

A game by
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Mia London

AND THE CASE OF THE
625 SCOUNDRELS!

WORLD-FAMOUS DETECTIVE MIA LONDON NEEDS YOUR HELP TO SOLVE AN EXASPERATING CASE! A SINISTER SCOUNDREL HAS COMMITTED A HORRIBLE CRIME. YOU MUST IDENTIFY THE ROGUE AMONGST 625 SUSPECTS IN ORDER TO APPREHEND THEM. OBSERVE THE CLUES CLOSELY AND RECONSTRUCT THE PORTRAIT OF THE TROUBLESOME TRICKSTER.

CONTENTS & SETUP

Each player takes an Investigation Booklet.
Return any remaining Booklets to the box.

Separate the **4 types of Accessory Cards** and place them in 4 facedown piles. Shuffle each pile and draw one card from each without looking at them. Place these 4 cards face down in the box.

These will be used to identify the guilty scoundrel.

4 Investigation
Booklets

40 Accessory Cards

10 x Hat



10 x Glasses



10 x Moustache



10 x Bowtie



GOAL

The 4 facedown cards in the box are the Accessories belonging to the guilty scoundrel. Find them to identify the wanted man!

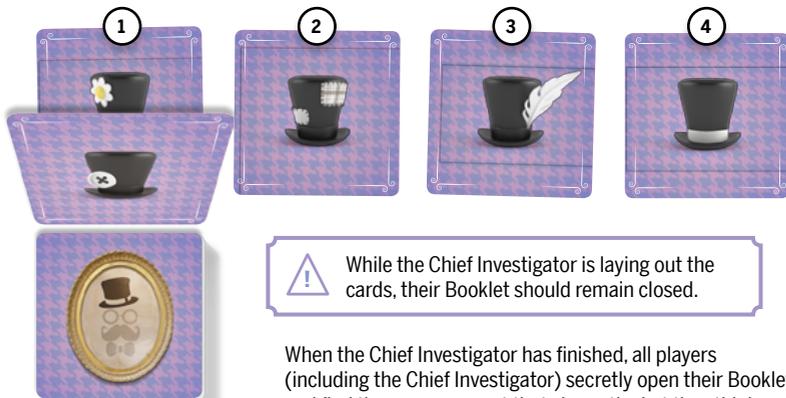


GAME

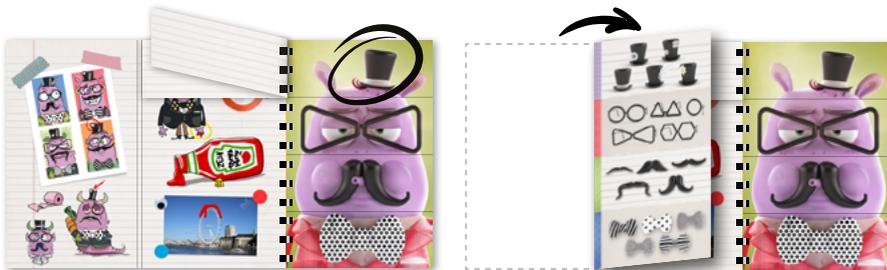
The oldest player is nominated 'Chief Investigator,' and will be in charge of scrolling through the 9 cards in each pile of Accessories. The Chief Investigator plays too, of course! Because each Accessory appears on 2 cards (there are 2 Hat Cards showing a hat with a flower, 2 cards with a feather, etc.), you will see each Accessory twice, except for the one whose 'other' card was put in the box at the beginning of the game, which you will only see once. **This is the Accessory you have to identify.**

STEP 1: HAT

The Chief Investigator makes **4 piles** by turning over the top 4 cards from the Hat deck and laying them next to each other, from left to right, so that everyone can easily see them. The Chief Investigator should count to two (quietly!) before laying out the next card. Once all 4 cards have been laid out, the next 4 cards are laid out on top of the previous ones (covering them completely) in the same way, and then the final card is placed on the first pile (the one on the left).



All players then close **the left flap** of their Booklet to save their answer, and **shut their Booklet.**



STEP 2: GLASSES



The Chief Investigator does the same for the Glasses but, instead of 4, lays out **3 piles of cards**. After 3 cards have been revealed, the remaining cards are placed covering the previous ones until they have all been placed.

All players then save, in their Booklet, the **Glasses** they think they only saw once.

STEP 3: MOUSTACHE



The Chief Investigator does the same thing for the Moustache, but now lays out **2 piles of cards**.

All players then save, in their Booklet, the **Moustache** they think they only saw once.

STEP 4: BOWTIE



The Chief Investigator does the same thing for the Bowtie but now lays out **1 pile of cards**.

All players then save, in their Booklet, the **Bowtie** they think they only saw once.



END OF THE GAME

Each player opens their Booklet and reveals the Scoundrel that they think is the one they are hunting for.

The Chief Investigator takes out of the box the 4 Accessory Cards belonging to the sought-after Scoundrel.

The first card to be revealed is the **Hat**, and each player checks their answer. The Chief Investigator then reveals the **Glasses**, the **Moustache**, and finally the **Bowtie**.

The player who identified the most Accessories wins!

IN CASE OF A TIE: The player who correctly identified the Accessory in the lowest box is the winner.

EXAMPLE **Esteban** identified the **Hat**, the **Moustache**, and the **Bowtie**. **Mei** correctly identified the **Hat**, the **Glasses**, and the **Moustache**, while **Nabil** only got the **Moustache** and the **Bowtie** correct.

Esteban wins, as he identified a lower accessory (the **Bowtie**) than **Mei**, who he was tied with. If **Esteban** and **Mei** had both identified the **Bowtie**, then the **Moustache** would have broken the tie.



Esteban

Mei

Nabil



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We finance the replacement of all trees used in the production of our games.

