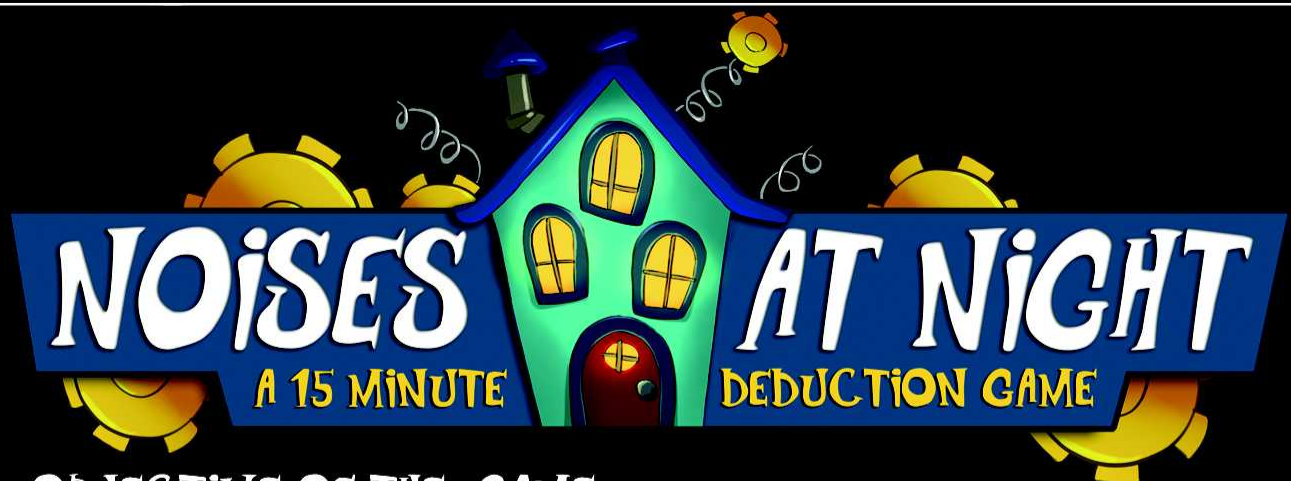


INSTRUCTIONS





OBJECTIVE OF THE GAME

To have the most points at the end of the game.

HOW TO OBTAIN POINTS

There are three ways to score points, symbol scoring, location scoring, and scoring through guessing.

WHAT DOES A PLAYER TURN LOOK LIKE ?

Play two of your four clue cards into a location of your choice. Then draw back up to four.

OVERVIEW OF GAME

In this game, each player will receive a secret identity which will have a custom scoring symbol. Players will compete by carefully laying down clues for community points. In the guessing phase, players will be earning more points if they can solve an identity of another player. On your turn you may play two cards, in any location. Face up cards are good for scoring straight points and some cards have abilities. Face down cards are good at hiding your identity for a long term strategy. Keep in mind, face down cards do not flip over at the end of the game.

SYMBOL SCORING

The main way to score is scoring through symbols. Place any of your clue cards, face up in ANY location to score 1 point for each symbol that is associated with your character. Face down cards don't score symbol points. Symbol scoring corresponds to your secret characters symbol, so it doesn't matter which room you place your clues, they will still score. But beware, symbols also acts as a community score, and another player may have the same symbol as you. These symbols will be scored at the end of the game. Keep in mind that face down cards don't flip over at the end.

LOCATION SCORING

Also known as bonus points. Any card placed in your characters location scores 1 bonus point per card. So if your secret objective location was the kitchen and there are 10 cards in that location, you score 10 points at the end of the game. In addition, playing cards in a location triggers a room effect. First clue cards effects resolves then room effects.

GUESSING

At the end of each round, (when every player has gone once) a guessing phase occurs. The player with the first player token may then guess one player for points. The amount of points that can be earned is the same amount that is on the timer, but get it wrong and the player you are guessing will obtaining those points. Once every player has had a chance to guess or pass, pass the first player token, reduce the timer by one, and draw an event card.

SETTING UP



- 1 Timer
- 2 Clues deck
- 3 Events cards
- 4 Location cards
- 5 First player token
- 6 Secret identity
- 7 Victory points
- 8 Starting Hand
- 9 Timer Handle
- 10 Reference sheet
- 11 Character token
- 12 Character token setup

Find all the identity cards. 6 Shuffle and deal each player a random face down identity. Each player gets to look at their own identity, and not show others.

On this card you should be able to see your scoring symbol.

Find the five location cards 4 and lay them out in front of everyone.

Find the player tokens 11 and place two characters randomly in each location except the bathroom 12

Shuffle the clue deck, and put them aside in a pile. 2

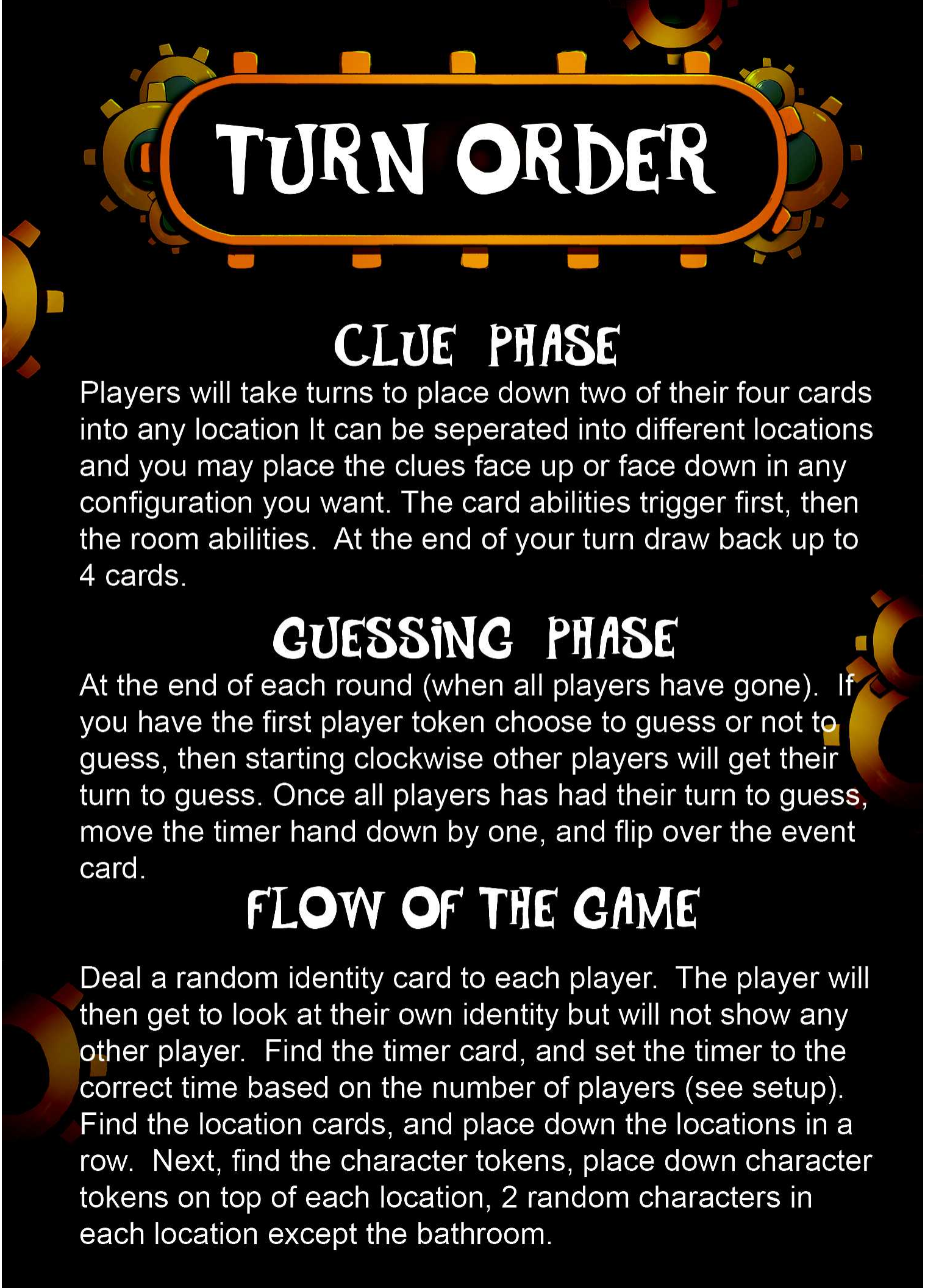
Shuffle the Events deck and set them aside in a different pile. 3

Deal each player 4 clue cards from the shuffled clue deck as their starting hand. 8

Deal each player a reference sheet. 10

Find the timer card 1 and put the timer handle on it 9 and set the timer to 7 for 2 players. 6 for 3 players and 5 for 4 players.

Decide who goes first. And give that player the first player token. 5



TURN ORDER

CLUE PHASE

Players will take turns to place down two of their four cards into any location. It can be separated into different locations and you may place the clues face up or face down in any configuration you want. The card abilities trigger first, then the room abilities. At the end of your turn draw back up to 4 cards.

GUESSING PHASE

At the end of each round (when all players have gone). If you have the first player token choose to guess or not to guess, then starting clockwise other players will get their turn to guess. Once all players have had their turn to guess, move the timer hand down by one, and flip over the event card.

FLOW OF THE GAME

Deal a random identity card to each player. The player will then get to look at their own identity but will not show any other player. Find the timer card, and set the timer to the correct time based on the number of players (see setup). Find the location cards, and place down the locations in a row. Next, find the character tokens, place down character tokens on top of each location, 2 random characters in each location except the bathroom.

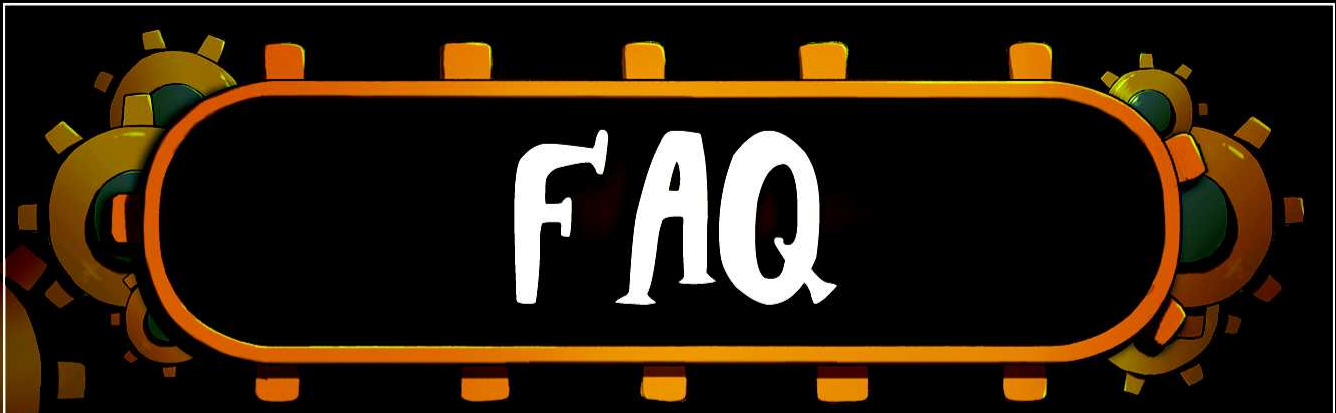


Deal each player four clue cards and decide who goes first. Give the starting player the first player token. Players start at Phase 1. There are two phases in this game. Phase 1 is the scoring phase. In this phase, players take turn putting down two cards from their hand, face up or face down, in any side of the room. You may trigger special card abilities, then room abilities. After every player has went, the round ends. Phase 2 then occurs, the guessing phase. The player with the first player token will have a choice to guess another player first, they also may choose to not guess, after the player has finished, other players may get a chance to guess once in clockwise order players may also pass on guessing. If any player guesses correctly they will obtain



points equivalent to the current time shown on the timer, if they get it wrong the player they guessed will get the points. After every player has went reduce the timer by one and draw an event card for everyone. The event card will tell a short story of what happens and what to do for this round. Pass the first player token clockwise and begin Phase 1 again. Repeat Phase 1 and 2 until the timer reaches 0.





FAQ

Do I score the face down cards symbol points at the end of the game?

No, only face up cards get symbol points scored.

Can you guess on yourself?

No, you can not

Do my symbols have to be at my location to score?

No, it gets scored symbol points get scored in any location.

Does placing down an action card count as one of the two cards you placed down?

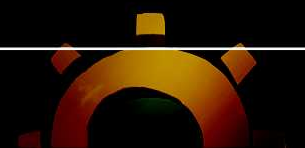
Yes. An action card is essentially a clue card.

Do cards instantly activate when you flip them from face down to face up?

No they do not, action cards only take effect when you place them down in a room on your turn.

What happens if I only have 3 cards do I still draw 2 cards to refill?

You only draw 1 card, players draw backup to 4 at the end of their turn



Do I discard cards if I have more than 4 cards by the end of my turn?

No, you keep those cards.

Do I draw cards if I have more than 4 cards?

No, you replenish up to 4 cards if you have less than 4.

What happens if you get the guess wrong?

The player you attempted to guess will get the points equivalent to the number on the timer.

We tied at the end? Who wins?

The winners must play one more round.

Are event cards permanent?

Event cards are temporary, and every time a round ends a new event card replaces the existing event card.

When does the game end?

When the timer becomes 0.

My identity got revealed am I out of the game?

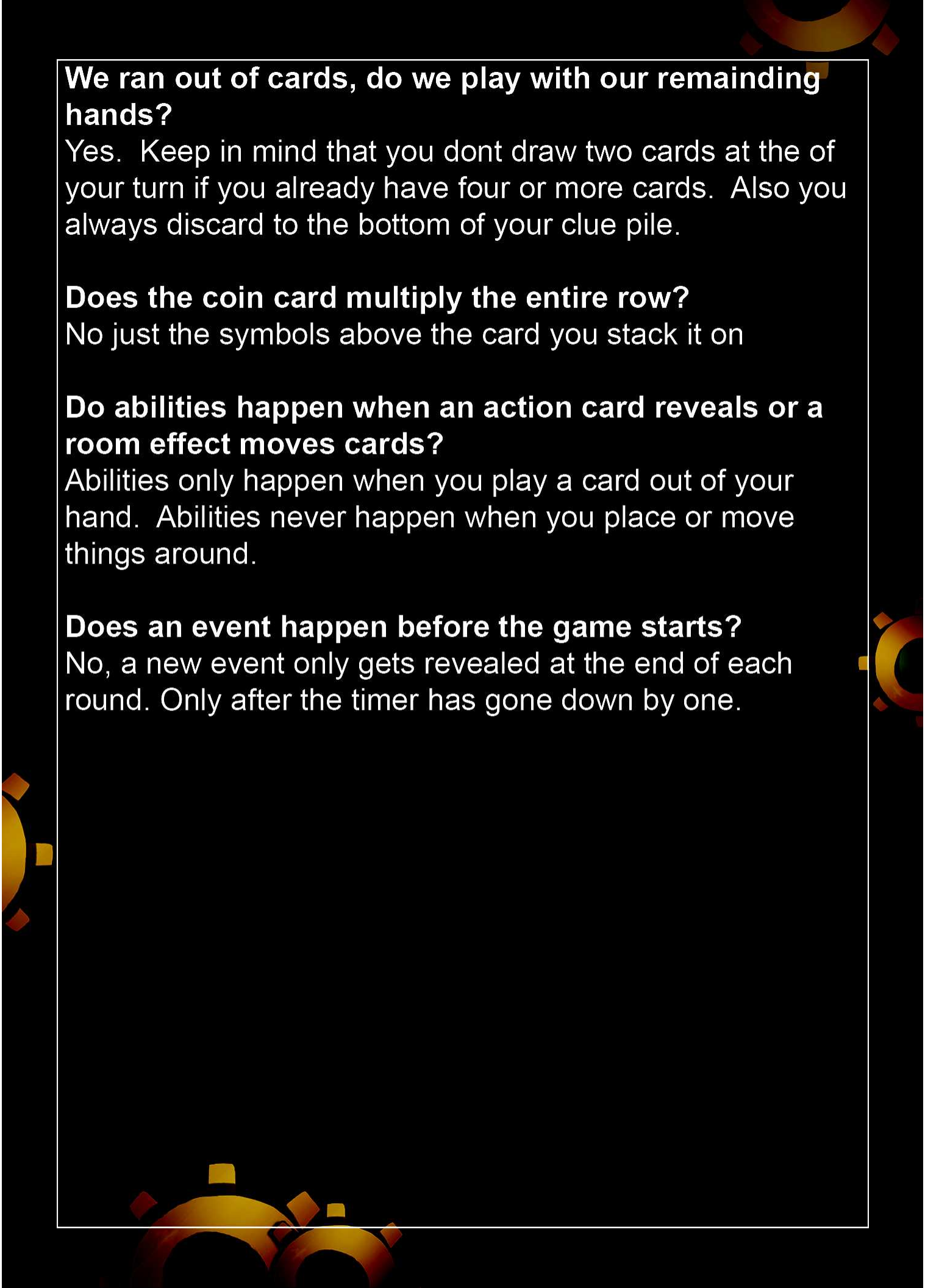
No, the objective of the game is to score victory points.

Do room effects trigger first or cards you play?

Your cards ability trigger first, then the room ability.

Where is the discard pile?

There is no discard pile in this game, all the abilities specifcally tell you where cards go.



We ran out of cards, do we play with our remaining hands?

Yes. Keep in mind that you don't draw two cards at the of your turn if you already have four or more cards. Also you always discard to the bottom of your clue pile.

Does the coin card multiply the entire row?

No just the symbols above the card you stack it on

Do abilities happen when an action card reveals or a room effect moves cards?

Abilities only happen when you play a card out of your hand. Abilities never happen when you place or move things around.

Does an event happen before the game starts?

No, a new event only gets revealed at the end of each round. Only after the timer has gone down by one.