CHRONICLES OF CRIME

RULEBOOK

In the city of London, a team of forensic experts are sent out to crack the unsolvable cases. Homicides, robberies, and unimaginable crimes will not go unpunished. Proof of evidence and motive is key to locking the suspect behind bars. Find the hidden clues in the crime scene to uncover the trail to the truth.

DAVID CICUREL

GAME CONTENT

17 Location Boards

4 Forensic Contact Boards

ERIC GLOOMERRY
Hacker
SPECIALISATION:
HACKING & INTELLIGENCE

Morgue
Intelligence Bureau

55 Character Cards

BLOOD + ORGANS

ARDENING TOOLS

1 Evidence Board

52 Evidence Category & Special Item Cards

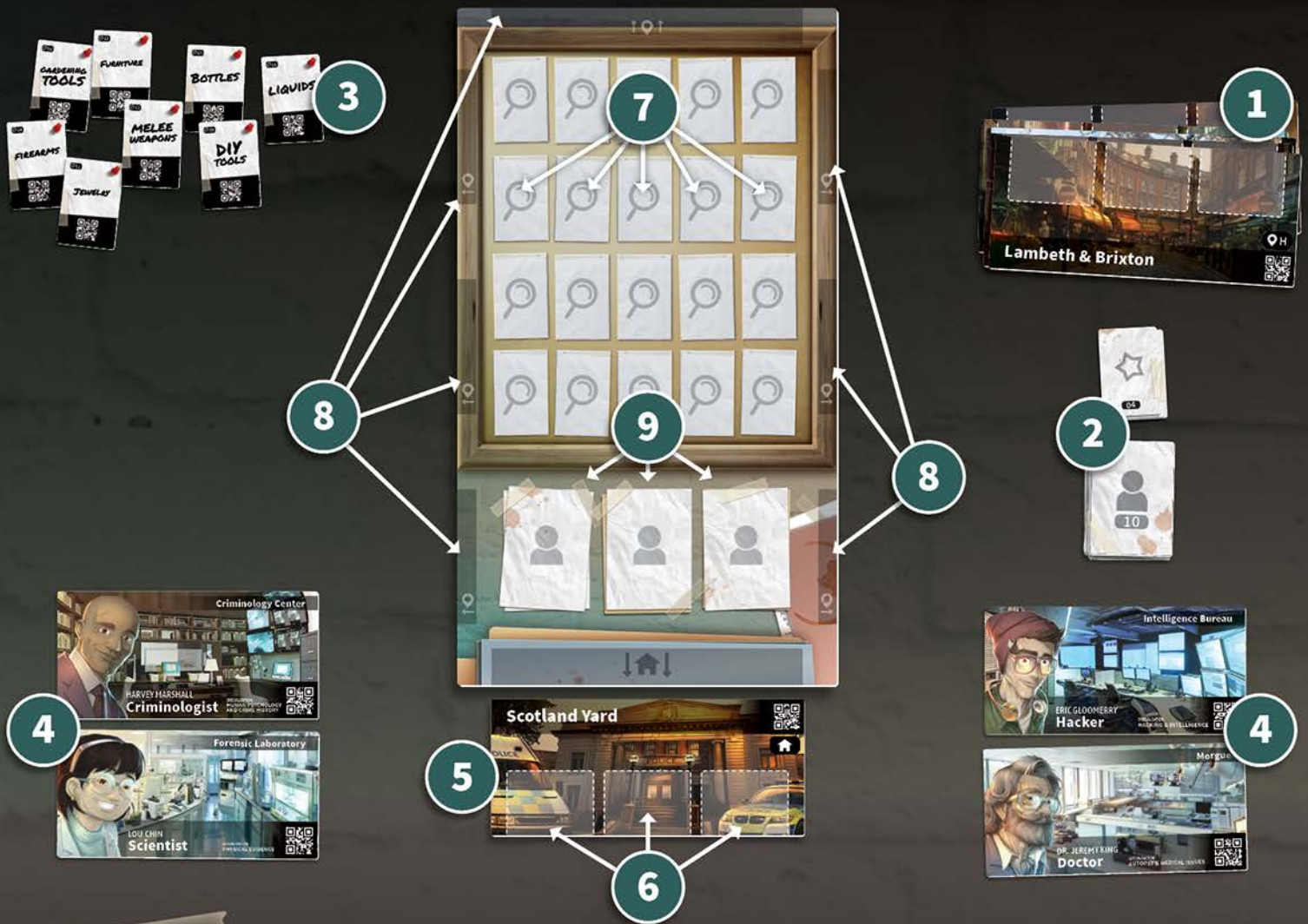**Free Application**

GET IT ON
Google Play

Download on the
App Store

Chronicles of Crime requires a free app, which you can download from Apple's App Store or Google Play (currently requires Android 4.4 or newer, iOS 8.0 or newer, may change in the future). You only need the app installed on one phone or tablet to play. It's impossible to play without the app. Once downloaded, the app doesn't require any internet connection during gameplay. The language can be changed within the application.

SETUP

Evidence Category cards (3):
GARDENING TOOLS, FURNITURE, BOTTLES, LIQUIDS, FIREARMS, MELEE WEAPONS, DIY TOOLS, JEWELRY

Lambeth & Brixton (1) — Location board with marker H

Character cards and Special Items (2)

Forensic Contacts (4):
- HARVEY MARSHALL — **Criminologist** — Criminology Center
- LOU CHIN — **Scientist** — Forensic Laboratory
- ERIC GLOOMERRY — **Hacker** — Intelligence Bureau
- DR. JEREMY KING — **Doctor** — Morgue

Scotland Yard (5) — Home Location (6)

Evidence Board: (7) Evidence slots, (8) Location slots, (9) Unlocated Characters slots

GAME OBJECTIVE

Each scenario offers a unique criminal investigation. The game is fully cooperative and all players are working together to solve the mystery.

The story will develop as you collect evidence and interrogate suspects. When you feel you are ready to close the case, go back to the 🏠 and answer a series of questions that will determine your score as a team.

(1) Place the Location boards as you discover them to the side of the Evidence board.

(2) Place Character cards and Special Items cards face down to the side of the board.

(3) Place the Evidence Category cards face up on the table in reach of the players. During the game you may search through these cards freely and sort them face up to find the one you need at the moment.

(4) All Forensic Contacts are always in play. Split these up amongst the players.

(5) Set the 🏠 Home Location at the bottom of the Evidence board.

(6) Each Location board contains 3 characters slots.

Notice that the Evidence Board has (7) 20 Evidence slots, (8) 7 Location slots, (9) 3 Unlocated Characters slots.

How To Play

START THE GAME

Once the game is set up, launch the app and select the story and scenario you want to play.

NOTE: Try the short tutorial investigation to get familiar with the game. Instructions are explained in this scenario to understand how the game works.

You progress in Chronicles of Crime by scanning Location boards, along with Character and Evidence Category cards. When the scan window is displayed, point your device at any QR Code on a card or board. Then tap anywhere to trigger the scan. Be advised that you can switch to the "auto-scan" feature in the ☰ menu in the app.

The group should discuss together which card should be scanned.

- **Scan a Location board:** allows you to move to this location.

- **Scan a Character card:** allows you to interrogate the character.

  Once scanned, the Character can answer questions about any other Characters or Evidence. To do so, simply scan these cards and the Character will speak about them.

  Important! Keep in mind that Characters may never be asked about locations. Scanning one of those during interrogation mode will finish it and move the team to the indicated location instead.

  You can exit interrogation mode by pressing the **GOODBYE** button.

- **Scan an Evidence Category card:** allows you to pick up a clue that you have spotted. Extra details become available and, if it's relevant to your case, the app will indicate that you should put it on the Evidence board.

- **Scan a Forensic Contact:** allows you to call your contact.

  When calling your contact, every other scan will make your contact speak about that topic.

  You can exit the call by pressing the **GOODBYE** button.

WARNING: In some rare cases, scanning may not work because of:
- the light in the room (avoid sharp shadows)
- sleeved cards (produces reflection)
- the camera of the phone (dirt on the phone's camera, etc.)

⚠ Make sure the QR Code is inside the indicated square and hold the phone still so that the camera can focus. If the camera still can't focus, try passing your hand in front of it to reset the focus.
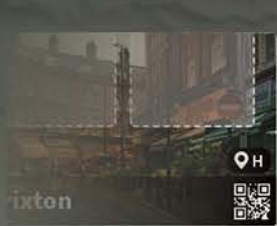
DISCOVERING
LOCATIONS, CHARACTERS OR SPECIAL ITEMS.

Locations, Characters and Special Items should stay face down until explicitly named by the application.

During the game some of these cards will be revealed. These cards have the following symbols and a number or a letter.

👤	Character cards
📍	Location cards
☆	Special Item cards
🔍	Evidence Category cards

● **New Locations** should be placed on one of the 7 Location slots on the edges of the Evidence board.

● **New Characters** should be placed on one of the 3 Character slots on the Location board indicated. If at any point there are more than three Characters discovered at a Location, place the additional Characters to the side of that Location board.

Westminster

If you are unsure where a Character is located, place it on an Unlocated Character slot on the main Evidence board. Don't forget to move it if you find where this Character is!

● **Evidence Category** cards are found while searching the scene for clues. Only cards that correspond to an actual clue for your case are moved to the Evidence board. See page 6 for how to find Evidence Category cards.

BLOOD + ORGANS

● **Special Item** cards immediately go on the Evidence board when revealed. The app will notify you if and when these come into play. Search the face-down stack and place them face-up on the Evidence board.

EXAMPLE: You scan the **Location F** and read this screen.

You arrive on the scene and the neighbor 👤 **33** is next to the body.

He looks at you and gives you a piece of paper with an address in Leicester Square & Hyde Park 📍**D** .

Based on this text, you should look for Character 33 and place it on one of the Character slots on Location F.

Search for Location D and put it next to the Evidence board on one of the 7 Location slots.

EVIDENCE BOARD

Some Locations (like crime scenes) allow you to search for Evidence.

Press the [🔍 SEARCH THE SCENE] button to enter the search mode.

You can either search for Evidence:

● **In panoramic view** – Select this to experience the crime scene without extra devices.

● **In 3D** – To do so, place the glasses (sold separately) in the middle of the screen over the yellow line on the phone.
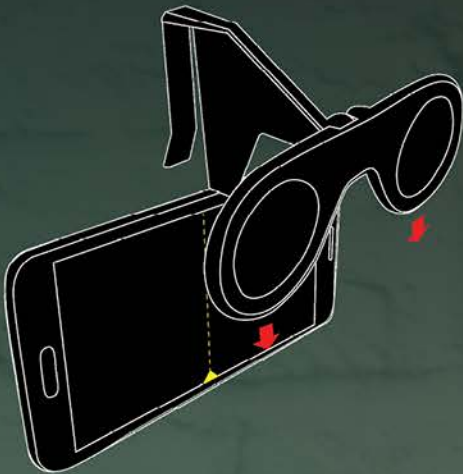
You have 40 seconds to look at the scene and describe what you see to other players.

Other players need to pick matching Evidence Category cards that seem to correspond to what you describe. Make sure these cards are face-up and available to all players who are not using the app to search.

When the time runs out, you can choose to have another player search for clues, or you can stop. Note that this extra search will take more in-game time.

Finally, scan all the Evidence Category cards picked. The app will tell you if any of the cards are clues to place on the Evidence board or if they are not useful at the moment, in which case you should put them back in the pile. They may or may not be useful later.

You can call your Forensic Contacts at any time to get some extra information.

Pass the phone to the player in charge of the contact so they can scan it to talk about a subject.

The Doctor will help you with anything about autopsy and medicine in general.

The Scientist will analyse objects you have found and give you extra information about them.

The Hacker can search for you on the Internet and hack high-tech devices you have found.

The Criminologist can advise you on crime history and the criminal mind. He has access to criminal records and may give you the psychological profile of a Character.

IMPORTANT: If you play the game without the VR Glasses, be sure to physically turn around to check the Location in 360°. Alternatively, you can also observe the scene by swiping left, right, up or down on the screen.

TIME PASSING AND SPECIAL EVENTS

In the world of Chronicles of Crime, time is very important.

You can see the current time on the top right of the screen.

Crime Scene
SOHO DISTRICT

DAY 1
3:00 PM

Kyle Thomas
ASKED ABOUT THE VICTIM
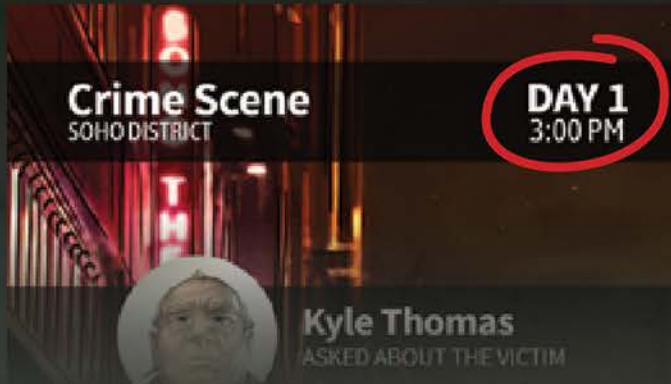
Each time you scan an item, interrogate a Character or observe a crime scene, 5 minutes of in-game time passes.

Each time you travel from one Location to another, 20 minutes of in-game time passes.

In-game time that passes has an influence on the final scoring. The quicker you solve the case, the better score you will get.

In some scenarios, time passing in-game also means some situations can change i.e. characters can move, or be available only at specific times.

Time is not always your friend!

ENDING

When you believe you have solved the case, you can give your report to the Chief Police Officer.

Go back to the Home location and press

SOLVE THE CASE

Your team will be asked a series of questions. To answer them, scan the cards that support your deductions. Your score will depend on your answers. After checking the score you may press **SOLUTION** to read the story, or play the scenario again.

Some scenarios have several episodes. You can experience each episode as a single game, though keep in mind some parts of the story and characters are connected with previous episodes. It may be a good idea to play all episodes of a single scenario with the same group of people.

IMPORTANT: Remember to check the application for new DLC scenarios! Lots of new, great stories will be available for download on a regular basis!

CREDITS

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