

SUDDS & MALONE



RULEBOOK

GAME COMPONENTS



(1) Game Board



(1) Detective Badge



(12) Dice
(4) White
(4) Black
(4) Grey



(9) Suspect Cards



(3) Stoolie Cards



(4) Reference Cards



(24) Flimflam Cards



(72) Case Cards



(42) Hunch Cards



(48) Evidence Tokens

(12) Glasses, (12) Notebooks, (12) Telephones,
(12) Fedoras

(12) Bullet Tokens



(25) \$1 Cash Tokens



(10) \$5 Cash Tokens

PLAYER COMPONENTS



(4) Player Boards



(24) Cubes
(6) per Color



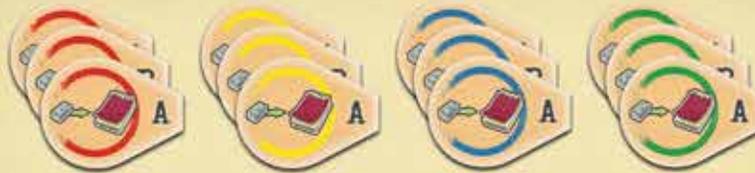
(4) Personal Dice
(1) per Color



(12) Disk
(3) per Color



(4) Badges
(1) per Color



(12) Snitch Tokens
(3) per Color



(4) File Cabinet Tiles

GAME SETUP



- 1 Place the board on the table. The game board is a map of 1938 New York City showing 8 locations: *Brooklyn, Flatbush, Queens, East Side, Bensonhurst, Midtown, Downtown, and Staten Island.*
- 2 Shuffle the 9 suspect cards (3 Mole, 3 Rat, 3 Frog) and deal out 4 face-down to the display - *do not look at them!* The 4 spaces next to the Flimflam deck is called 'The Conspiracy'. Finding out which 4 suspect cards are in 'The Conspiracy' is an important part of scoring at the end of the game.
- 3 Shuffle the 3 stoolie cards into the remaining 5 suspect cards and deal these 8 cards out to the city - one in each location face-down. *Do not look at any of these cards.* Finding a stoolie will let you peek at cards in 'The Conspiracy' while finding a suspect will give you partial insight to what is *not* in 'The Conspiracy'.
- 4 Shuffle the Flimflam cards and deal out one to each location face down atop the suspect/stoolie card, ensuring the back of each suspect/stoolie card is slightly seen. This lets players know there is still a suspect or stoolie to be found.
- 5 Place the remaining Flimflam cards in a face-down deck on the game board. Move and reveal the top card of the deck to the 'The Conspiracy' covering the suspect (1,2,3, or 4) indicated on the back of the Flimflam card.
- 6 Place the evidence, and cash in a supply. A fedora is 'wild' and may substitute for any 1 evidence (glass, notebook, or telephone).
- 7 Remove hunch cards based on the number of players. Shuffle the remaining cards and place the deck face down on the game board. Hunch cards are scored at the end of the game (*See "End of Game" – page 15.*)

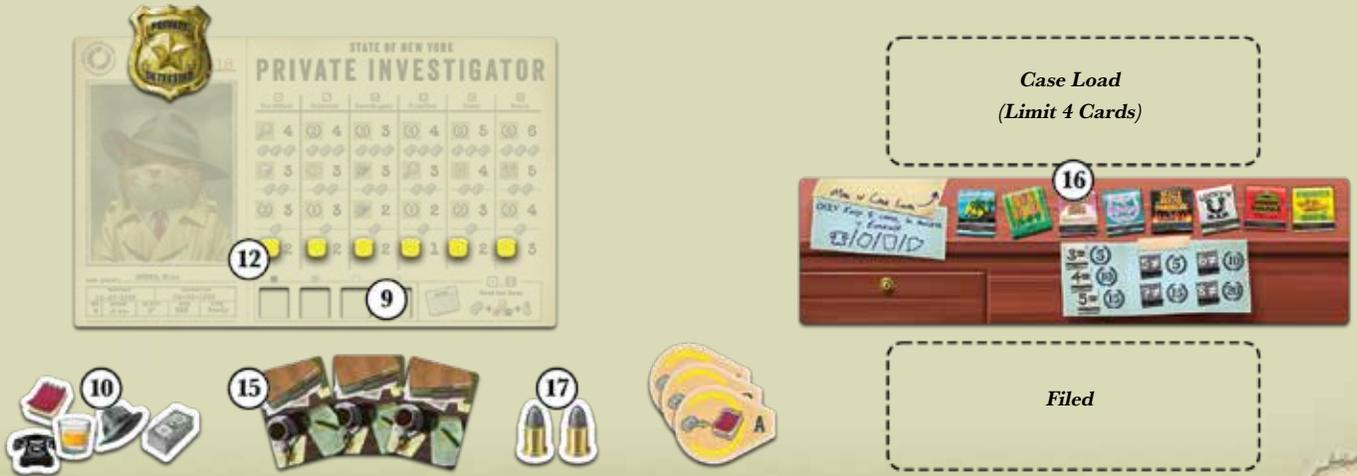


Keep the 10 cards marked "3+" when playing with 3/4 players.



Keep the 8 cards marked "4" only when playing with 4 players.
- 8 Shuffle the 60 Case cards and place the face-down deck near the game board. Deal out 4 face-up to form a display. Case cards are played from your hand to gain cash, points, and hunches.

PLAYER SETUP



The player who last read a mystery novel goes first and receives the detective badge.

- 9 Take any one player board, one file cabinet tile, and all markers in one color (3 disks, 6 cubes, 3 snitches, 1 die, 1 player badge).

Note: Return any color not chosen to the game box along with all of its components.

- 10 Take \$1, and 1 of each evidence (telephone, glass, notebook, and fedora) from the supply.
- 11 Place your badge on the game board on the *East Side*. Your badge represents your detective moving around the board to collect evidence, talk with snitches, and find suspects and stoolies.
- 12 Place 1 cube at the bottom of each of 6 tracks on your player board. These track improvements to your dice actions during the game.
- 13 Place one disk on the score track based on turn order 1/2/3/4 (the first player starts with 1 point) and one next to the 50/100. If your score passes 50, move a disk to 50 and continue tracking your score with the other disk. If you pass 100, move the disk to 100 and continue tracking your score with the other disk.
- 14 Stack one disk on the first Sunday on the Calendar. The order of the stack among players does not matter.
- 15 Draw 3 Case cards as your starting hand.

- 16 Place your file cabinet tile off to one side. Leave plenty of room above and below the tile for cards.

When you close a Case card or gain a Flimflam card, it is placed *above* your file cabinet. At the end of your turn, your “*Case Load*” is limited to 4 cards.

Case cards *below* your file cabinet are “*Filed*.” Sets of matchbooks on these cards are scored at the end of the game (see “*Close Cases*” – page 12). There is no limit to the number of filed cards.

- 17 Each player receives 2 bullet tokens. Place 4 bullets on the game board. Return all remaining bullets to the game box - they will not be used.
- 18 Place 1 black, 1 white, and 1 grey die per player plus each player’s personal die near the game board. This forms the dice pool. Place any remaining dice back in the box.

Note: For 2-players, add an additional 1 black, 1 white, and 1 grey die to the dice pool.



The player with the Detective Badge rolls all the dice (including all player dice) and takes the first turn of the game.

HOW TO PLAY

We're **Sudds & Malone**, gumshoes with a nose for trouble. There's a conspiracy squeezing the Big Apple, and we're neck-deep in it. The second we got a whiff, we knew we'd crossed the line—no friends, no favors, and the city's no ally.

Found the pavement, rattle snitches, dig up the dirt. Stay sharp, stay ahead, or at least don't fall behind. The score's important, sure, but the name's what we're after. Who's pulling the strings? Who's really running the show?

Starting with the first player and proceeding clockwise, players take turns by selecting one die from the dice pool and performing one **Dice Action**. After taking the action, you may (optionally) **Close Cases** from your hand and use A-B-C tabs to gain hunches.

After all players have taken 4 dice, the round ends. All disks on the Calendar are advanced to the next week and the player with the detective badge rolls all of the dice to begin the next round. The game continues this way until 4 rounds have completed.

Most of your scoring in the game will be for investigating Cases. You will score at the end of the game by comparing your hunches to the suspects in 'The Conspiracy' and by sets of matchbooks on filed Case cards. Highest score wins.

Take a die



Example: The yellow player has already chosen a grey die on his first turn, and a white die on his second turn. On his third turn, he can take either one of the black dice or his yellow personal die.

DICE ACTION

Everyone gets a turn in this crazy town—you, me, and every other Tom, Dick, and Harry. The only question is what you do with it.

On your turn, chose 1 die from the dice pool. You must choose each color only once per round and only you may choose your personal die (the one that is your color). Therefore, each player will use 1 white, 1 black, 1 grey die, and their personal die each round. However, you may choose colors in any order and you may choose the same value more than once in the same round.

Note: With 2 players, there will be 1 black, 1 grey and 1 white die left over each round.

Place the chosen die on your player board. The value of the die determines the action you take:

- The Office** - Improve dice actions (*see Page 7*).
- Calendar** - Gain \$, peek, send snitches (*see Page 8*).
- Investigate** - Move to gain evidence (*see Page 9*).
- Flimflam** - Gain Flimflam cards (*see Page 10*).
- Take Cases** - Gain Case cards (*see Page 11*).
- Moxie** - Reload your bullets (*see Page 11*).

Any die can be used to **Read the News** - Gain \$1, 1 evidence, and 1 bullet (*see Page 12*).

Bullets can modify the die value. You may spend your bullet tokens to modify the value of a die and so change the action you take. Each spent bullet is returned to the game board and modifies the die value +1 or -1. For example, you may spend 2 bullets to change 2 into 4. A 6 can become a 1 or a 1 a 6 by spending 1 bullet.

Note: The supply of bullets is limited! If you gain bullets, you may only take what is available on the game board.

Spend a bullet



Example: Limited to either a 2 black or a 6 white is not what the player wants. So they spend 1 bullet to change a white die 6 into a 1. The spent bullet is returned to the game board.

THE OFFICE

Back at the office, go over your notes, and make plans for tomorrow. Might be a bunch of malarkey.

A 1 value die allows you to upgrade your dice actions by moving up on your player board. The number of upgrades you can perform is based on your current level in the Office column. For each upgrade (each step up), you must pay the cash cost shown between levels by discarding that amount to the supply. You may move up in the same column or different columns, but you must pay separately for each movement.

Note: If you move up the Office column, you do not get the additional improves until your next turn.

Each time you reach a new level in a column, you immediately receive a reward: the indicated points, a bonus action, snitch, fedora, peek, gain a Case card, or 2 bullets. You cannot improve past the 4th level.



Bonus action: After finishing your current action, take another action of your choice.



Snitch: Place a snitch from your supply on a location on the game board. You cannot place a snitch where one already exists. If you have no snitch in your supply or all locations already have a snitch, you cannot place a snitch. A snitch can be returned to gain a hunch (see "Close Cases" – page 12).



Fedora: Take a fedora from the supply.



Peek: Secretly look at 1 face-down suspect card in 'The Conspiracy' then return it face-down. If a suspect is covered by a Flimflam card, you cannot peek at it. Peeking helps you know which hunch to keep and which to discard (see "Close Cases" – page 12).



Case card: Take a Case card from the display or from the top of the draw pile into your hand. Replace the card in the display if needed.



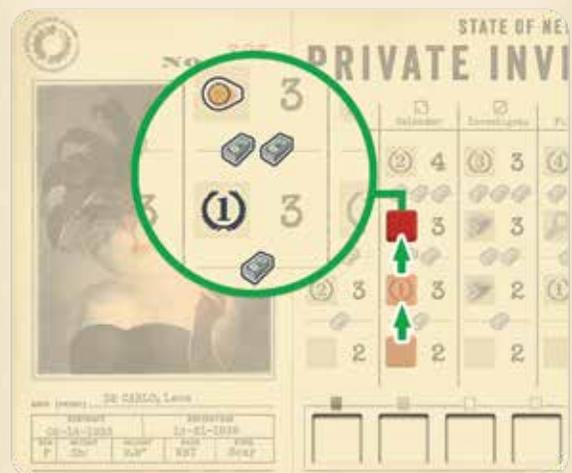
2 Bullets: Take 2 bullets from the supply on the game board.

Gain a bonus action



Example: Yellow improves his Office action from the 2nd level to the 3rd level, paying \$2. After finishing the Office action, he can immediately take an action of his choice: another Office action, Calendar, Investigate, Flimflam, take Cases, Moxie, or read the news.

Improve same column twice



Example: Red takes a 1 value die and decides to improve her Calendar action twice, paying \$3. She scores 1 pts and gets to immediately send one of her snitches to the game board. On her next Calendar action, she will move 3 days instead of 2.

CALENDAR

Sometimes you just take what the day gives you— it might even work out in your favor. Sure, that's what the history books all say.

A 2 value die is used to move days on the Calendar. The number of days you can move is shown by the position of your marker in the Calendar column on your player board. You *must* move all of these days, and you must skip over opponent's markers - opponent's markers do not count as a day of movement and you do not get a reward for these "blocked" days. For *each* day you pass and including the day you end on (but ignoring blocked days), gain a reward.

Bonus action: After finishing your current action, take another action of your choice.

Peek: Secretly look at 1 face-down suspect card in 'The Conspiracy' then return it face down. If a card in 'The Conspiracy' is covered by a Flimflam card, you can't peek at it. Peeking helps you know which hunch to keep and which to discard (see "Close Cases" – page 12).



Snitch: Place a snitch from your supply on a location on the game board. You cannot place a snitch where one already exists. If you have no snitch in your supply or all locations already have a snitch, you cannot place a snitch. A snitch can be returned to gain a hunch (see "Close Cases" – page 12).



Cash: Take the indicated amount of cash.



Points: Score the indicated number of points.



Cash or Points: Take \$1 or score 2 pts.



Read the News: Take \$1, plus 1 glass, notebook, or telephone evidence from the supply, plus 1 bullet from the game board.



Stop on Sunday: If you pass Saturday, you must stop on Sunday! If this is the 4th week, remove your token. Once you pass Saturday, you cannot take the Calendar action for the remainder of the round.

Send a snitch



Example: Red moves 2 days - passing Monday (gain \$2) and ends on Tuesday (send a snitch). She takes \$2 and places a snitch from her supply on an empty location.

Skip over "blocked" days



Example: Yellow chooses a 2 value die and having improved Calendar, must move 3 days. Since Blue and Red have already used Calendar on a previous turn, Yellow skips these "blocked" days and moves through Monday (\$2), Thursday (Read the News), and ends on Friday (\$2). He collects \$5, 1 evidence, and 1 bullet.

Peek at the Conspiracy



Example: Red moves past a peek day and gets to take a look at 'The Conspiracy'. The 2nd suspect is covered by Flimflam - so she can't peek at it. She decides to secretly peek at the first suspect and sees that the Mole is part of 'The Conspiracy! She then returns the Mole face down back to 'The Conspiracy', telling no one!

Gain a bonus action



Example: Blue takes the Calendar action and can move 3 days. He moves through Thursday and Saturday. He Reads the News for Thursday, and Saturday means he gets to take an action of his choice. But since he moved past Saturday, he must stop on the next Sunday and cannot take the Calendar action again until the next round.

INVESTIGATE

Better make some moves around the city to see if any of these cases can be solved. Maybe a snitch can help out —they all have a price.

A 3 value die is used to move your detective badge around New York to collect evidence and chat with snitches. The number of locations you can visit is shown by the position of your marker in the Investigate column on your player board. Each move is to one adjacent (not diagonal) location and may move less than your full amount. You cannot visit the same location twice in a turn.

For *each* location you visit, gain one evidence from the supply, or two bullets taken from the game board as shown on the back of the Flimflam card.

Visit a Snitch. If you visit a location with a snitch, you may *optionally* pay the owner \$1 to gain the evidence from the supply shown on the snitch. If you own the snitch, you gain the token for free. If you take the evidence, flip the snitch token over. No one may take evidence from this snitch again until the next round.

After moving, do the following in order:

1. Cover a suspect in 'The Conspiracy'. Move the Flimflam card from your final location to 'The Conspiracy', placing it face up over the Suspect indicated on its back.

If a Flimflam card already covers that Suspect, move the existing card to the bottom of the Flimflam deck before placing the new one.

2. Take the suspect/stoolie card (if any). If your final location contains a Suspect or Stoolie card, take it and place it face down in front of you. You may look at it at any time. If it is a Stoolie, you may reveal it and discard \$1 during any of your turns (including the turn you acquire it) to peek at a Suspect in 'The Conspiracy' that is not covered by Flimflam. Once revealed, return the Stoolie card to the game box.

3. Replace the Flimflam card. Draw a card from the Flimflam deck and place it face down in your final location.

Cover a suspect



Example: This covers the 2nd suspect in 'The Conspiracy'!

Investigate with snitches



Example: Yellow chooses a 3 value die to Investigate and moves 2 locations. He moves and takes 1 shot glass from the supply for the first location. He decides to pay \$1 to Red to gain another shot glass from the supply for Red's snitch. Then he moves to where his snitch is located. He takes a fedora for the location and the telephone offered by his snitch for free. Both snitches are flipped over.

Cover a suspect



Example: Yellow ends his investigation movement. Then he reveals the Flimflam card in this final location and moves it to the 2nd space in 'The Conspiracy', covering a suspect. That suspect is now hidden from peeking!

Use a stoolie



Example: Yellow takes the stoolie card in the location. He discards \$1 and picks a suspect in 'The Conspiracy' not covered by Flimflam and peeks at it. It is the Frog! He then returns it face down back to 'The Conspiracy', telling no one! The stoolie is returned to the game box.

After shaking the city's cage, it's time to face the hand it dealt. The truth's out there, hiding in the shadows. But nobody's spilling the beans without encouragement. Bullets or cash, it all depends.

A 4 value die is used to take one or more Flimflam cards from *'The Conspiracy'*. The total number of cards you may take is shown by the position of your marker in the Flimflam column on your player board.

Note: If there are no Flimflam cards in 'The Conspiracy', then you cannot take the Flimflam action.

To take a card, discard cash or spend bullets, and take the reward (points, cash, evidence, or Case card) indicated on the Flimflam card. Then place the card face-up *above* your file cabinet. It is now available to be used to gain a hunch (see *"Close Cases"* – Page 12).

Pay for Flimflam



Example: Yellow decides to pay \$1 for the first Flimflam card (gaining a fedora as a reward) and 1 bullet (returned to the game board) for a second card, gaining 3 pts. Both cards are moved to Yellow's *Case Load* above his file cabinet.

Choose evidence



Example: Whenever you see this symbol, choose one evidence: a glass, notebook, or telephone.

Flimflam cards



1 Cost | 2 Reward | 3 Tabs | 4 Penalty

Example: A Flimflam card has a cost, reward, tabs for getting a hunch, and a penalty (applied to the leader at the end of the round). Stalk costs 1 bullet and rewards with 3 pts. The tab is A + B (see *"Close Cases"* – Page 12).

5 Evidence | 6 Cover suspect

Example: The back of a Flimflam card has evidence or bullets when you Investigate and indicates a suspect to cover after an investigation (see *"Investigate"* – Page 9).

Flimflam Cost / Rewards



Discard \$1 then take a Case card from the display or from the top of the draw pile into your hand. Replace the card in the display if needed.



Discard \$1 then take a fedora from the supply.



Discard \$1 then take a glass, notebook, or telephone from the supply.



Return 1 bullet to the game board then score 3 pts.



Return 1 bullet to the game board then score 2 pts and gain a fedora from the supply.

TAKE CASES

Keeping the coffers flush means chasing cheap gigs, sniffing around back alleys and pawn shops. But who knows? It could all tie into something big, something that changes everything.

A 5 value is used to draw Case cards into your hand. The total number of cards you may take is shown by the position of your marker in the Cases column on your player board. You may take cards from the display or from the top of the Case deck. Refill the display after you have finished taking all your cards.

Case cards



① Cost | ② Reward | ③ Tabs

Example: The *top* of a Case card has a cost and reward, and tabs for a hunch. A fedora can be used for any 1 evidence to close a Case (see "Close Cases" - Page 12).

④ Matchbook | ⑤ Evidence/\$1

Example: The *bottom* of a Case card has a bonus when filed for a hunch - a matchbook which scores at the end of the game (📖) or evidence / \$1 from the supply (📄).

Case Cost / Rewards



Discard 1 telephone + 1 glass + any 1 evidence then score 5 pts and gain \$1.



Discard 1 telephone then gain \$2



Discard 1 telephone + 1 notebook then score 4 pts.

MOXIE

The city has a way of pushing you around. When it's time to push back, load your gun, pull your hat down, and get ready for what comes next. It won't be pretty.

A 6 value is used to reload your bullets. Take bullet tokens from the supply on the game board. The number of bullets you can take is shown by the position of your marker in the Moxie column on your player board.

Then immediately re-roll that die: On a 6: Nothing further happens. On a 1-5: Immediately perform the indicated action at your current upgrade level, if possible. You cannot modify this re-roll with bullets nor Read the News.

Moxie re-load



Example: Red takes a 6 die to Moxie. She takes 4 bullets into her supply, leaving opponents with only 1 bullet on the game board. Then she re-rolls the die used for Moxie. Getting a 2, she immediately takes the Calendar action.



READ THE NEWS



When all else fails, you can pay your nickel and read the latest crop of news. Every story is made up of equal parts opinion and lies.

You may use a die of any value to read the news. Take \$1, plus 1 glass, notebook, or telephone evidence from the supply, plus 1 bullet from the game board.

Read the News



Example: Yellow chooses a 4 die, but doesn't want to Flimflam. So he decides to read the news instead. He takes \$1, 1 notebook from the supply, and 1 bullet from the game board.



CLOSE CASES

The city is full of hard-luck cases. Gather evidence, get paid - that's the job. But the pieces are coming together like a jigsaw puzzle.

After your dice action, you may play one or more Case cards from your hand to close it. Discard the evidence on the card then score any points and/or take cash from the supply. Place the card face-up *above* your file cabinet. It is now available to be used to gain a hunch.

Gain a hunch. To gain a hunch, you must have a complete set of tabs (A-B-C) using a combination of cards *above* your file cabinet (Case cards, Flimflam cards) or snitches.

You must use at least one card to gain a hunch. Each card used must contribute at least one matching tab (A, B, or C). Some Flimflam cards feature a "wild" tab, which can substitute for any one tab (A, B, or C).

A card with multiple tabs can only be used for one hunch - you cannot split tabs from the same card across multiple hunches. Any extra tabs on a card that aren't needed for the hunch are ignored.

You may also use snitches you've placed on locations (flipped or not) as additional tabs. Snitches still in your supply cannot be used.

Gain a hunch



Example: Yellow decides to gain a hunch using two Flimflam cards from above his file cabinet. The first has A and B, and the second has 'wild' (A, B or C) used as a C. Together they complete a set of A-B-C, so he can draw hunches and choose 1 to keep.

Both Flimflam cards are returned face-down to the bottom of the Flimflam deck.

Draw hunch cards. For each set of A-B-C tabs, draw 3 hunch cards. After looking at those cards, you may pay \$1 to draw one additional hunch card. You may do this as many times as you like, paying \$1 for each additional card drawn.

After drawing, secretly choose and keep only *one* hunch card. Place it face down in front of you, and return the others in any order to the bottom of the hunch deck. You may look at your hunch cards at any time.

Filing Case Cards. After gaining a hunch, all Case cards used in the set must be filed by tucking them *below* your file cabinet tile. Once filed, these cards are no longer available to gain future hunches.

Each filed Case card provides a bonus: either an immediate reward (take evidence or \$1 from the supply) or a matchbook for end-game scoring (see “End of the Game” – page 15)

Return Flimflam and Snitches. Flimflam cards used in the set are returned face down to the bottom of the Flimflam deck. Snitches used are returned to your supply and may be used again on a later turn.

Case cards and Flimflam cards still *above* your file cabinet (i.e., not used for a hunch) remain in place and can be used for a hunch on a future turn.

— Gain a hunch using a snitch —



Example: Red has played a Case card, but needs an A tab to make a set. She decides to pull back her snitch from the game board and use it to complete an A-B-C set. The snitch is placed in her supply and can be used again on a later turn.

— Bonus from filed Cases —



Example: Red files these Case cards after gaining a hunch, immediately gaining 1 telephone and \$1 from the supply. The matchbook will score at the end of the game.

— Extra tabs on Case cards —



Example: Yellow decides to gain a hunch using 3 Case cards. Even though he has 2 “C” and 2 “A” tabs, each card contributes at least 1 letter. Extra letters are ignored.

— Buy extra hunch cards —



Example: Red draws 3 hunch cards, but doesn’t like what she sees. So she pays \$1 to draw another hunch card. Still not finding what she likes, she again pays \$1 to draw another hunch. She likes that one, keeps it face down, and returns the rest face-down to the bottom of the hunch deck.

— END OF TURN —

At the end of your turn, you may only keep:

- 4 cards *above* your file cabinet (you may keep any number *below* your file cabinet)
- 5 cards in hand
- 6 bullets in your supply
- 7 evidence tokens in your supply (you may keep any amount of cash)

Discard any extra cards to the bottom of their respective deck. Discard additional bullets back to the game board. Discard any additional tokens back to the supply.

END OF ROUND

Everybody rolls the dice, takes their shot. Sooner or later, the piper comes calling—justice, fate, or just bad luck.

After all players have taken 4 dice actions and optionally played Cases and gained hunches, the round ends, and the following happens:

Cat Attacks: For *each* cat card in 'The Conspiracy', apply a -2 pts penalty (total all penalties). The player furthest ahead on the score track loses this amount. In case of a tie, the most recently arrived player (on top of the stack) takes the penalty. If there are no cats, no penalty applies.

Advance the Calendar. Stack all player disks on the Sunday of the next week on the Calendar (if they are not already there). The order of the stack among players does not matter. If this round was the fourth week, the game ends (see Page 15)

Refresh Snitches. If any snitch tokens are flipped over, flip them back to show the evidence is available.

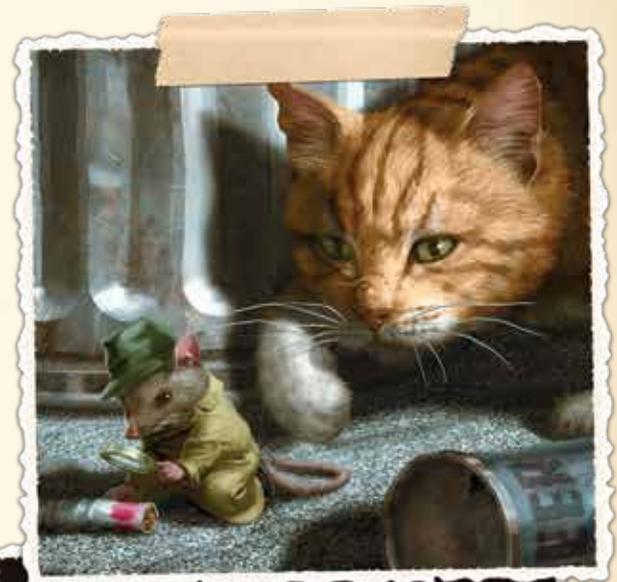
Start a new round. If the game has not ended, the detective badge is given to the player with the fewest bullets. If there is a tie, pass the badge to the left until it reaches a tied player.

The player with the detective badge rolls all the dice (including all personal dice) and a new round begins with that player.

— Pass the Detective Badge —

Player 1 Player 2 Player 3

Example: The round is over. Player 1 has 2 bullets, Player 2 has 3 bullets and Player 3 has 2 bullets. Since Player 1 has the Detective Badge, it is passed to Player 3 who then rolls all the dice and starts the next round.



Cat Attacks



Example: The round ends with Blue leading in points, having reached the same score as Yellow but arriving later (on top of the stack). There are two cat cards in the Conspiracy, each applying a -2 pts penalty for a total of -4 pts. Since Blue is furthest ahead, they move their score marker back 4 points.

END OF GAME

Time to tie it up with a bow, neat as you can. You gave it all—time, talent, hope—and the city? It just shrugs. Maybe you're the only one who ever cared.

After the 4th round has completed, the game ends and final scoring happens. Each player adds to their total the following:

1. Remaining tokens. Count all remaining cash, evidence, and bullet tokens. Divide the total by 2 rounded down and score that many points.

2. Matchbooks in file cabinet. All Case cards used for a hunch should be below your file cabinet. Only these cards count when scoring sets of matchbooks. Case cards above your file cabinet, in your hand, or without a matchbook do not count toward scoring.

Each group of 3/4/5+ *identical* matchbooks scores 5/10/15 points. Count your number of *different* matchbooks. If you have 5/6/7/8, score 5/10/15/20 points. Matchbooks may score for both identical and different.

3. Score hunches. Reveal the 4 suspect cards in 'The Conspiracy' and compare your hunch cards to the suspects. Score the value on the hunch card for *each* match to a suspect. For example, you have a hunch card that scores 3 pts for each Mole and 1 pt for each Rat. If there are 2 Moles, but no Rats among the suspect cards, the hunch scores 6 pts.

Highest points win! If there is a tie, the tied player closest in turn order to the player with the detective badge is the winner. If one of the tied players *has* the badge, that player wins!

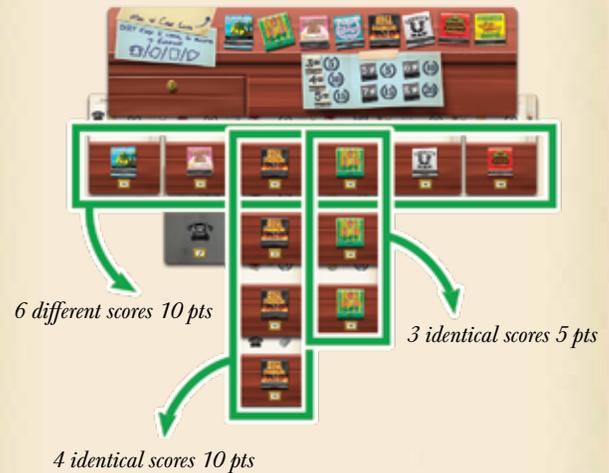


Score remaining tokens



Example: Yellow has 4 cash, 2 bullets, and 3 evidence - a total of 9 left over tokens, scoring 4 pts.

Score matchbooks



Example: This player would score 10 pts for 6 different matchbooks, 5 pts for a group of 3 identical, and 10 pts for a group of 4 identical for a total of 25 pts.

Score hunches



Example: 'The Conspiracy' is revealed! Mole appears twice, so each Mole on a hunch card is scored twice. Frog and Rat appear once so are scored once. For this player, they would have 14 pts for Mole (4x2 + 3x2), 7 pts for Frog (-1+2+3+3), and 3 pts for Rat (1+2) for a total of 24 pts.

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Bryan Kromrey, Katelyn Manze, Karl Mayer, Jason McCowan, Nick McKinnon, Michael O'Connell, Ben Patterson,
Jodi Patterson, Ashely Pettitt, Matt Phillips, Brian Plucketbaum, Josh Pluckebaum, Catherine Price,
Vinny Romano, Angie Romano, David Schnake, Drew Sorenson, Ellen West, Casey Willis, Bill Wood,
Phil Vincent, Maria Zignego, Will Zignego
