



An object was stolen at school! The players are part of a detective's club and will have to discover the thief.

THE PLAYERS RECEIVE:

Clue Cards



1 notepad



1 pencil



1 Detective card of choice



SET-UP: Place all components from the box on the table as in the image. Divide the cards in 3 groups:



- **Detective cards:** Choose a card with your identity. The remainder are removed from the game.



- **Stolen Object cards:** Cards with stolen objects that you shuffle and place face down on the table.



- **Clue cards:** Sets of 3 cards with objects organized by colour, that you shuffle and place face down on the table.

HOW TO PLAY:

1 Turn over the top card of the Stolen Object card pile and place it face up on the table. This card represents the crime to be solved. Correspondent to the stolen object are 3 clues on the Clue card pile. Whoever has 2 of these incriminating clues in their hand, may be accused.

2 The youngest player starts and rolls the dice which will determine which action to take: After the action, the player at his left takes his turn.



Look at 1 card of your choice on another player's hand.



Give 1 card to another player and take 1 card from him without looking.



Draw 1 card from the Clue card pile.



3

Throughout the game everyone will have to:

- **Identify suspects** as they detect players with Clue cards of the stolen object.
 - **Mark down suspects on the notepad**, to avoid forgetting.
 - **Form Alibis**, by gathering sets of 3 clue cards (of the same colour) of objects that weren't stolen.
 - **Get rid of clue cards of the stolen object** in your hand.

If you see or trade any clue of the Stolen Object card with another player, mark it down on your notepad. If you marked the same player twice or more, your suspicions are strong and you may accuse him! Hide your notes from your opponents.

4

WHEN YOU FORM AN ALIBI:

Shout Alibi so that everybody hears and choose:

- Accuse another player,
- or look at 1 card of each of your opponents.



5

SOMEONE ACCUSES ANOTHER PLAYER:

Only players with Alibis may accuse another player.

- To do so, the accusing player has to return 1 Alibi to the Clue card pile and shuffle it.
- The accused player shows their game.



- **If the accused player has 2 or more Clues cards of the stolen object:**

- He's the thief! He gets caught and loses the game.
- The Detective who accused him wins the game.

- **If the accused player has 1 or no clues of the stolen object:**

- The accusation is wrong! The accused player trades 1 card of his choice with his accuser.



6

After the accusation is made, the player at your left takes his turn and rolls the dice, repeating the procedure. If a player runs out of cards in their hand, he draws 3 cards from the Clue pile.

THE GAME ENDS WHEN:

- The Clue card pile runs out of cards - **THE THIEF WINS!**
- The Thief was caught - **THE DETECTIVE WINS!**