



Deception Murder in Hong Kong (2014)

4-12 Players

Designer: Tobey Ho

Duration: 3 rounds. 20 minutes.



Setup

- Deal **4 Clue Cards** , **4 Means Cards**  and **1 Badge Token**  to each player, display face-up in front of each player, facing other players. **Event tiles**  are used in variant.
- Use **Role Cards**  = # of players.
 - **4p-5p**: 1 Murderer, 1 Forensic Scientist, all remaining Investigators
 - **6p-12p**: 1 Murder, 1 Forensic Scientist, 1 Accomplice [optional], 1 Witness [optional], Investigators
- Deal 1 **Role Card** to each player. **Forensic Scientist** reveals and returns cards & badge, everyone else keep role secret

End Game & Scoring

- The game ends immediately after the last player's 3rd evidence presentation
- Every player [except Forensic Scientist] can make **1 attempt** to "Solve the Crime" *at any time* during the game by pointing to 1 Clue and 1 Means card in front of another player. You **must** use your attempt to solve the crime before the last person presents in the 3rd Evidence phase.
 - If correct, game ends immediately. Forensic Scientist and Investigators [and Witness] win.
 - If either incorrect, **Forensic Scientist** says "No", takes **Badge**  of accuser
- If all players guess incorrect or 3rd evidence presentation is over, Murderer [and Accomplice] win
- If **Witness** in play and crime was solved, Murderer and Accomplice get 1 guess who the Witness is. If correct, they escape conviction and win the game.

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Game Play

- The **Forensic Scientist** runs the **Crime Scene** portion of the game
 - “Everyone close your eyes”
 - “Murderer [and Accomplice] open your eyes. Murderer, indicate Key Evidence and Means of Murder.” *Murderer points to 1 Clue card and 1 Means card.* “Murderer [and Accomplice] close your eyes.”
 - [if Witness] “Witness, open your eyes.” *Point to Murderer and Accomplice.* “Close your eyes.”
 - “Everyone open your eyes”
- The **Investigation** is divided into 3 rounds, each round has an Evidence and Presentation phase. Game can end early when any Investigator identifies the **Key Evidence & Means of Murder**. **Forensic Scientist** sets aside Location and Cause tiles. Shuffle remaining **Scene tiles** and form a face-down deck. Reveal 1 Location tile, draw 4 random Scene tiles from deck, and 1 Cause tile on table.
- **1st Round: Forensic Scientist** places the 6 bullet markers on the tiles in front of him, 1 on each tile. All players but Forensic Scientist should discuss freely during placement. After bullets placed, give each player 30 seconds to talk about the Key Evidence and Means of Murder. **No interrupting** except to “Solve the Crime”.
- **Event Tiles Variant:** shuffle into the remaining deck after 1st round. Read aloud if drawn.
- **2nd Round: Forensic Scientist** draws a new tile and replaces 1 [except Location and Cause], and places bullet marker. Give the group a moment to discuss new evidence, then call on each player.
- **Final Round: Forensic Scientist** draws a new tile and replaces 1 [except Location and Cause], and places bullet marker. Give the group a moment to discuss new evidence, then call on each player