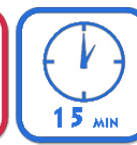# Detect'eam

1 culprit, 1 place, 1 weapon: you've got to get to the bottom of this murder!

All around this table, you've investigated, heard and seen things, and now you'll have to share your clues and cross-reference your information to solve this mystery together, as efficiently as possible!
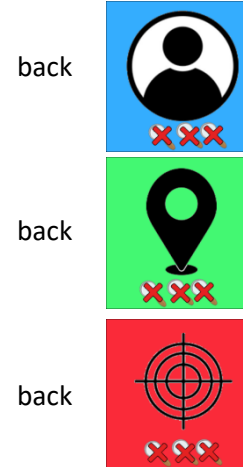
Components

- 16 big cards with : the 5 culprits, the 5 locations, the 5 weapons and 1 detective at the front and one ? at the back
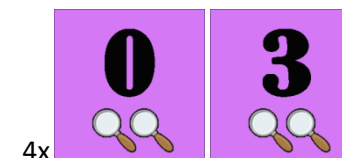
- 4 small cards for each element   with these symboles at the back
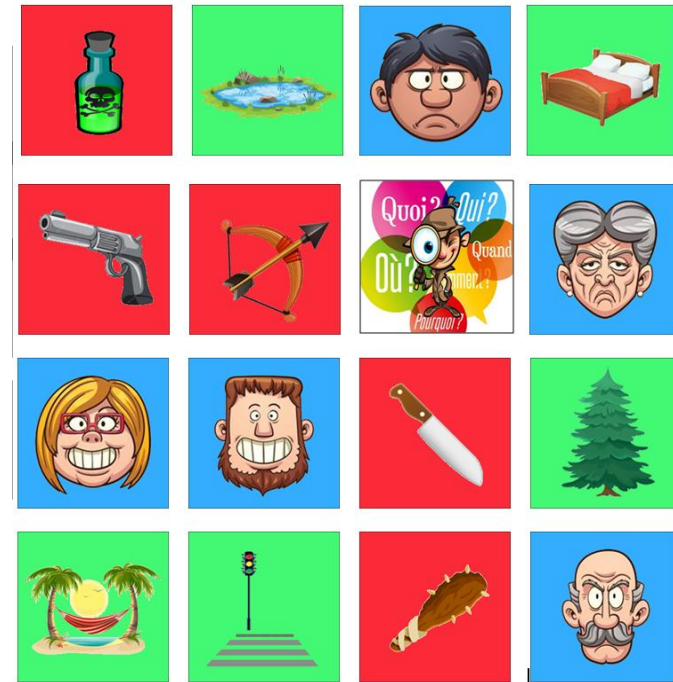
4x

back

4x

back

4x
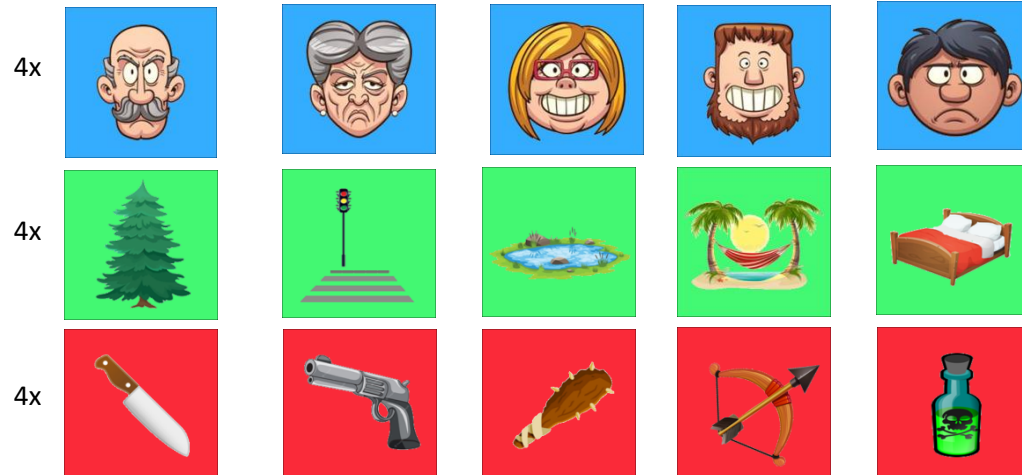
back

- 5 sets of 8 tokens, the 5 sets have different colors and are made up of 4 tokens with a value of 1 (front) / 2 (back) and 4 tokens with a value of 0 (front) / 3 (back).

4x   **1**   **2**   4x   **0**   **3**
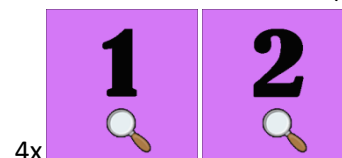
Set up

1- The 16 large cards are shuffled and randomly placed to form a 4x4 square.

2- Each player gets his token set

3- The small cards are sorted to make piles with identical elements (the 4 cards with culprit n°1 are put together, the 4 cards with culprit n°2 are put together...).
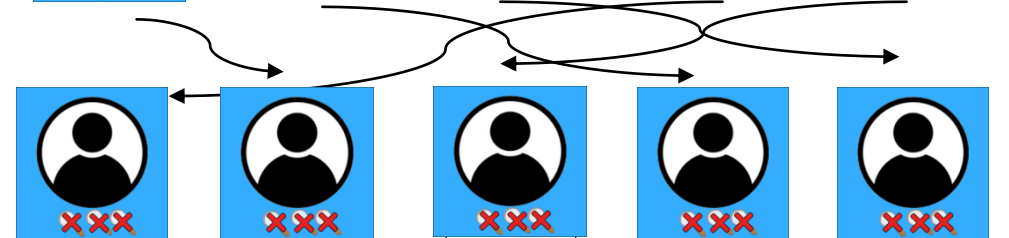The result is 5 piles of characters, 5 piles of locations and 5 piles of weapons.

4- These piles are turned over to be face down and

5- Then they're moved around so you don't know which pile is where

6- Select a number of cards (see table), shuffle them and deal 1 to each player.

Number of players	Number of cards taken in the 1st pile	Number of cards taken in the 2nd pile	Number of cards taken in the 3rd pile	Number of cards taken in the 4th pile
3	2	1	x	x
4	3	1	x	x
5	3	1	1	x

For a 3 players game, for example, we take 2 cards from the 1st character pile, and 1 card from the 2nd character pile. These 3 cards are shuffled and dealt to the players, who each receive one card.

The same applies to the location and weapon cards: each player receives a combination of 1 culprit, 1 location and 1 weapon.

7- 7- **Before looking at his cards**, each player can take additional cards from the piles that have not been used, add them to the cards he has received **and shuffle them** before looking at them. This will make the investigation more complex, but will also allow you to achieve a higher score by clearing suspicious elements (see scoring section at the end of the rules).

The solution will be given by the majority cards (those taken from the 1st deck).

Example of distribution for 3 players: 2 will have the indication of the culprit, 1 will have a false indication but will not know it.
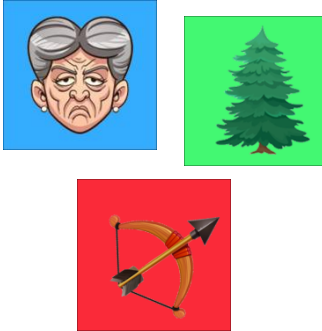

The solution here would be :

How it works :

The 1st player is chosen at random, and players then play clockwise, taking it in turns to perform one of 2 actions

- give a clue to the other players by placing a token in front of a row or column to indicate the number of items you think are linked to the murder in that row/column

Using our example, the 1st player could place the 0 token in front of the bottom row, as none of the cards he has are in this row.

- Innocent an element by flipping a card : The player whose turn it is must turn over a card which, in his opinion, is not linked to the murder.

In our example, player n°2 could clear the old man because he doesn't have it, and thanks to the clue given earlier, he knows that player n°1 doesn't have it either.
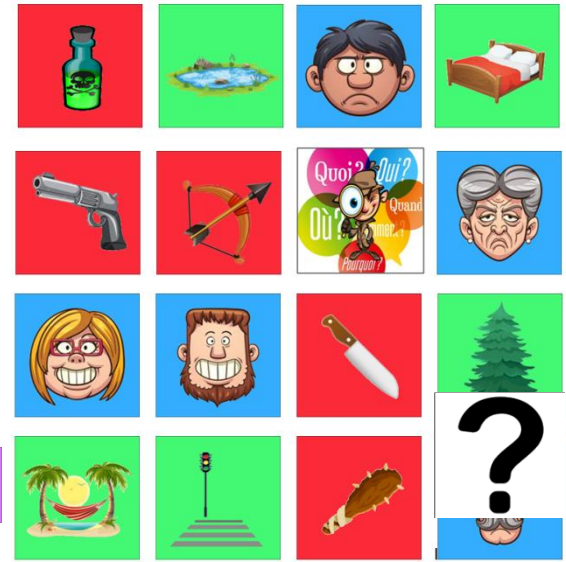
If a player manages to clear an element whose card he has in his hand, he places this card on the element he is turning over.

End of the game and scoring:

As the rounds progress, the cards are turned over, leaving only the 3 murder-related cards visible at the end (if all goes well).
We reveal the small cards corresponding to the 1st pile (character, place and weapon) (see set-up), which are the solution to the investigation.
If the 3 large cards visible at the end of the game are the same, you've won (bravo, we'll calculate your score and see how good detectives you are), otherwise you've lost!

To calculate your team's score, all you have to do is count all the visible magnifying glass.
Each clue given will "cost" you magnifiers (1 magnifier for clues 1 or 2, 2 magnifiers for clues 0 and 3), and each item cleared by a player who had the card will "take away" magnifiers.

To get the best score, you'll need to use as few clues as possible, and make sure that players with "false" clues notice them so that they can eliminate them themselves.

Score	Level	Comments
>15	Detective in Training	Every great detective started with small steps
14	Detective Apprentice	The learning of the art of deduction has just begun!
13	Detective Seeker	Search together, and you will find the truth!
12	Detective Hopeful	Hope is the key to unraveling mysteries!
11	Detective Curious	Curiosity is your most precious ally, keep searching!
10	Detective Sleuth	Your deductive mind is sharpening, persevere!
9	Detective Ingenious	With ingenuity, puzzles unfold!
8	Detective Skeptic	Don't take anything for granted, even the most obvious clues!
7	Detective Analytical	Careful analysis is the key to resolution!
6	Detective Enigmatic	Puzzles challenge you, but your mind is up to the task!
5	Detective Insightful	Insight is your strength, use it to move forward!
4	Detective Master	You master the art of deduction, keep going!
3	Detective Genius	Your genius is undeniable, solve the puzzle!
2	Detective Prodigious	Your talent is prodigious, the solution is within reach!
1	Detective Visionary	You have the necessary vision to see beyond appearances!
0 and -	Detective Hero	You are the heroes of this investigation, reveal the truth!