frontiers of gaming, but we can't do that without your support.

We work full-time day jobs. Most of our time belong to “the man”. If you like the work we do, if you want us to continue crafting new projects, it's the customers hold the key. Piracy leaves the shackles and prevents us from creating more.

We want to continue to explore new worlds and craft new experiences for you to enjoy. The letters we've received have meant the world to us. We love what we do and we can't thank you enough.

Steven Diceman

## What are the “Tales” games?

This game system is our largest creation yet, and is the product of many years of development and variations. Each variation streamlined concepts and added new features that would craft a solitaire game that creates a meaningful story. This is the concept behind the “Tales” games.

Many solitaire RPGs require the player to craft their own story, invent their own characters and try to make due with occasional keywords and yes or no questions. But this could be overwhelming, so we tried to streamline a system that gave enough structure to just play, while keeping the focus on telling a logical story.

The advantage to the Tales series is that the author doesn’t know where the story is going to end up. He can know that messing with the mafioso is dangerous, while still being unsure of exactly what the reaction will be.

The “Tales” system can be used across various scales of time and space while maintaining a focus on logical progression of events. Where you go, what you do and who you interact with can change how events will unfold.

Having developed several variations over the years we know how many stories can be told using this game system and we hope to continue to expand the system and the number of tales you can explore.

### **Variations in development:**

*“Maritime Tales” One or more players sail around the world gaining fame as pirates, traders and explorers. Event tables ensure that different parts of the sea are faced with their own unique challenges.*

*“Tales of the Darkness” One or more players take on the role of travelling monster hunters. You begin only with a news story of potential threats and need to identify the beast, gather supplies for the hunt and destroy it before the creature leaves town. The event tables are used to ensure that the news clippings for a brutal murder lead to creatures like werewolves, a cannibal cult, or maybe a mindless hell hound. Strange deaths may be the work of ghosts or maybe a local witch placing hexes on her enemies.*

## Chapter One: Concepts

A gathering of guests from afar, a stormy night and a deathly scream that fills the halls. The guests rush towards the sound to find themselves standing over a corpse... their host has been murdered!

But, unbeknownst to the killer, you've made your living and your fame as an investigator.

Can you find the murder weapon, narrow the list of suspects and accuse the killer before the storm ends and they escape the scene?

### What do you need to play?

To play the game you will need the following materials:

- 4 to 6 six-sided dice.
- One copy of the Case Log or a blank sheet of Paper
- Keep this book nearby to use the tables and paragraph pages. (*An electronic copy is fine*)

### The Flow of the Game

To setup the game you will establish a set of six random suspects. These suspects will make up the entire cast for the playthrough.

During the game you will question suspects and search areas of interest. These actions will reward you with "**Clues**" that can be spent to find "**Alibis**" or "**Proof**". After your actions on each turn you will roll to see how circumstances change around you.

As the game ends you will take an "Accusation" action to gather all the suspects around and get one last chance to gain information before proving your case.

### Forms of Evidence:

Your objectives are tracked in a few different forms.

**Clues** are the most common form of reward, but don't lead you directly towards the murderer. Instead, they are spent to assist you in finding other evidence. Think of them as a currency to find real evidence.

**Alibis** are pieces of evidence that prove the innocence of a suspect. Depending on the difficulty of your case each suspect will have 1, 2, or 3 alibis, except the killer! By discovering all of the alibis for a suspect you will know that they are innocent and eventually the true identity of the murderer.

**Proof** is the final form of evidence and is required to build a case to prove each suspect's guilt. When making an accusation you will roll and compare it to the proof against the suspect to see whether people believe your conclusion. It doesn't matter who the killer is unless you can prove it.

There is one special form of proof called **The Murder Weapon**. Finding the murder weapon count as 1 proof towards any suspect you accuse.

*It is important to understand about proof is that you can collect proof towards each of the suspects REGARDLESS of their guilt. Think of it as jumping to conclusions or combining facts in ways that make logical sense, but aren't true.*

## How to use evidence:

The three forms of evidence may seem complicated at first but understanding the flow of the game can help. Your first goal is to earn clues which will allow to pursue stronger evidence.

Generally, you want earn and spend clues to find the murder weapon as quickly as possible so that the suspect can't use it again.

Next you will collect clues to start finding alibis and narrowing down the potential suspects. Ideally, you want to remove all other possibilities except the killer, but time and luck may not always make this possible.

When you've narrowed the list of suspects down to one or two and time is running you should start gathering proof towards one or more you suspect is the killer. There's always a chance of alibis being discovered during the final accusations and by having proof on more than one potential killer will allow you to make your case against either.

## "Locations"

Location is an abstract concept that represents which people or places you can interact with. It comes in two forms.

### Suspect:

Suspects are people that may potentially be the killer.

Each suspect has a series of "Local Actions" that you can perform to earn clues and a number of circles representing how many clues can be earned. *For example: "INVESTIGATION O O O" means that you can perform investigation actions to earn up to a total of 3 clues.*

Suspects also have something called "Suspect Reactions" which represent special ways that they may react when pressured or stressed. These represent likely ways that the suspect will react in a stressful situation. Some, may become quiet or go into hiding, while others may drink heavily or even resort to violence.

In addition, each type of suspect will have a **trait**. This is a special effect that makes them unique. Sometimes these will benefit you, while other times they will be a detriment. These abilities may often be activated or deactivated by making progress on the suspects clues.



Finally, suspects have 2 special “Statuses” that may come into play. **Cleared** means that you have found both alibis and can be sure they are not the killer. **Complete** means that you have gained all the possible clues they have to offer.

### Area of Interest

An area of interest is a place where you can find evidence. They function exactly like suspects, except that they may be discovered and added to the board during a case through follow-up actions.

Because they are added through follow-ups, Areas of Interest are an endless source of evidence. If you lack the skills to gain clues from the suspects it can be worth discovering new areas of interest.

Otherwise, Areas of interest function exactly like suspects. They have their own local actions, trait, and the ability to be completed by finding all local action clues.

*There is a limit of 2 incomplete Areas of Interest on your crime log at any point. As soon as an area of interest is COMPLETE you may replace it with another follow up action.*

### “Revealing” an Alibi

Revealing an Alibi simply means picking any random, Non-Cleared suspect and writing their identity into the Alibi track. *You may either use their name, or a number representing their slot in the table.*

In a normal difficulty game, once any suspect has appeared twice into the Alibi track you can be confident that they are not the killer. At this point, you will no longer get alibis for them. This means that next time you reveal an alibi, there is five possibilities, and after another suspect is cleared there is only four.

We’ll explain how to handle this soon.

### The Game Tables

This game has many tables that you will use to prepare and to play the game. Each table has a slightly different format and usage that is listed near the title.

Most tables will require you to roll a specific number of dice, total the numbers, and look at the appropriate box to determine your result. The number of dice you need to roll is listed on each table for quick reference. *For example, the murder weapon uses 1 die and the suspect table rolls 3 dice.*

Paragraph tables are a special table where you will roll the two dice separately. The first time you roll the die you will get the number of a table to roll on and the next will tell you which line to read.

Many aspects of the game, such as suspect reactions, will call for an event in the format “**Table Number** followed by **Line Number**”. This means that if you are told to look at event 31, you will look at table 3 at line number 1.

## Randomizing

Many events, such as revealing alibis, will require you to pick a “Random Suspect” or “Random Suspect” event. The following processes are one possible way to solve it, but you may use any method of your choice such as drawing cards, drawing lots from a bag and so on.

*For Example:*

*2 Possibilities: Roll 1D6. (1-3) The first option, (4-6) The second option*

*3 Possibilities: Roll 1D6. (1-2) The first option, (3-4) The second option, (5-6) The Third Option*

*4 Possibilities: Roll 1D6 and reroll 5 or 6.*

*5 Possibilities: Roll 1D6 and reroll 6.*

*6 Possibilities: Roll 1D6*

We have also included a page of printable “Tokens” that can be used for picking Murder Weapons, Events, Suspects and so on. If you wish to use this method you can simply cut out the tokens and separate the ones you wish to use into cups, bags or simply piles.

The event, murder weapon and suspect list are self-explanatory. Simply draw one when you need a new weapon, suspect or event.

The random suspect can be used to pick a random suspect from your lineup of six.

The Randomizer tokens are a catch all that can be used to determine suspect events, coin flips, or whatnot. Simply take the number of tokens you need, assign a result to each letter and then shuffle and draw them to find a result.

The only thing to be aware of is that more basic characters tend to be placed towards the middle of the tables to be more common thanks to the dice’s natural bell curve. Playing with tokens can make the game balance more extreme.

## Learning through play

The end of this book contains a short, guided case that you can play along with. You may skip there now to get a feel for the game or read the rules first and use it to test your understanding through simplified play.

## Chapter 2: The Detective

### Building your Detective:

Each detective is made up of 3 traits that represent their physical abilities and training. These are each ranked from 1 (Below Average) to 4 (Master)

You may divide 8 points between the following traits:

**Physical:** This determines detective's physical fitness and overall health. It is rarely used in investigations, but determines the number of wounds you can take.

**Investigation:** This determines your ability to discover and interpret physical clues like body language, fingerprints or out of place evidence.

**Charm:** This is your ability to question people and get answers.

### Starter Detective:

A good starting detective for your first play should have 3 Physical, 3 Charm and 2 Investigation. This build allows a good balance of questioning suspects and spotting clues, but can still take a beating when the killer makes his move.

After a few plays, you'll likely prefer to develop your own playstyle.

### Testing your Skills:

There will be many times in the game where you will be told to make a "Skill Test". This means that you will roll dice to see how well your detective can complete an action.

- Roll 1 die per point in the trait.
- Each 5 or 6 rolled will be considered to be 1 success.
- 4's are considered failures, but can be turn into to success through "Exertion" which will be explained later.

Unless otherwise stated, a single success is required for an action to be considered successful. Further successes might offer reward additional clues or other benefits but only the first one is required to be a success.

*For Example: For the starter detective from above to "Make an investigation test" they will roll 2 dice (Since they have an investigation of 2). With results of 3 and 5 the detective has achieved 1 success and is considered successful at the attempt.*

## Wounds and Injury:

It is possible that your detective can be injured through accidents, suspect reactions, or even intentional attempts on your life by a desperate killer. All of these can take a toll on your detective in the form of **wounds**.

Wounds have no direct impact, but serve as an overall counter of the damage you've taken. When you suffer a number of wounds equal to your PHYSICAL trait, you will suffer one **Injury**.

Each injury has two effects:

- Reduce your PHYSICAL trait by 1 to a minimum of 1.
- Take 1 fewer actions per turn. *If you run out of actions you are dead and the game is over.*

Whenever you remove wounds using the rest action, you can recalculate injuries.

*For example:*

*If you have a physical trait of 2:*

- *You suffer your first injury at 2 wounds.*
- *You suffer your second injury at 3 wounds (Because your physical has been reduced 1)*
- *You are killed at a total of 4 wounds.*
- *If you are at 3 wounds and recover 1 health, you immediately have reached the threshold of one injury. Both the physical and lost action are restored immediately.*

## Exertion:

Exertion is a special option while performing a skill test that allows you to push your detective to his physical limits but achieve greater results. After making a skill roll, you may **suffer 1 immediate wound** to exert yourself.

When you exert you may **count every 4 you've rolled as a success**.

Because you are allowed to exert after a skill roll it can often be used to offset randomness. You know exactly how much you have to gain and exactly how much you will spend. A skilled detective will know when to push themselves and when to accept their fate.

## Chapter 3: The Investigation

### Setup

#### Build or choose your Detective:

Follow the rules in the previous chapter to build a detective for you to use in the case.

#### Choose a Difficulty

In a normal difficulty case, there is a total of 11 alibi slots. This leaves room for two alibis per innocent suspect and one for the guilty party.

But you may alter the difficulty of your case to make it easier or harder for the detective to solve by modifying the number of alibis per suspect. Easy games will use 5 alibis (1 Alibi per innocent suspect), and hard games will use 17 (3 alibis per innocent suspect, 1 for the killer).

The case log marks each difficulty in different shades to make it easy to track your progress at a glance.

#### Creating the Suspect Pool

Each case will have a random selection of six suspects. These are the potential murderers that you will be investigating.

Simply roll 6 times on the Suspect Tables to determine who is present during the investigation.

For each result, copy the suspect name and local actions onto your Crime Log. It is up to you whether you want to copy the suspect reactions and trait also, or simply keep the suspect table nearby.

#### Create the Crime Scene

In every case there is one suspicious place that the detective knows they can start the investigation. This is represented by one free Area of Interest.

Simply, roll on the Area of Interest table and copy it to your character sheet. If you ever need more space on the crime log for Areas of interest simply use the back of the paper.

#### Choose your starting location

You may select any suspect or area of interest to be your starting location. As the game begins this is considered your starting location. If you wish, you can place some sort of token or written mark on the crime log to track it, but it is fairly easy to simply remember where you are.

## Flow of the Turn

Each turn is divided into two phases, the Action Phase and the Event Phase.

During the Detective Action Phase, you will take any 3 actions. This can be the same action multiple times or 3 separate actions.

Mark off the next time track slot to move closer to the end of the game.

During the Event Phase, random events may occur. These can either be driven by suspects or by random chance.

After both Phases, start the next turn.

## Detective Actions:

### **Movement:**

Select any suspect or area of interest and set it as your current location.

### **Local Actions:**

You may perform any action at the current location. Generally, these correspond to testing one of your detective's traits.

For each success, mark off one clue on the chosen action and earn 1 clue. If there are no clues to mark off, you do not gain additional clues.

*For Example: The detective is near a lifelong tourist who has two INVESTIGATION O O O O actions that haven't been started. He performs the first Investigation action and rolls 3 dice based on the detective's investigation trait of 3.*

*The results are 5, 2 and 6. Two successes. Two marks are filled in on the Lifelong Tourists first INVESTIGATION action and the detective gains two clues.*

Even if a card has multiple actions of the same trait, you cannot earn clues from more than 1 local action during the same skill test.

*For Example: The detective uses a second action to continue the first investigate action on the lifelong tourist and rolls 3 successful dice.*

*Because the first investigate action only had 2 marks left the detective is only able to collect 2 clues. The third success cannot be passed onto the other INVESTIGATION action and is simply lost.*

### **Follow up on Clues / Careful Follow Up:**

There are a number of ways that you can follow up on clues to find different pieces of evidence. You will select both what you are looking for and how many clues to pay.

These rolls are exactly like testing a trait, but the number of dice you roll is equal to the number of clues you paid. There is no limit to the number of clues you can spend for a single follow up action.

- **Finding a Lead:** If successful, roll on the area of interest table and add it to the crime log.
- **Finding a murder weapon:** If the roll is successful, discover the murder weapon.
- **Finding Proof:** For each success you may add 1 proof to a suspect of your choice.
- **Trading for Alibis:** Each success allows you to reveal one alibi.

*For example: Having gained 4 clues from the tourist, the detective has a chance to turn this into meaningful progress. He spends 3 clues performs a follow up action to try and find the murder weapon. 3 dice are rolled and because of a successful roll the murder weapon is found!*

If you have already performed one follow up action this turn you may spend another action to perform the same follow up “Carefully” using fewer dice than your last attempt. While this requires you to spend an additional action, **count all 4’s as a success** without exerting yourself.

*For example: The detective has 8 clues and is looking for alibis. She spends 4 clues to perform a standard follow up and gets a single success (Dice: 3, 2, 5, 4). She then spends a second action to perform a careful follow up of 3 dice rolling three successes (4, 6, 4). Finally, she spends a third action for a final careful follow up of her final die but rolls no successes (3). In total, she was able to reveal 4 alibis in a single turn.*

#### **Make Accusation:**

This action will begin the accusation scene that will be fully explained in the next chapter.

#### **Rest and Contemplate:**

If you ever run out of clues or become wounded you may return to your room and rest for a while. Recover 1 wound and roll 1 die. If successful, earn a clue.

*Note: There is no maximum to the number of clues earned through contemplation. But you may not exert to improve the odds of a contemplation action.*

### The Event Phase:

The first thing to do is to mark off the leftmost slot of the time track. At this point you will apply any events that are on the track. The pre-written turns are called Key Turns.

If the time track is empty, you will instead roll for a purely random event.

## Key Turns

**Turn 4: “The weapon Reveal”** If you have not discovered the murder weapon, it will be used again on this turn with its reveal action. Weapons revealed in this way do not award proof against any suspects. Once revealed, you can no longer follow up to find the murder weapon!

**Turn 7: “The Stalker”** If the killer has not started to stalk you yet, they will at this point. Certain events will become far more dangerous. *Note: Even if a suspect has used a murder weapon, at this point, they will use any and all available tools to stop the investigation,*

**Turn 10: “The Storm Ends”** If you have not accused the killer by now, the killer has escaped and the game ends in failure. You should ALWAYS accuse before this turn even if you are making a blind guess at the killers identity.

## Making “Notes”

There are some events that will tell you to add a note to your crime log. Notes are short phrases that are used to track which events have occurred and how impact how future events will unfold. When you are told to make a note, simply record the phrase on the crime log.

When asked if a note is applicable, simply check if you have already written that note onto your crime log. If the note is there, it is applicable.

## Suspect Reactions Vs. Random Events

If it is not a key turn, events will occur randomly in one of two forms. Sometimes, the suspects will act on their volition and personality or you will face unpredictable random events. Roll one die to find out which occurs here. *If you prefer, you can flip a coin or use another random method.*

- Even Results: Select a random suspect and roll on their reaction table
- Odd Results: Make a paragraph roll in the random event tables and apply the effects from the appropriate table and line.

## Suspect Reactions

Suspect reactions are specific actions that are performed by a character when they are under duress. Some characters may grow shy and try to avoid the issue while others might resort to aggressive stances or behaviors. These are known as Suspect Reactions and are found on the Suspect Table.

The suspect reactions come in the form of [**Event Table – Event Line**]. Each time a suspect need to react, they will pick a random reaction from the table and apply the appropriate event.

*You can use the standard rules of randomization to determine which reaction a suspect will use. If the suspect has 2 potential options either roll even-odd or 1-3 and 4-6. If the suspect has three reactions 1-2 is the first, 3-4 is the second, and 5-6 is the final reaction.*



## Random Event Format:

There are six event tables, each with six potential results. Each one is found in the following format:

Line Number	Text Description	Mechanical Effects
-------------	------------------	--------------------

Remember that to determine which event occurs you will roll 2 six dice, the first to determine which table to use and the second to determine the line number to read.

When you read the title of the text description you will sometimes see an Asterix (\*). These indicate that there are specific requirements to trigger for this event to occur. The requirements will be found in the mechanical description.

Some events use the term **FORCED EVENT**. This simply means that if it has been rolled on the random event table is not forced, all other forms of event are considered forced. This mean weapon reveals, suspect reactions, and calls by other events are considered to be forced.

If an event triggers (Either because there are no requirements or they are met) you will follow the instructions in the Mechanical Effects section. This can be anything from suffering wounds to gaining clues, to suspects losing clues or getting hurt.

## “A Random Suspect” Vs. “The Suspect”

Many events will make references to specific suspects, but the exact wording can influence how it should be read and used. Mostly, the difference is thematic rather than mechanical but it helps to differentiate.

“The Suspect” means that the event is potentially a suspect reaction to be performed by the character that started the event. If started as a suspect reaction “The Suspect” is replaced by the specific suspect that is responding.

In cases where the event is rolled in a purely random event, you will treat this as “A Random Suspect”

“A Random Suspect” means that the event will happen to a randomly selected character, even if the event was a suspect reaction.

There will be times where you should use your best judgement calls one whether an event applies to a specific suspect or a random one. Use your own judgement on both the logic of the event and the story that is being told.

*For example:*

*You roll an event that requires that The Suspect and a random suspect get into a fist fight. The random roll happens to be the same suspect as the reacting one.*

- *One possible reading is that it should be different suspects and you reroll one of the results.*

- *Another reading is that the suspect had struck a wall and injured himself in the event.*

*Both readings are equally valid.*

## Chapter 4: The Accusation

When you take an Accusation action you gather all the suspects into one place so that you can reveal your findings. But everyone will engage in one final circle of discussion that may give you additional evidence.

Perform the 3 following stages in order.

### Final Questioning

First, you may attempt to spend your clues in a final questioning attempt to clear more suspects.

- Select a target suspect
- Each die costs 2 clues.
- Each success allows you to mark off any uncollected clues on any action for the chosen suspect. You earn no additional clues, but completed suspects can help you find the killer during final arguments.
- No exertions may be used.
- Each suspect may only be questioned once, though any number of dice may be purchased per question.

### Final Arguments

The final arguments are the suspects fighting among themselves. This gives you a chance to hear any last-minute defense or arguments they have to offer.

To perform the final arguments:

- Each **cleared** suspect will award 1 die to roll
- Each **complete** suspect will award 1 die to roll
- Both dice are awarded in a case's where a suspect is cleared and complete
- Each success allows you to reveal 1 alibi or place 1 proof on any suspect.
- No exertions may be used.

*Notes: Suspects who have been killed or otherwise disabled by random events do not award any dice.*

### Final Accusation

You settle the room down and everyone turns to you to reveal the truth about the murderer.

- Announce the killer's identity now.

If you have not discovered all of the alibis yet reveal them all now to learn the identity of the true killer. If your accusation is proven wrong, you lose immediately. You may still wish to continue to see if you send an innocent person to jail.

But it's not enough to be correct, you still need to prove their guilt beyond a shadow of a doubt. You must present your proof to the others and see if they believe you. The more proof you have pointing towards the accused the higher your chances of success.

- Roll 1 six-sided die.
- If your roll is less than or equal to the amount of proof you have collected against the accused, you win the game. Otherwise, you lose despite being so close!
- Remember that the murder weapon awards 1 proof to ANY suspect you had accused.

## Chapter 5: Weaving a Tale

### The Golden Rule

The Tales games are not intended to be played as a traditional game but as a story that unfolds as you play. Your enjoyment will be heightened if you embrace this aspect rather than play as a purely mechanical experience.

To aid in this, you can gain greater enjoyment by naming your suspects and as the story unfolds think about their personality issues that lead to your results. It wasn't that you rolled poorly, but that the suspect was stubborn and reluctant to talk.

Don't be afraid to bend the rules if you feel the story so far would favor one result over the other. If one suspect has constantly thwarted your progress due to bad dice rolls feel free to manually pick which suspects have alibis so that the guilty party will better fit the story that formed through the events and dice rolls.

This is your game and your story.

### Detective's Journal

One of the major drawbacks in solitaire roleplaying is that it can be easy to go through the motions without looking that the story that is unfolding. While this could be plenty for you to enjoy the game, some players prefer to take a different approach. A "detective's journal" can help frame your experience as a narrative instead of rolling on tables.

Either during play or post-case you can write an in-character log of how the case unfolded. Who were the suspects? What were those clues you found that lead to the killer? What surprise twists almost disrupted the detective's investigation? What was going through your detective's head as he makes his accusation? Was he confident in the evidence or was it a bluff to make the guilty party admit the truth?

Writing a journal can help you look back at the case and see it as a whole rather than a series of disjointed events. This also leaves a record that you can come back and read or share with others to relive the experience.

*For example: A detective runs a case suspect made up of 3 teens, a doctor, a teacher and a mystery person. Maybe this is was a family reunion where the three teens are brothers and the doctor a parent. Or maybe it was that the case took place at a high school? Use your head and your creativity.*

### Events are a Framework

The text descriptions of the events are intended to be generic enough to fit into many situations. Use the text as a guide to the events rather than a specific story.

At its most general, an event such as “Stomach Ache” can represent anything from a normal illness, to deliberate poisoning, to eating too much. A “Tumble” doesn’t mean you were shoved down the stairs, but could have tripped, been shoved or maybe something tumbled into you.

This also means that even suspect reactions might not be their fault, but something brought on by their presence. With a known gangster nearby, even if they were cleared of the crime, the killer will simply feel emboldened knowing that a hardened criminal will likely take the blame.

But you aren’t limited to small changes. Let’s say that you’ve identified the murderer is a Doctor and that the murder weapon is poison. Even if you roll an “Gunfire” event, you may apply the mechanical effects of the event while thematically stating that it was poison.

Generally, you should follow the mechanics as closely as you can, but the story around it is free to change.

## Past, Present and Future are one

While the mechanical effects will have every event occurring in a linear order, this doesn’t mean that they need to be chronological. It will sometimes be easier to think of this as a TV show that switches from scene to scene with an abstract form of timing. The full story will not be written in stone until the end.

*For example: Your detective is poisoned on the 4<sup>th</sup> turn during a weapon reveal and you encounter a “Dinner Bell” event on turn 6. Rather than thinking linearly that your character is immediately going to dinner after getting sick... you may prefer to think of it as a “flashback” to dinner. Your detective remembering that this may have been the moment he ingested the poison. He’s only now putting together the clues from before.*

Mechanically though, the game will still follow a linear path. If a suspect is killed or otherwise modified you can’t “go back in time” to benefit from before the event occurring.

## Variants

### The Right Detective at the Right Time

You may prefer to build your detective after filling in the rest of the crime log. This will allow you to know in advance which skills will be especially useful based on the suspect pool and crime scene. This will make the game easier, but many players prefer the advantage.

### Diverse Cast

While it could be interesting to solve the occasional murder with six different butlers as suspects, there are a few ways you can make the case more diverse.

First, simply reroll any suspect that is already in the lineup. This means that each game will have six different suspects.

Second, you may roll a fourth dice and use either the highest or lowest combination of 3 dice. This will help offset the natural tendency of dice to end up on the middle few suspects.

Finally, you can just use the draw tokens included in this sheet. Because there is one of each suspect you will get 6 unique suspects quickly. Keep in mind that the math behind draws makes every suspect equally likely, and this can fill the board with more extreme characters. This can be interesting, but can end up especially hard or easy depending on your luck.

### Multiplayer (Dueling Detectives)

In detective fiction it is a common theme to bring in a competing detective to race for the truth. Whether it's the local law enforcement competing with an outsider or another star detective in an epic crossover episode it becomes a battle of wits.

This may be simulated by having multiple players print out their own crime log. During the player phase each player will take one action at a time and they will each run their own event phase. The game plays like solitaire play. The first player to successfully accuse the killer wins the game, and anyone that falsely accuses automatically loses.

The only difference in multiplayer is that players don't separately roll on the alibi table. Instead, only the first player to fill in a slot on the alibi table will roll the result. Everyone else will simply ask the leading player to fill in matching results as they find the alibis.

This means that players will all have an identical alibi track in the end.

### Alternative ways to make "Judgement Calls"

Some players don't feel comfortable making on the spot decisions, argue in multiplayer, or simply worry they'd choose to always rule in their own favor. They prefer strict rules, and so we will offer a few alternatives to making Judgement calls.

The first manner is to decide based on the current game state to help balance the game. Decide on one result that benefits the detective and one that hurts them. If the dice have been rolling in your favor and you feel that you may win the game, go with the latter. If it's hopeless to win? Take the advantage. *In a detective duel, just rule in the favor of the player with the fewest alibis.*

The second manner is just to leave it up to fate. Pick the most beneficial and the most harmful results and roll a single die. 1-3 take the harmful result, 4-6 take the helpful one.

By picking a best and worst options you limit the chances of impacting the game intentionally.

*Game Tables and Paragraph*



## Suspects (Roll 3 Dice and check the total)

<p><b>3 – The Gossip</b>  Reactions: [35] [22] [26]  <b>CHARM O O O O O</b>  Gain no clues from with the gossip.</p> <p>Make a free follow up action using 1 die per mark and if successful, gain 5 clues. Remaining charm are filled in now.</p>	<p><b>4 – Big Game Hunter</b>  Reactions: [22] [33] [33]  <b>PHYSICAL: O O</b>  <b>INVESTIGATION: O O O</b>  When complete add 3 marks to the big game hunter. At any time, you may mark one off to add 1 die to any Physical trait roll.</p>	<p><b>5- The Journalist</b>  Reactions: [11] [26] [34]  <b>INVESTIGATION O O</b>  <b>CHARM O</b>  When complete, you can spend 1 clue to get 2 dice once per turn on a follow up action..</p>
<p><b>6- Mystery Man (Or Woman)</b>  Reactions: [35] [14] [15]  <b>INVESTIGATION: O O O</b>  When complete, roll again on the suspect table and replace the mystery with a new ID.</p>	<p><b>9- The Rebellious Teen</b>  Reactions: [31] [34] [35]  <b>INVESTIGATION O O</b>  <b>CHARM O</b>  When complete add CHARM 3 to this suspect</p>	<p><b>7 – The Coroner</b>  Reactions: [24] [23]  <b>CHARM: O O O</b>  When complete, discover the murder weapon for free.</p>
<p><b>8- The Snoop</b>  Reactions: [11] [22] [26]  <b>INVESTIGATION: O O</b>  <b>CHARM: O O O O</b>  When complete gain 1 alibi at no cost.</p>	<p><b>10- Lifelong Tourist</b>  Reactions: [26] [32]  <b>INVESTIGATION: O O O O</b>  <b>INVESTIGATION: O O O O</b>  The lifelong has no special effects past their source of knowledge.</p>	<p><b>11 – The Hired Help</b>  Reactions: [12] [34] [13]  <b>CHARM O O</b>  <b>INVESTIGATION O O O</b>  When completed, the hired help adds a new area of interest.</p>
<p><b>12- The Doctor</b>  Reactions: [13] [15] [24]  <b>INVESTIGATION O O O O</b>  <b>CHARM O O</b>  If complete, ignore any paragraphs that would kill or injure another suspect.</p>	<p><b>13 – The Lawyer</b>  Reactions: [15] [22] [34]  <b>CHARM O O</b>  <b>CHARM O O</b>  <b>CHARM O O</b>  When complete add 3 marks to the lawyer. Mark off 1 to add 1 die to any CHARM roll.</p>	<p><b>14 – The Professor</b>  Reactions: [22] [24] [35]  <b>CHARM O O O O O O</b>  When complete, add 3 marks to the professor. Mark off 1 to add 1 die to any INVESTIGATION roll.</p>
<p><b>15 The Chef</b>  Reactions: [12] [35]  <b>CHARM: O O O</b>  <b>CHARM: O O O</b>  When complete, the rest action recovers 2 wounds.</p>	<p><b>16- The Clergy</b>  Reactions: [26] [31] [56]  <b>CHARM O O O O</b>  <b>CHARM O O O</b>  When complete add 3 marks to the lawyer. Mark off 1 to count a 4 die as a success.</p>	<p><b>17 The Illegitimate Family</b>  Reactions: [14] [15] [21]  <b>CHARM O O</b>  <b>INVESTIGATION O O</b>  <b>INVESTIGATION O O</b>  When complete, gain 3 proof towards any suspect.</p>
<p><b>18 – The Gangster</b>  Reactions: [33] [36] [42]  <b>PHYSICAL: O O O</b>  <b>INVESTIGATION: O O</b>  If gangster is not cleared, the STALKING keyword always applies.</p>		

*Areas of Interest (Roll 2 Dice and check the total)*

<p><b>2 – Hidden Message</b> INVESTIGATION or CHARM: O O O O O</p> <p>If you <b>complete</b> this by charm, gain an alibi. If you <b>complete</b> this by Investigation, gain 3 proof.</p>	<p><b>3 - A Clear View</b> CHARM: O O CHARM: O O CHARM: O O</p> <p>When <b>complete</b>, immediately add a new Area of interest at no cost.</p>
<p><b>4- A Hiding Spot</b> INVESTIGATION: O O O</p> <p>When <b>completed</b>, Roll 2 Dice and gain 1 clue for each success.</p>	<p><b>5 - A contradiction</b> INVESTIGATION: O O O INVESTIGATION: O O</p> <p>When <b>complete</b>, add a “CHARM O O O” action to a random suspect.</p>
<p><b>6 – Origin of the Murder Weapon</b> INVESTIGATION: O O O O CHARM: O O</p> <p>This may only be investigated if the murder weapon has been revealed.</p>	<p><b>7 - Scene of a crime</b> INVESTIGATION: O O O INVESTIGATION: O O O</p> <p>The scene of a crime has no special features.</p>
<p><b>8- A Disguise</b> INVESTIGATION: O O INVESTIGATION: O O</p> <p>When <b>complete</b>, gain 2 additional clues.</p>	<p><b>9 – The Riddle</b> INVESTIGATION: O O INVESTIGATION: O O INVESTIGATION: O O</p> <p>When <b>completed</b>, add a “INVESTIGATION O O O” action to a random suspect.</p>
<p><b>10 - Hard to Reach Spot</b> Physical: O O O O</p> <p>Earn no clues investigating this area. When <b>complete</b>, gain 5 clues.</p>	<p><b>11 - Potential Physical Evidence</b> INVESTIGATION: O O O O</p> <p>When <b>complete</b>, gain an alibi</p>
<p><b>12 - The Red Herring</b> INVESTIGATION: O O CHARM: O O</p> <p>When this Area of interest is <b>added</b>, remove the last alibi you earned. When <b>complete</b>, immediately discover a new alibi.</p>	

## Murder Weapons

1- Gun	<b>Reveal Events</b> (1-3) 35 (4-6) 36
2- Poison	<b>Reveal Events</b> (1,2) 55 (3,5) 38 (6) 53
3- Blunt Force	<b>Reveal Events</b> (1-3) 55 (4-6) 62
4- A suspicious Accident	<b>Reveal Events</b> (1-3) 53 (4-6) 52
5- Strangulation	<b>Reveal Events</b> (1-3) 61 (4-6) 55
6- Blade	<b>Reveal Events</b> (1-3) 54 (4-6) 56

## Event Table 1

11	<p><b>False Leads</b> Was it a case of mistaken memory or possibly a killer's attempt to throw you off the trail?</p>	Lose 3 Clues
12	<p><b>Dinner Bell</b> A bell rings out to signal everyone to gather in the dining hall. This is a perfect place to question everyone.</p>	<p>During the next turn you are able to interact with ANY suspects, but not an area of interest.</p> <p>At the end of the turn you may select any suspect to remain with.</p>
13	<p><b>Trace Evidence</b> Sometimes little things can be missed by the killer. These can be your best chance of proving their guilt.</p>	Make an investigation test. For Each Success gain 1 clue.
14	<p><b>Stuck</b> As you prepare to leave the room, you realize the door is stuck. Is this a coincidence or something else?</p>	During this round you cannot move. You may still interact with any actions on your current location.
15	<p><b>Heated Argument *</b> The suspect and a random suspect are involved in an argument that echoes the halls. Should you get involved?</p>	<p>If you choose NOT to side with either, add the "Tension" note to your crime log.</p> <p>If you choose to side with one of the suspects, mark off 2 clues from whichever of the suspects you did not side with.</p>
16	<p><b>Flickering</b> The lights begin to flicker in and out but then seem to stabilize. You should check the power box, but maybe you are just being paranoid.</p>	<p>Add the FLICKER note to your crime log.</p> <p>You may spend 1 action to remove the Flicker note.</p>

## Event Table 2

21	<p><b>Unexpected Aid</b> The suspect secretly approaches and tells you of some unusual things they have seen or heard. This could help you break the case.</p>	Gain 1 clue.
2f2	<p><b>Caught in a Lie</b> A rock-solid alibi has proven to be a fabrication. It could be a simple attempt to avoid an embarrassing truth, but it could mean something more sinister.</p>	Remove the last revealed alibi
23	<p><b>The Murder Weapon! *</b> You have taken too long to find the murder weapon and the killer has taken to using it again.</p>	<p>If the murder weapon has been revealed, this has no effect.</p> <p>Otherwise, immediately reveal the weapon and roll on the weapon's reveal table. Ignore any note requirements and apply the effect of the event.</p>
24	<p><b>Odd Behaviors:</b> You notice a random suspect behaving strangely.</p>	<p>If you wish, treat this event as No Event.</p> <p>Otherwise, roll 1 dice. (1-3) Apply their suspect event (4-6) They reveal the truth, gain 1 clue.</p>
25	<p><b>Out of Reach</b> Something catches your eye but it's high above and out of reach. The path to it is fairly unstable and prime to collapse if you aren't careful.</p>	<p>If you wish, treat this event as No Event.</p> <p>If you risk the climb, make a <b>PHYSICAL</b> test.</p> <p>If successful, gain 1 clue.</p> <p>If you fail you find yourself flat on your back staring at a worthless trinket. <b>Suffer 1 wound.</b></p>
26	<p><b>Web of Lies</b> The suspect tells you a tell-tale that'll put you on the trail of the killer... except that it might not be true.</p>	<p>If you wish, treat this event as No Event.</p> <p>Otherwise, roll 1 dice. (1-3) It was false! Lose 2 Clues (4-6) It was true! Gain 1 clue.</p>

### Event Table 3

31	<p><b>Into Hiding</b> The suspect is nowhere to be found.</p>	<p>During the next turn, you may not interact with the hiding suspect. If you were currently at their location, you must spend an action move to a new location to interact with anything.</p>
32	<p><b>Heavy Drinking</b> The suspect is drinking an excessive amount of alcohol and you worry that it will impair their memory.</p>	<p>Mark off any combination of 1D6 clues on the suspect or add the TENSION keyword if you take move the alcohol to keep the suspect sober.</p>
33	<p><b>Sucker Punch *</b> The stress finally gets to the suspect and throws a surprise punch. You don't have time to react before it strikes your jaw.</p>	<p>If there is no "TENSION" note you may treat instead this as no event.  Otherwise, suffer 1 wound.</p>
34	<p><b>Friendly Chat</b> You and the suspect have an engaging conversation and you learn many things that may be relevant to this investigation.</p>	<p>Make a charm test.  For each success, gain 1 clue.</p>
35	<p><b>Fleeing Suspect</b> When the suspect see's you start to flee. Stop them before they cover up whatever they were doing.</p>	<p>The suspect will flee and mark of 3 clues  Make a physical roll to chase the suspect.</p>
36	<p><b>Rage *</b> Tempers have reached a breaking point and everyone is on edge.</p>	<p>If TENSION is not applicable, add a note for tension and skip this event.</p>

## Event Table 4

41	<p><b>Wild Gossip</b> Stories are filling the halls and it's becoming hard to tell fact from fabrication.</p>	<p>Roll 4 dice.</p> <ul style="list-style-type: none"> <li>- For each success gain 1 clue.</li> <li>- For each failure, lose 1 clue.</li> </ul>
42	<p><b>Threat</b> The suspect warns you to turn over evidence with a vague threat. If you turn them down, you'll receive clarification.</p>	<p>Pay 3 clues (Or all your clues if you have less) or make a physical test.</p> <p>Suffer 2 wounds but each physical test will protect you from one.</p>
43	<p><b>Fire</b> Maybe lightning struck the building or was this an intentional act by the killer? Whatever the cause you must put this fire out!</p>	<p>During the next turn you must spend 3 actions to put out this fire.</p> <p>You may choose to suffer 1 wounded instead of suffering a wound.</p>
44	<p><b>Two Killers?</b> You have found evidence that the killer may have had help.</p>	<p>Cross off one empty alibi at the end of your list. There will be 2 alibis remaining at the end of the game.</p> <p>If both are the same suspect, they acted alone. Otherwise, you must prove both of their guilt to win the game.</p>
45	<p><b>Behavioral Pattern</b> The killer's behaviors were intentional. If you can use what you've learned about the suspects you may be able to find a pattern.</p>	<p>For each completed suspect, gain 1 clue.</p>
46	<p><b>An Escape Route</b> The killer has begun to craft an escape route that will let them escape early.</p>	<p>Mark turn 9 on the turn track with the game over.</p> <p>You may perform a special follow up action and if successful you may remove this end game event.</p>

## Event Table 5

51	<p><b>Stalking</b> The killer feels backed into a corner and knows that you are the only one standing in their way. They are now more likely to act against you.</p>	The killer is now stalking you, add the <b>stalking</b> trait.
52	<p><b>The Tumble</b> One minute you are walking normally and the next you are falling fast. When you awake you find that things are missing? Were you pushed or are you just clumsy?</p>	Lose 1d6 clues.
53	<p><b>An Accident? *</b> Things are not quite adding up. It almost seems like this isn't a murder, but an accident.</p>	<p>If this is not a FORCED EVENT treat this as No event.</p> <p>Add 3 slots to the alibi track and mark them with a star. These 3 slots may contain already cleared suspects.</p> <p>If all suspects have been cleared, there is no killer and you lose if you had accused someone.</p>
54	<p><b>Stabbing *</b> A sharp pain in your back and you find yourself on the ground. You've been stabbed. The others soon find you and help stop the bleeding but you don't know which of them tried to kill you.</p>	<p>If neither STALKING or TENSION is applicable and this is not a FORCED EVENT, treat this as No Event.</p> <p>Suffer Two Wounds immediately.</p>
55	<p><b>Blackout</b> You awake feeling like death only half sure where you were or how long you've been out.</p>	<p>Skip 3 actions.</p> <p>Make a physical test. For each success, you may restore one action.</p>
56	<p><b>Disposed Murder Weapon *</b> The murder weapon is gone. It will now be harder to prove the guilt of any party.</p>	<p>If this is not a FORCED EVENT or you have already found the murder weapon, treat this as No Event.</p> <p>You may not find the murder weapon by any means.</p>



## Event Table 6

61	<p><b>Another Victim *</b>          You find a random suspect nearly lifeless. The killer must have heard you coming and fled, but at least they were unable to kill again.</p>	<p>If STALKING is not applicable and this is not a FORCED EVENT, treat this as No Event.</p> <p>This suspect can no longer speak. Mark off all CHARM actions.</p> <p>But you may add any remaining alibis for the victim as you now they are not the killer.</p>
62	<p><b>Knocked Out *</b>          One solid blow to the back of your head and you are out like a light.</p>	<p>If neither STALKING or TENSION is applicable and this is not a FORCED EVENT, treat this as No Event.</p> <p>Suffer 1 wound and skip 1 actions during the next turn.</p>
63	<p><b>Shattered Kneecap *</b>          Someone jumps you and bashes you unconscious. When you awake, it is hard to walk on your leg.</p>	<p>If neither STALKING or TENSION is applicable and this is not a FORCED EVENT, treat this as No Event.</p> <p>Suffer wound and you may only move once every 2 turns, or spend 2 actions to move again before the delay.</p>
64	<p><b>The Stomach Ache *</b>          A sharp pain explodes in your stomach and you find it hard to stand. Was it something you ate? Simple food poisoning? Or something more? Lucky for you it's not lethal but it will keep you in bed for a while.</p>	<p>If STALKING is not applicable and this is not a FORCED EVENT treat this as No Event.</p> <p>Roll 1 die.          (1-2) Skip 1 action next turn          (3-5) Skip 2 actions next turn          (6) Skip the entire next turn.</p>
65	<p><b>Another Murder *</b>          The halls are filled with dread as another body is discovered</p>	<p>If STALKING is not applicable and this is not a FORCED EVENT, treat this as No Event.</p> <p>A random suspect is killed.</p> <p>Cross out all remaining actions on this suspect, but fill in the victim's alibis since they are obviously innocent.</p>
66	<p><b>Shot *</b>          You notice motion in the corner and easily recognize the silhouette of a person with a gun. You dive just in time to avoid a deadly wound, and the shooter is forced to flee before others arrive.</p>	<p>If STALKING is not applicable and this is not a FORCED, treat this as No Event.</p> <p>A direct hit will inflict 3 wounds. Make a physical test.</p> <p>Each success reduces the damage by 1 wound.</p>

Detective:

\_\_\_\_\_

<b>PHYSICAL</b>	<b>CHARM</b>	<b>INVESTIGATION</b>

Suspects	Murder Weapon O	Areas of Interest
-1-  <b>PROOF O O O O O</b>	-2-  <b>PROOF O O O O O</b>	
-3-  <b>PROOF O O O O O</b>	-4-  <b>PROOF O O O O O</b>	
-5-  <b>PROOF O O O O O</b>	-6-  <b>PROOF O O O O O</b>	

**Alibis**

EASY					MEDIUM					HARD				

**Time Left:** Roll 1D6: (1) Suspect Event -- (2,3) No Event -- (4, 5,6) Roll on the Event Table

			<b>23</b>			<b>51</b>			<b>END</b>
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**Clues / Notes:**

Random Suspect					
1	2	3	4	5	6

Murder Weapon					
MW 1	MW 2	MW 3	MW 4	MW 5	MW 6

Areas of Interest										
AOI 2	AOI 3	AOI 4	AOI 5	AOI 6	AOI 7	AOI 8	AOI 9	AOI 10	AOI 11	AOI 12

Suspect List															
3 GSP	4 HTR	5 JRN	6 MST	7 TEEN	8 CRN	9 SNP	10 TOR	11 HELP	12 DOC	13 LAW	14 PRF	15 CHF	16 CLR	17 FAM	18 MOB

Events											
1-1	1-2	1-3	1-4	1-5	1-6	2-1	2-2	2-3	2-4	2-5	2-6
3-1	3-2	3-3	3-4	3-5	3-6	4-1	4-2	4-3	4-4	4-5	4-6
5-1	5-2	5-3	5-4	5-5	5-6	6-1	6-2	6-3	6-4	6-5	6-6

Randomizer	
	A
	B
	C

### Drawable Tokens:

If you'd prefer you may print out this sheet and cut out these tokens. Keep each set of tokens in separate bags or cups and simple draw out a token each time you need to determine a random event.

## Tutorial Play

### Introduction:

Detectives have always lived their precipice standing on the edge of darkness. To protect others from the harsh realities of this world they look closely and hunt those that perpetrate truly evil deeds. But there are some acts so senseless, so inhumane that even a detective is left permanently scarred.

Someone in this office has eaten your chocolate cake!

Print out the following page or copy the time track and suspects to a blank crime log.

<b>PHYSICAL</b>	<b>CHARM</b>	<b>INVESTIGATION</b>
2	3	3

Detective:

Suspects	Murder Weapon <b>O</b>	Areas of Interest
<p><b>-1- or -2- The Office Gossip, Janice</b></p> <p><b>CHARM O O O O O</b></p> <p>Reaction: Janice will tell you the latest office gossip. Gain 2 clues</p> <p><b>PROOF O O O O O</b></p>		
<p><b>-3- or -4- The Office Jerk, Paul</b></p> <p><b>INVESTIGATION O O O O O</b></p> <p>Reaction: Paul will spend the next 20 minutes chewing your ear off. You have 1 fewer action next turn.</p> <p><b>PROOF O O O O O</b></p>		
<p><b>-5- or -6- The Boss, Mr. James</b></p> <p><b>INVESTIGATION O O O</b></p> <p><b>CHARM O O O</b></p> <p>Reaction: The boss reminds everyone that he's the boss. Remove 1 proof from the boss.</p> <p><b>PROOF O O O O O</b></p>		

**Alibis**

EASY			MEDIUM						HARD						
		X	X	X	X	X	X	X	X	X	X	X	X	X	X

**Time Left:**

							END
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**Clues / Notes:**

## Basic Play (Tutorial):

On your turn you are allowed to take 3 actions.

Your overall goals are as follows:

- Move towards any suspect
- INVESTIGATE or CHARM a nearby suspect to earn clues
- If you have 3+ clues, FOLLOW UP to find THE MURDER WEAPON err... empty dish.
- If you have 3-4 clues, FOLLOW UP to find ALIBIS
- If you have 3-4 clues, FOLLOW UP to find PROOF of the guilty party
- When you feel ready or it's the final turn, Accuse the guilty party and enforce justice

After you take your 3 actions, flip to the next page and run an "Event Phase" before your new turn.

### **Movement:**

- You can only interact with 1 suspect at a time. This suspect is called your "Location".
- If you want to interact with a different suspect, you must simply spend 1 action to move to the new one.
- At the start of this case, you are not standing near any suspect. Simply spend an action and choose a suspect to move towards.

You will rarely need to move more than once per turn. Once you have cleared most or all of the clues on a suspect you will want to spend another action moving to a new location.

**Perform an INVESTIGATE or CHARM action:** These options are listed on each suspect.

- Because your detective has 3 INVESTIGATE and CHARM you will roll 3 dice for either action.
- Each 5 or 6 is a success
- For each success, fill in one circle next to the chosen action and earn one clue. If all the circles are filled you can't gain any more.
- Clues can either be tracked on the log with a pencil, or using coins, tokens or counters.

This is your primary way of earning clues which are basically a currency used to earn the important things like alibis and evidence. You'll want to balance earning clues and spending clues because spending too often will waste actions, but unless you spend clues, you'll have no chance to solve the case.

Generally, 3 or 4 points is a safe number to spend at a time, but depending on the situation and your needs it can be worth saving up 7 or 8 points for an extremely effective follow up.

**Follow up on clues to find the murder weapon: (If you haven't found it yet and have 3-4 clues).**

- Follow up actions involve spending your earned clues to buy dice for an action.
- Choose a number of clues to spend and roll 1 dice for each spent.

- Erase or mark off any spent clues regardless of the result.
- If even one die shows a 5 or 6 you have found the empty dish. Mark it on your crime log.

The murder weapon is extremely useful to find for two reasons. In a real case, it can be used against you if you take too long and it can be used as proof against ANY suspect you accuse. But because you only need 1 successful roll to collect it you don't want to overspend to earn it. Additional successes would be wasted.

### **Follow Up for Alibis: (Ideally, 3 or 4 clues)**

- Alibis allow you to prove the innocence of a suspect. In this case, there are 2 alibis and 3 suspects. When the alibis have both been filled, the remaining suspect is guilty.
- Like other follow-ups choose to spend any number of clues and roll 1 die each.
- For each success you may fill 1 blank alibi box with a suspect. This suspect is innocent.
  - o Randomly pick which suspect is cleared.
  - o If the suspect is already innocent, roll again.
- When you have filled both boxes, the remaining character is the guilty party.
- In larger cases, each suspect will require 2 boxes making it harder to identify the innocent.

Alibis are probably the most important form of evidence because if you accuse the wrong suspect, it's game over.

But you will often reach a point, especially on harder difficulties, where you don't have time to find all the alibis and evidence. In these cases, it can be worth narrowing down the suspects and gathering evidence for each. You can still reveal more alibis during the final accusation and having evidence will give you a chance for any result.

### **Follow Up for Proof: (Ideally, 3 or 4 clues AND have found the guilty party)**

- When you accuse a suspect, you will need to make a case and roll a dice to see if people believe you.
- Each suspect has their own set of proof to fill, though the murder weapon counts towards anyone.
- Pick any suspect (Probably the guilty one) and spend any number of clues.
- Roll 1 dice for each clue
- For each 5 or 6 rolled, fill in one of the proof circles on the suspect.

The last few turns of your investigation should be dedicated to finding proof on the potential suspects. Solving the case will require a dice roll and every piece of proof will increase your odds. If you can get all 5 pieces of proof for a suspect and the murder weapon, you are guaranteed that people will believe you.

**Accuse (When either you have no more clues, are on your final time track labeled END, to find or you are ready to make the accusation)**

- Go to part 3

You are allowed to take any combination of the above 3 actions in any order for each turn.

When your turn is over the case will begin to change around you as suspects act on their own volition or seemingly random occurrences can impact your case. This is known as the Event Phase.

### The Event Phase (Tutorial):

During the event phase simply mark off the next step on the time track. If that slot contained a specific event number you would apply that event instead of a random one. For this tutorial, the only special time is END which ends the game in failure.

If the time track is blank you will roll one die to determine whether it will be a suspect or a random event that influences your case.

- On an even result, randomly pick a suspect and apply their “Suspect Reaction” ability on the crime log. Normally, they will have multiple possible results for each suspect.
- On an odd result on the following result table:

The Chocolate Caper Event Table		
<b>1</b>	The cleaning lady has emptied the trash.	If you have not discovered the murder weapon yet, it is now lost. You can no longer follow up to find the empty dish!
<b>2</b>	You are all called into an office-wide meeting to discuss a recent incident in the mail room.	You may interact with any suspect this turn and may choose to remain with any suspect at the end of the turn.
<b>3</b>	Is that a chocolate stain on the suspect’s shirt?	Make an INVESTIGATION roll. For each success add 1 proof to any suspect.
<b>4</b>	While chatting with a coworker at the water cooler you hear something that might be related to the crime!	Gain 2 clues.
<b>5</b>	You are buried under work and the investigation will have to suffer.	Lose 1 action next turn.
<b>6</b>	The case grows colder and your stomach grows hungrier.	Lose 1 clue.

After the events are applied, you return to your own actions to take your next turn.



## The Accusation (Tutorial)

You have called all of the suspects into a room. They look suspiciously at one another and then back at you.

Normally, you would be allowed to ask one last set of questions to try and find alibis if you still needed to clear suspects. But, in this tutorial, you should have found more than enough to fill 2 alibi boxes and to identify the guilty party.

Next, the guilty parties will begin to argue amongst themselves allowing you to glean last minute proof.

- For each cleared suspect you will roll 1 die. (*In this tutorial, you should hopefully have 2*)
- For each 5 or 6 you place 1 proof on any suspect (*Probably the guilty one but it's up to you*)

Finally, you must declare the guilty party and provide proof of their guilt.

- Declare which suspect you believe is guilty
- Roll 1 Dice
- If this dice is equal to or lower than the amount of proof on your chosen suspect, you win the game. Otherwise, you lose!
- Remember that the murder weapon counts as 1 proof regardless of the accused.

While solving murders will contain additional complexities, more suspects, and more danger... this case has taught you the major aspects of being a detective.

You are now ready to attend your first murder!

## What to expect from the full game?

Unlike the tutorial, full cases do not have you acting against pre-created suspects in a pre-writing plot. Instead full cases involve several tables which allow you to attempt limitless combinations. Each unique combination of suspect templates, random events, murder weapons and customized detective will provide its own challenges to overcome.

You will also have a system of health and injuries that you will need to maintain even as the suspect may make attempts at your life. You can even "Exert" yourself and spend your health to increase chances of success even despite poor dice rolls.

You will also have access to "Areas of Interest" that are additional locations that you can find and interact to find clues. Finally, the final accusations phase is expanded to give you a stronger chance to close even the hardest of cases.