

DETECTIVE

A MODERN CRIME BOARD GAME

SEASON ONE

Detectives, there are three murder cases for you to solve, so better get to work!

Gather your friends, prepare notebooks, pencils, coffee and doughnuts, and lead your Investigation Team!

In order to solve the case, you'll need to write down your clues, connect the facts, and avoid following false leads. Stay focused and don't let the murderers slip away!

Don't play a Detective. Be one!

CAUTION: FIRST READ THE INTRO SHEET
DO NOT READ PAGES 8-12 BEFORE YOU PLAY THE GAME.



COMPONENTS



► 3 CASE DECKS

Each case deck contains 23 lead cards and 1 cover card

► **Do not browse or read any card until instructed.**



► 7 SKILL TOKENS



► 1 WOODEN TIME MARKER



► 1 WOODEN INVESTIGATORS MARKER



► 5 CHARACTER TILES



► 4 SPECIAL TOKENS Used for various purposes described within each case.



► 24 PORTRAIT PICTURES

Marked I, II and III for each of the Cases

► **Do not browse any Pictures until instructed.**



► GAME BOARD

► 1 INTRO SHEET/ DATABASE GUIDE

► RULEBOOK

► DATABASE Police Database of case documents at antaresdatabase.com.



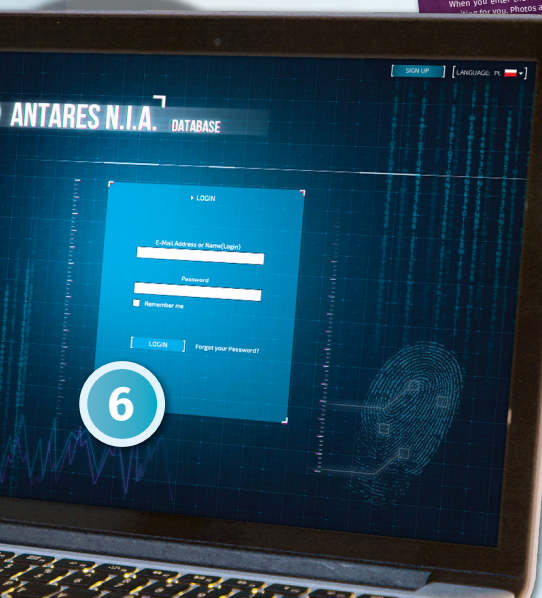
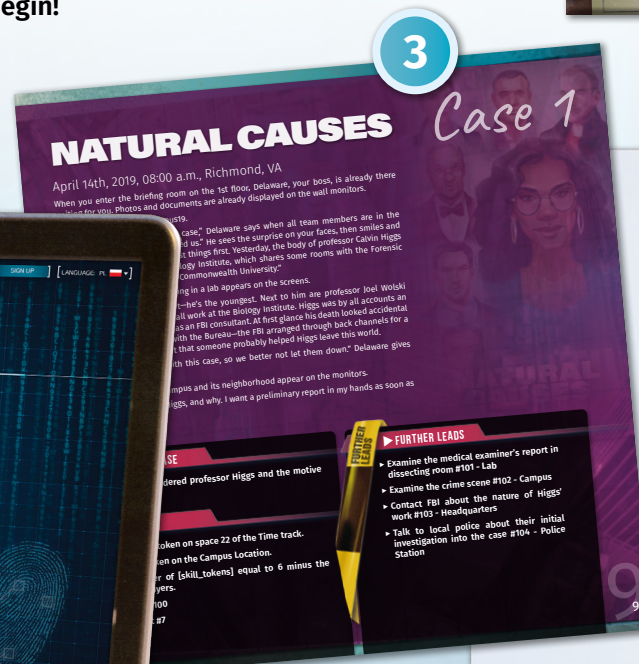
SETUP

▶ EACH TIME YOU SET UP:

1. Place the game board on the table within reach of all players.
2. Take the appropriate Case deck and place it near the top edge of the game board.
3. Open the Rulebook to the Case Essentials section of the case that you have chosen to solve:
 - ▶ **'Natural Causes'** you will find on page 8
 - ▶ **'Blood, Ink, and Tears'** you will find on page 9
 - ▶ **'Solid Alibi'** you will find on page 11
4. Each player chooses a Character tile.

Characters do not provide any mechanical changes to the game, so choose the one you feel comfortable with. On the reverse side of the Character tiles are roles which you may roleplay during your gaming experience.
5. Have plenty of note-taking materials nearby.
6. Log into the Database website (antaresdatabase.com) and choose the Case you are playing.
7. The Case Essentials provide further instructions.

▶ You are now ready to begin!



OVERVIEW

▶ 3 BASIC CONCEPTS

During a game of Detective, you interact with 3 Basic concepts: **CLUES**, **TIME**, and **LOCATIONS**.

▶ CLUES

Clues that you find will appear in the two following ways:

▶ LEAD CARDS:

Lead cards make up the 23-card deck of each Case. Lead cards represent crime scenes, witnesses, evidence, and other information obtained during the investigation. Each Lead card in the game is identified by a number (e.g. #103).


▶ THE DATABASE:


The Database (antaresdatabase.com) is where you find information stored by the police, the FBI, the military, and federal intelligence agencies. Each Database clue in the game is identified by a @ (e.g. FILE@101)




▶ TIME



Investigations take time. Each Case presents you with a number of hours that you have to solve the Case. You may spend time by following following Leads (see *Lead Card*, page 5) and changing Locations (see *section below*).

Whenever you spend time, you must move the  down the time track by the indicated number of hours. When you decide to resolve a Lead card you never know how much time will be spent until you reveal it.

Example: Resolving Lead card #102 requires you to be in THE LAB. Since you are already in THE LAB, you check how many hours it takes to resolve the Lead card. Lead card #002 indicates 2h so you move the  from the '14' Hour space (your current position), to the '12' Hour space indicating the 2 hours you have spent.





When the  reaches or passes the Recap Hour (5) you must do a Final Brainstorm: each player states what they think the solution is and why they believe it to be true. What evidence do they have? Are they speaking from their gut feelings, or their rational side? Deliberations are a great way for players to gain insight and focus in order to reach their Goal within the final hours of the Investigation.



When the  is on Hour space '1' you may choose to resolve one final Lead card—no matter how many hours it takes. Once resolved, move the  to the FINAL REPORT space, Your time for investigation is over—proceed to filling the report.

▶ LOCATIONS

The game board displays the Locations you may travel to when following a Lead. When a Lead directs you to a new Location, you must:


1. Move the  to the appropriate Location on the board.
2. Move the  **one hour** to represent the time spent traveling.

▶ **IMPORTANT:** If the  is already in the Lead card's Location, don't move the .

Example: Resolving Lead card #105 requires you to go to the CAMPUS. Since you are currently at THE LAB, you must move the  to the CAMPUS and move the  by one hour.



GAMEPLAY

You have various actions that you may take while working on the Case. It is of utmost importance to discuss and decide your actions as a team. Remember, some actions require you to spend time by moving the  (as indicated on the list below).

▶ LEAD CARD'S ANATOMY

CARD NUMBER



- ▶ LOCATION
- ▶ TIME VALUE
- ▶ LEAD CARD'S TEXT

▶ AN INSTRUCTION

▶ DIG DEEPER

▶ FURTHER LEADS



▶ THE ACTIONS YOU MAY TAKE ARE:

- ▶ Follow a Lead
- ▶ Dig Deeper
- ▶ Browse the Database
- ▶ Take the Portrait
- ▶ Card and Casebook specific actions

▶ FOLLOW A LEAD



Throughout the course of the game you are presented with a number of Leads that you may follow—starting with the Case Essentials' FURTHER LEADS and Database entries. Once you choose a Lead card, you must resolve it completely. You may never look at a Lead card to check the time costs prior to choosing to Follow the Lead.

▶ TO FOLLOW A LEAD:



1. Search the Case deck for the Lead card with the appropriate number. Keep the back side of the Lead hidden.
2. Move the  and  if necessary. (See *Time and Locations above*)
3. Read the card's text aloud to all players.
4. Follow any direct instructions on the Lead card, in the order you encounter them. Instructions are marked by words like Add, Read, Choose, Take, and Gain. (See Instructions)
5. If you encounter an Evidence Signature (SD / SM / SDNA), input it into the Signature section of the Database (See *Signatures on the Database Guide sheet*)
6. Decide whether or not to Dig Deeper, if the option is available. (See *Dig Deeper, page 6*)
7. Write down any Further Leads. (See *Instructions and add them to the available Further Leads pool.*)
8. Place the card to the left of the board if you accessed both sides (e.g. if you chose to Dig Deeper, or were instructed to flip the card), or to the right of the board if you have accessed only its front side.

▶ **IMPORTANT: Placing the cards to the right and left of the board is an integral step. It dictates which cards you have full access to. Do this each time you resolve a Lead card.**

▶ THINGS TO REMEMBER WHILE FOLLOWING A LEAD

- ▶ Some clues and instructions require you to spend Skill tokens  (on rare occasions you may also gain additional ).
- ▶ The Further Leads section, located at the bottom of the card, presents Leads that are available to Follow. You must completely resolve the current Lead before Following a new one.
- ▶ At the end of the game it is normal—even expected—to have many Leads left unpursued (due to the time limit you won't be able to see all the cards).
- ▶ The instructions on a Lead card must be resolved in the order in which they are encountered. If you are instructed to Read a different Lead card, resolve all instructions encountered on the new card before returning to the original card as if it had been paused.
- ▶ **IMPORTANT: You must finish resolving the current card before following a new Lead.**


▶ INSTRUCTIONS



- ▶  indicates that you may turn the card over and continue reading. Sometimes you may resolve it for free, but in many instances you must spend a  to do so.
- ▶ READ indicates that you must read a specific Lead card or Database entry. If more than one READ instruction is presented, they must be read in order.
- ▶ CHOOSE indicates that you must decide which option to resolve among those presented to you. Once your choice has been resolved, you cannot consult the other options.
- ▶ GAIN indicates that you have gained something physical that will help you, place the gained item into your supply.
- ▶ ADD SD/SM/SDNA indicates that you must enter the Evidence Signature into the Database.


FURTHER
LEADS

GAMEPLAY

► DIG DEEPER

Some Lead cards are double-sided. Once you have finished resolving a Lead, the Dig Deeper action allows you access to the text, clues, Leads, and other information on the back side of the Lead card. To Dig Deeper, you must sometimes spend a  depicted on the Dig Deeper area of the card.


When you have the opportunity to Dig Deeper, you must decide if you want to, and if necessary, spend the  to do so. If you decide not to Dig Deeper, you may not choose to come back to it. You have a limited number of  to spend, so choose carefully.

Example: You Follow a Lead—the questioning of a suspect. The front side of the card presents the suspect's testimony. It is not very convincing and you are certain that he is hiding something. However, his alibi checks out. You have the option to Dig Deeper, by discarding a  to press the suspect further. You must choose now: are you satisfied with what you've learned, or do you want to Dig Deeper?



When you choose to Dig Deeper, place the card on the left side of the board to indicate that you have access to both sides of the card.

► **IMPORTANT:** In rare instances, you might be forced to follow more than one Lead card simultaneously (e.g. because of the **READ** keyword). When this happens you may choose to Dig Deeper on any of Leads after reading them.

► **IMPORTANT:** If the card doesn't have this symbol , or you did not Dig Deeper, place the card on the right side of the game board to remember that you do not have access to the back side of this Lead card.

► BROWSE THE DATABASE

During the game you will be instructed to access documents in the Database by logging into the Antares website, choosing the correct category, and entering the document title. Each document is identified by a category code and a title consisting of a name or number (NAME@, FILE@, QUESTIONING@, OTHER@).

Example: You learn that Robert Boggs is a suspect in the Case. The card says, "Read NAME@RobertBoggs" You must log in to the Database website, choose Personal Files, and then type in "Robert Boggs" in the "Enter full name" field. The website shows you the personal file of Robert Boggs with all the data compiled in the Database from police and other sources.

Example: You learn that Tabitha Rose was at the crime scene. Card #032 says, "Talk with Tabitha Rose. Read QUESTIONING@032." You must log in to the Database website, choose QUESTIONING, then type in 032. The website will show you the transcript of the questioning of Tabitha Rose.

► **IMPORTANT:** You may only read Database entries when you are given the entry title. Never search the Database for numbers or names unless specifically instructed to do so by the @ icon.

► Accessing the Database never has a time cost.

► You may access the Database at any time during the game, and as many times as you want.

► Some files on the Database present you with links to other files. When this happens, you may follow the links by clicking on them directly, as long as they are indicated by the [@] icon.





▶ TAKE THE PORTRAIT

During the game some Lead cards indicate for you to “Gain portrait #x.” In this case, take the facedown Portrait deck and find the Portrait with the number indicated by the Lead card. Note that multiple Lead cards may indicate the same number, when you encounter the same Portrait again, ignore this action. The Portraits aid you while organizing your notes during the Investigation.

▶ **Example:** You have chosen to Follow a Lead card that indicates, “Gain Portrait #1” so you take the Portrait deck and find the Portrait with the #1 on the backside of the card. We suggest you to immediately incorporate the Portrait into your mind map.

GAME END AND SCORING

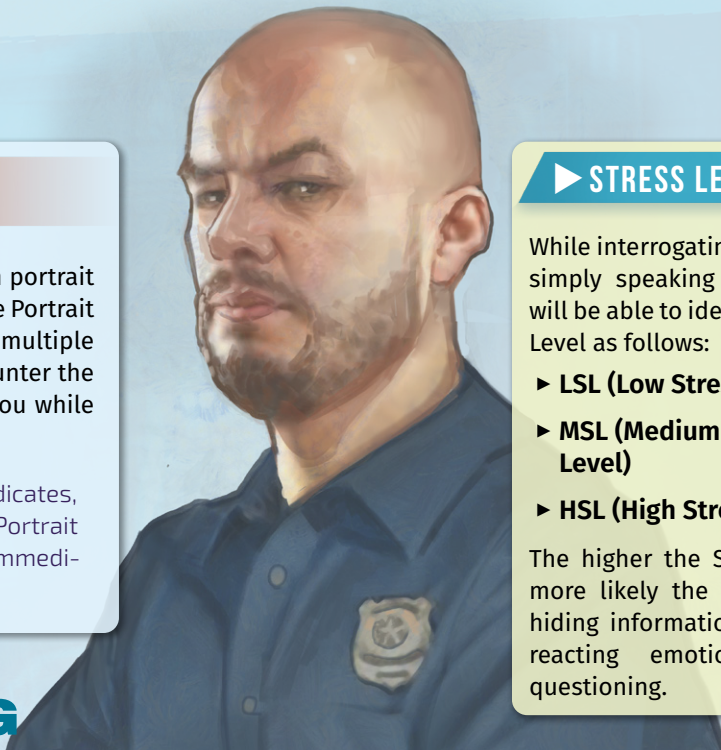
Each Case grants you a specific amount of time to solve the Case (e.g. 20 hours). When the  reaches space 5, do not forget the Recap step and to have a Final Brainstorm among your team. When you move the  to the space **FINAL REPORT** the case immediately ends. At this point, you must log into the Database and choose “Final Report” from the menu. Once there, you complete a virtual report.

As a team, collectively discuss and decide how to answer each question, and remember, the answers are not on specific cards—the answers you provide during your Final Report are deductions that you, as Investigators, have made. Detective is a game of deduction and you take credit for finding solutions!

Each Case has a predetermined point total that you must reach to successfully complete, and win the Case.

- ▶ **The main questions, related to the goals of the Case, are worth the most points.**
- ▶ **Found evidence gains you points automatically, but less points than the main questions.**
- ▶ **Some Cases have additional questions about the background of the Case. These are worth less points.**

It is very difficult to score the maximum number of points for each Case. You will never have enough time to follow every Lead! Do not be disheartened if your score is lower than you expected—the life of a Detective is not easy!



▶ STRESS LEVEL

While interrogating, or sometimes simply speaking to people, you will be able to identify their Stress Level as follows:

- ▶ **LSL (Low Stress Level)**
- ▶ **MSL (Medium Stress Level)**
- ▶ **HSL (High Stress Level)**

The higher the Stress Level, the more likely the person is lying, hiding information, or otherwise reacting emotionally to the questioning.

Once you complete your report, the Database automatically calculates your final score, and announces if you successfully completed the Case.

- ▶ **If you win, great! Celebrate a job well done!**
- ▶ **If you lose, you may either play the Case again or move on to the different Case.**

▶ TO PLAY THE CASE AGAIN

If you wish to refresh a Case that you have finished, the cards can be placed back in order. To do this make sure you have all the cards of the correct Case, indicated by the first digit of each card. Then place them back in order with all the cards marked with a ‘B’ as the reverse side.

Then choose to reset the Case in the Database. If you choose to do this, all the information you found and progress you made in the Database will be completely removed—use caution when making this decision. Finally, make sure to follow the Case Essentials Setup during the next game!

Example: To refresh the case Natural Causes take all cards that start with #1XX and arrange them with increasing numbering, B-side facing down.



9 cases to solve!

► CREDITS

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