



SUSPICION

RULES OF PLAY

SUSPICION - Rules of Play

OVERVIEW

Following a brutal murder at a remote country retreat, the guests attempt to solve the murder whilst waiting for the inspector to arrive. The player who is the first to find out who did it, with which weapon and in which room will win the game. The murderer, the murder weapon and the room where it happened are taken out of the game secretly. On each turn the player can move from one room to an adjacent room or stay in their current location. When the player moves they will receive an investigation card that will affect them or one of the other players. On each turn the players can also announce a *suspicion* to a chosen fellow player. If this player has a card/s relating to the suspicion they must privately reveal one card of those cards. If they cannot, the next player has to show a card, until one card is shown or until every person has been asked. When a player feels confident they have gathered enough evidence they can make a final accusation. A correct accusation wins the game but a mistake will end your investigation. However, be aware that some evidence starts in the investigation deck, so answers might change over the duration of the game.

CONTENTS

6 Suspects Cards

6 Weapons Cards

9 Rooms Cards

9 Board cards

14 Investigation Cards

1 Crime Scene Card

8 Note Cards

6 Player Pieces

nb (pieces are curved on one side)



Set-up (4 players)

1. Make sure everyone is familiar with the cards and what they represent. (There is a helper on the last page)
2. Divide the SUSPECTS, WEAPONS and ROOMS into three piles.
3. Shuffle each pile separately.
4. Place one card from each group secretly under the CRIME SCENE CARD. These cards show the murderer, the murder weapon and the place of crime.
5. Place the remaining cards (Suspects, Weapons and Rooms) into one pile and shuffle them. Deal four cards to each player.
6. Place the remaining two cards on top of the Investigation cards and shuffle them in. Place the Investigation cards with the two Evidence cards face down. This is the Investigation deck.
7. Each player receives a Detective's note card and a pen.
8. Place the Board cards randomly in a three-by-three grid and place all players' tokens on the central Board card.
9. Determine the start player randomly.
10. You are ready to solve the murder!



The Crime Scene

Place a Suspect, a Weapon and a Room card under the Crime Scene card. These cards should be a secret from all players.



Investigation Deck

This pile is shuffled and laid face down. It comprises Investigation cards plus the extra evidence cards that are not dealt to the players.

The Game Board

Lay the nine board cards out in a three-by-three grid. They can be arranged in any order. Each player chooses a counter and places it on the central card.

Set up for 2, 3 and 5 players

The set-up is basically the same for all games except for step four.

2 Players - Deal six cards to each player and add the remaining six Evidence cards to the Investigation cards. Shuffle.

3 Players - Deal five cards to each player and add the remaining three Evidence cards to the Investigation cards. Shuffle

5 Players - Deal three cards to each player and add the remaining three Evidence cards to the Investigation cards. Shuffle. When playing the "Reveal a Secret" card, the player who has to reveal the card can pick the card to show himself instead of the neighbour picking one blindly.

How to play

The game plays out over several rounds during which the players acquire evidence by moving between rooms and making guesses about the hidden information. Each round comprises two phases:

1. Movement phase
2. Suspicion phase

During each turn you can also make an accusation, however, when guessed wrongly you will not be able to make further guesses.

1. Movement phase

On the first turn of the game each player must move away from the room in the centre.

Movement on the board can be one square horizontally or vertically per turn. Diagonal motion is not allowed. (diagram 1)

When you move to a new room you take a card from the Investigation Deck. Follow the instructions on the card.

If the investigation card you take is evidence then keep it private in your hand. The other cards have a symbol in the top right.

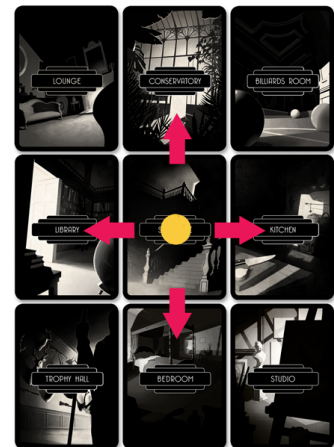


Diagram 1



Play the card immediately. Discard these cards after use.



Keep card in your hand and play when you chose. Discard these cards after use.

If you play an Investigation card you may still make a suggestion. If you have the Absinthe card you only get to make your drunken suggestion.

When no Investigation cards remain you can move without taking an investigation card. The used cards are not reshuffled.

After the first turn, you may also choose to stay in a room instead of moving. If you stay in a room then you do not take an Investigation card but proceed directly to the 'Suspicion Phase'.

2. Suspicion phase

After the movement phase you must now make a guess as to the murderer, weapon and room (unless you drew the Absinthe card). The room you suggest must be the room you are standing in. You can direct your inquiry to the player of your choice.

If the player you ask has any of the cards they must show you one of them.

If the asked player shows a card this is the end of your turn. Make a note of what you have discovered. Play moves to the person on your right.

If asked player doesn't have any information then, the next player to the right is then asked for the same information.

If a player reveals a Diversion card, questioning continues with the next player.

If no one has any of the cards you might have solved the murder . . . you could now make an accusation! But is all of the evidence in play? Remember there were some cards mixed in with the investigation deck.

If you have not seen any evidence against your suspicion but do not wish to make an accusation, play now moves to the player on your right.

Making a final accusation!

When you are confident you have gathered enough evidence, then you can then make an Accusation. You can make an accusation at the beginning of the 'Suspicion phase'. Before questioning. You must make it clear you are making your final guess of suspect, weapon and room. When you make an accusation no one reveals any cards. Instead you may secretly look at the murder cards.

NB. If you are making an accusation you do not need to be in the room that you are guessing.

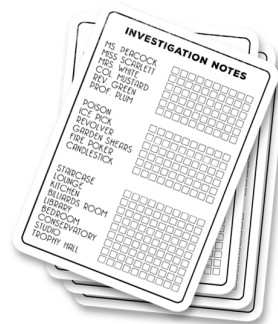
Alternatively if you make a suggestion in the Suspicion phase and no one has any information, you can then make that suggestion an accusation. You can not change any of the items you suggested even if you were bluffing.

If you were correct reveal the evidence to the other players. You win!

If you were wrong, replace the cards under the Crime Scene card without revealing them. You can no longer participate as a detective. However, you must continue to answer the questions of the remaining players.

End of the Game.

The game is over when a correct accusation is made or when no one remains to make an accusation.



Additional notes to investigation cards

Reveal a secret: The next player picks a card blindly that he shows openly to everyone. After you have shown your card to the other players, you can place it back in your hand.

Diversion: The diversion card is shown openly to everyone. When a diversion card is shown, the questionnaire continues with the next player.

SUSPECTS



MS. PHECOCK



MISS SCARLETT



MRS. WHITE



COLONEL MUSTARD

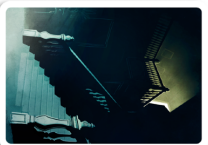


REVEREND GREEN

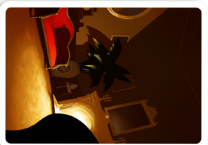


PROFESSOR PLUM

ROOMS



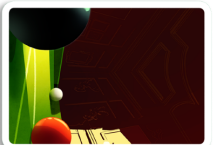
STAIRCASE



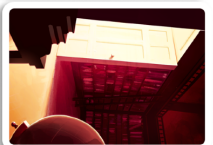
LOUNGE



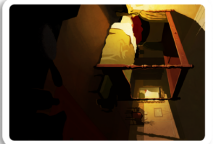
KITCHEN



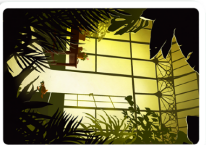
BILIARDS ROOM



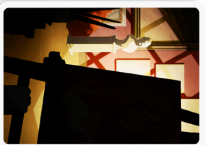
LIBRARY



BEDROOM



CONSERVATORY



STUDIO

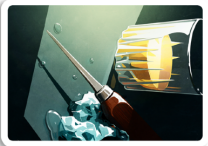


TROPHY HALL

WEAPONS



POISON



ICE PICK



REVOLVER



GARDEN SHEARS



FIRE POKER



CANDLESTICK

INVESTIGATION CARDS



PLAY THESE CARDS WHEN YOU PICK THEM UP. YOU CAN STILL MAKE A SUGGESTION FOR ALL CARDS. THE ABSINTHE CARD MODIFIES YOUR SUGGESTION TURN.

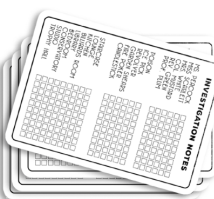


KEEP THIS CARD IN YOUR HAND UNTIL YOU WANT TO PLAY IT.

BOARD CARDS



NOTE CARDS



PLAYER PIECES



COUNTERS ARE CURVED ON THE BOTTOM.

CRIME SCENE CARD



