



## Dirty Detectives

2-4 Players | 20 min

17 cards (6 motives, 6 weapons, 5 tips)

You could solve a murder, but that's too much work. The goal is to be the first player to frame someone for murder, by correctly identifying two key pieces of evidence (a motive and a weapon) that are pointing to the same player.

### Setup

On the back of a cards is an arrow formed by the strings. These arrows point to the players. Sit in a pattern around the cards so it is clear which cards are pointing to which players. Take the 17 cards and shuffle them up. Set 16 of them face-down on the board in a grid of 4 rows and 4 columns. Then randomly point the cards so 4 cards are pointing to each player. (With less than 4 players, some cards will not yet point to a player.) Take the 17th card and give it to a random player, this player will go first.

### Play

Players take turns. On your turn you can make an investigation or an accusation.

### Investigation

You will have one card in your hand. Pick up any card on the board that is not pointing to you. Now you have two cards in your hand. Secretly choose one of the cards to put down in the empty spot on

the board, face-down, pointed to you. Pass the other card to the player on your left, it is now their turn.

When you play a card down onto the board, you choose to reveal it or not to reveal it. If you don't reveal it, it is kept a secret and only you for sure know what the card is. If you reveal it however, everyone will know what it is, but you get a benefit for revealing it. The benefit for revealing depends on the card. When you reveal a card, you still put it face-down pointing to you.

**Weapons** all have the same reveal benefit: you get to secretly look at a card adjacent to the weapon.

**Motives** all have the same reveal benefit: you get to rotate a card.

**Tips** all have different reveal benefits: you do as instructed on the card.

### **Accusation**

Claim that you can name a motive and a weapon pointing to a player. Pass the card in your hand to the player on your left. Take two cards pointing to the accused player and look at each of them. If they are the motive and weapon you named, turn the cards face up and show them to everyone, you win! If you are incorrect, rotate them both to face you.

Continue taking turns until someone wins!