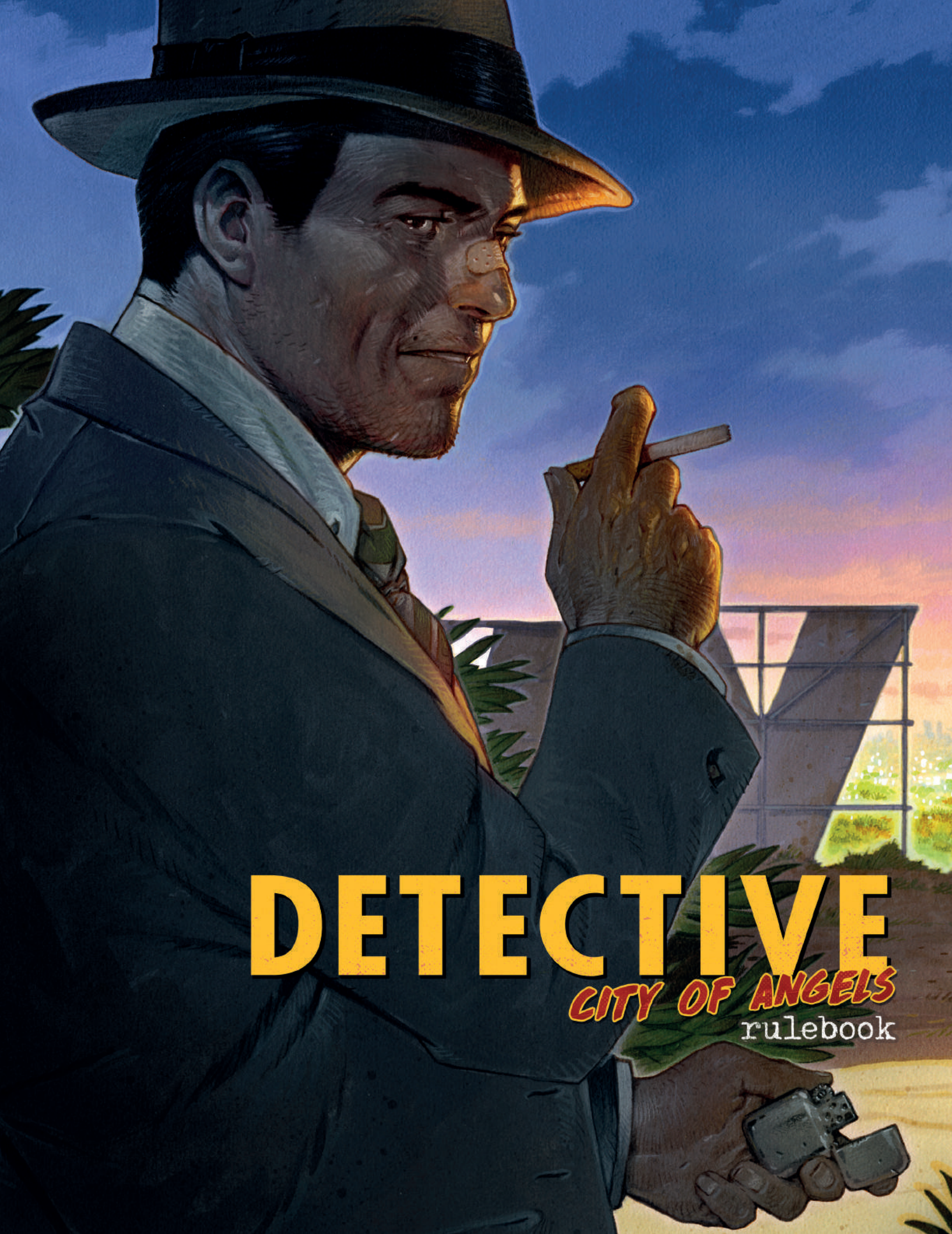

DETECTIVE
CITY OF ANGELS
rulebook

WELCOME TO THE CITY OF ANGELS



"In this city, not many days go by without a low-life, half-wit gettin' conned or some dame gettin' iced. Can't be no angels without a few folks shufflin' off their mortal coil, now can there?

Look, I ain't saying the place couldn't use a bit of cleanin' up... you'll get no lip from me on that one. But if you want to get ahead in this town, bein' squeaky clean ain't gonna cut it. You'll have to get your hands dirty.

That's just the way it works.
Oh, an 'grats on makin' detective!"



SHAUN, AKA "SHY GUY"
Snitch for Hire

INTRODUCTION

Detective: City of Angels (D:CoA henceforth) is set in the dark and violent world of 1940's Los Angeles. Most players will step into the shoes of LAPD homicide detectives, hungry for glory and willing to do whatever it takes to successfully close the case, even if that means intimidating suspects, concealing evidence, and hiring snitches to rat on their fellow detectives.

One player will be taking on the role of the Chisel. The Chisel is not a part of the case or the story, but is instead a player who acts as a game master and controls how the suspects in each case will respond when questioned. Using the Adaptive Response Card system (or ARC system), the Chisel will stall and misdirect the detectives by bluffing, manipulating, and outright lying to them. While the Chisel wins the game if none of the detectives can solve the case, their most important job is guiding the story and ensuring that everyone enjoys the game.

The ARC system creates the feel of interrogating a suspect. Suspects do not simply give canned responses; instead the Chisel carefully chooses how they will answer. When Billy O'Shea insists that the victim was a regular at Topsy's night club, is he telling the truth or is the Chisel subtly leading the detectives toward a dead end that will cost them precious time? Detectives can challenge responses that they think are lies, but this comes with a risk. If they're wrong, the Chisel will acquire leverage over them, making the case that much harder to solve. But if they're right, it could be the break they desperately needed to solve the case.

Each case is a carefully constructed mystery that can unfold in a variety of ways depending on how the detectives choose to pursue their investigations. As the detectives turn Los Angeles upside down they'll uncover fresh evidence and follow hot leads that create a rich, story-driven experience.

The cases are rated based on difficulty for the Detective players, with Gumshoe being the easiest, Veteran being moderately difficult, and Hardboiled being the most challenging. Although you can play the cases in any order you wish, we recommend playing them in order of difficulty.

NOTE! The more difficult the cases become for the detectives, the easier they become for the Chisel.

Blood on the Pier GUMSHOE
Murder at Sunset GUMSHOE
Heist to Nowhere GUMSHOE
Bloody Christmas VETERAN
The Last Embrace VETERAN
Murder on All Hallows' Eve VETERAN
The Final Strikeout HARDBOILED
El Fantasma HARDBOILED
The Black King HARDBOILED

MODES OF PLAY

The bulk of this rulebook describes the Classic mode of play.

* **CLASSIC MODE** (3 -5 players)
  One Chisel and two or more detectives, where the detectives compete against one another and the Chisel competes against the detectives.

For groups that prefer a less competitive version of the game, there are two alternatives:

* **SLEUTH MODE** (1 – 5 players)
  A single detective playing by themselves or multiple detectives playing together cooperatively, without the need for the Chisel *(see pg. 15)*.

* **HEAD-TO-HEAD** (2 – 5 players)
  The Chisel playing against a single detective or the Chisel playing against multiple detectives who are working together cooperatively *(see pg. 18)*.

NOTE! The ! icon is placed next to sections that only apply to Classic mode and can be safely ignored when playing either of the alternative modes.

IMPORTANT

If you're playing in Classic mode and this is your first game, you can begin with the included Tutorial book, which will teach everyone how to play as you go (including the Chisel). However, even if using the Tutorial book, we strongly advise that the Chisel player review this rulebook prior to playing if possible.

GENERAL COMPONENTS

CITY BOARD (1)
Displays a map of Los Angeles, divided into five separate districts.



SCRATCH (41-$1, 8-$5)
Also known as cash, money, moolah.



CRIME SCENE MARKER (1)



DAY MARKER (1)

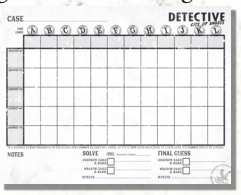


DETECTIVE PLAYER COMPONENTS

DETECTIVE CASEBOOKS (4)
Four identical books; one for each detective.



INVESTIGATION SHEETS (50)
Matrix for taking notes and solving the case; double sided.



DETECTIVE BOARDS (4)



DETECTIVE MINIATURES WITH COLORED BASES (4)



LEVERAGE MARKERS (32)



ACTION CUBES (16)



KNOWLEDGE MARKERS (32)



SOLVE TOKENS (4)



BRIBE-A-SNITCH TOKENS (8)



FAVOR CARDS (8)
Optional and ONLY used when playing Classic mode.



CHISEL PLAYER COMPONENTS

CHISEL CASEBOOK (1)
For the Chisel's eyes only!



TUTORIAL BOOK (1)
This can be used to teach ALL players how to play the game, including the Chisel.



CHISEL BOARD (1)



ARC SLEEVE (1)
The ARC sleeve is used to pass Response cards to the detectives.



EVIDENCE REMOVED CARDS (8) & MARKERS (12)







CASE SPECIFIC TUCK BOXES (9)
Each case has a tuck box that contains all the specific cards needed for that case. The Chisel, who is responsible for handling the contents in accordance with the case, should be the ONLY player to open these. Within each tuckbox you'll find the following, the amounts of which will vary by case:

CASE CARDS



RESPONSE CARDS



SEARCH CARDS



MYSTERY & OTHER CASE-SPECIFIC CARDS



Not present in all cases.

SUSPECT STANDEES (37) AND BASES (6)



IMPORTANT! Do not pre-punch the Suspect standees! They should ONLY be punched out by the Chisel immediately before playing a case! Afterwards, the Suspect standees can be stored in each case's tuckbox along with the case's cards.

GRIFT CARDS (8)
Optional and ONLY used when playing Classic mode.



SLEUTH MODE COMPONENTS

SLEUTH BOOK (1)



SLEUTH CARDS (9)
One card for each case.



STRESS MARKERS (3)



FINAL GUESS MARKER (1)



GENERAL SETUP INSTRUCTIONS

Choose one player to be the Chisel. The remaining players will be detectives. Next, choose a case that none of the detectives have played before. It is helpful if the Chisel has played the case before, but not required.

IMPORTANT! For your first time playing, choose the introductory case: *Blood on the Pier*.

(1) Place the City board within easy reach of all players.

(2) Place the Day marker on the Day track on the right side of the board according to the following table.

# of Detectives	Starting Day
4 Detectives	7
3 Detectives	8
2 Detectives	9

(3) Place the Scratch tokens in a pile on the bottom left corner of the City board.

CHISEL SETUP INSTRUCTIONS

(4) The Chisel takes the Chisel casebook, Chisel board, and ARC sleeve. The Chisel should review the chosen case in the Chisel casebook, carefully reading the case's Briefing, Epilogue, and Solution. A clear understanding of what happened and how each suspect is involved is crucial to being able to effectively mislead the detectives. If the case has any Special Rules, make sure to note them carefully. Making a mistake during setup could negatively impact the game. Special Rules in the Chisel casebook or on certain cards will **always** override the rules found in this rulebook.

Next, the Chisel should take the tuckbox for the chosen case and remove the cards, making sure not to reveal them to the detectives.

(5) The Chisel should place each of the Case cards FACEDOWN on the matching lettered card spaces on top of the City board, starting with card A and finishing with the last card. The Chisel player will turn them faceup only when instructed to during the case Briefing.

(6) Place the Response cards to the right of the Chisel board and place the ARC sleeve on top to prevent any detectives from inadvertently reading the cards.

(7) Place the Search cards, any Mystery cards, and any other Special cards facedown to the left of the Chisel board. Not every case will contain Mystery or Special cards.

(8) Place the Crime Scene marker next to the City board. The Chisel will place it as indicated during the case's Briefing.

(9) Place the Evidence Removed cards and Evidence Removed markers next to the Chisel board.

(10) Take the Suspect standees that are mentioned in the case's Briefing, slot each into a standee base, and place them next to the Chisel board.

NOTE! If this is the first time playing a case, the Chisel should locate the Suspect standees that will be involved in the case and punch them out of the punchboard. The Suspects for each case are listed in the Chisel casebook on the same page as the Briefing. After punching the standees, place the punchboard with any remaining standees back into the box.

IMPORTANT! Some cases involve Suspects that are hidden secretly at the beginning of the case and are only discovered later. After punching, place these standees inside the tuckbox to avoid ruining the case for the detectives. The only Suspect standees that should be out at the beginning of the game are the ones specifically mentioned in the casebook as being public.

For example, shown below are the three Suspect standees that should be punched out for Blood on the Pier.





DETECTIVE SETUP INSTRUCTIONS

(11) Each detective takes a Detective casebook and chooses a miniature. Each should choose a color and take the Detective board, snap-on miniature base, Solve token, 2 Bribe-a-Snitch tokens, 4 Action cubes, 8 Leverage markers, and 8 Knowledge markers in that color.

(12) Make sure each Detective board is showing the side used for Classic mode and NOT the side used for Sleuth and Head-to-head mode. Place the Action cubes on the "Available" section of the Detective board and the rest of the pieces next to the Detective board.

(13) Detectives must each give the Chisel one of their Leverage markers. The Chisel will place these on the Chisel board for later use.

(14) The detective sitting to the left of the Chisel will be the starting player and takes 4 Scratch. Going clockwise, the second detective takes 5 Scratch, the third 6 Scratch, and the fourth 9 Scratch.



THE CASE BRIEFING AND CASE SETUP INSTRUCTIONS

The detectives should turn in their casebooks to the case's Briefing, while the Chisel should do the same in the Chisel casebook. The detective to the right of the Chisel will now read the Briefing out loud. Sprinkled throughout the Briefing are the case's setup instructions, indicating **(15)** which Case cards should be flipped **FACEUP**, **(16)** where the Crime Scene marker should be placed, and **(17)** where each Suspect standee should be placed. The Chisel should carry out each instruction as it is read in the Briefing.

The board setup shown in the example is exactly how the game should look after reading the Briefing for *Blood on the Pier* and playing with 4 detectives.

TIP! Instead of reading the case Briefing out loud, visit VanRyderGames.com to listen to a professionally voiced narration of each case Briefing!

Afterwards, every Case card with a REVEAL FACEUP icon on the back should be faceup. If there are any Case cards with that icon that are still facedown, carefully review the Briefing to ensure that nothing was missed.

The case's Briefing will also indicate what is required to Solve the Case (usually identifying the correct Suspect, Weapon, and Motive) as well as any Special Rules (not every case will have Special Rules). For example, in *Blood on the Pier*, the Special Rules indicate that the Day marker will start at a different spot on the Day track **(18)**.

(19) Give each detective a blank Investigation sheet. Each detective will need a pen or pencil for note taking (not included). It is highly encouraged to take notes! The Investigation sheets include an area for general note taking and an area for writing down solutions to the case.

After the Briefing has been read, detectives should fill in the grid on their Investigation sheet.

1. Fill in the spaces along the top of the sheet to match the Case cards that are currently visible.
2. Write down the suspect names from the briefing in the correct order along the left side of the sheet.

NOTE! ***Some suspects and/or Case cards will be revealed later. The detectives will fill their grid in when they learn what they are.***

CASE BLOOD ON THE PIER

CASE CARDS	A	B	C	D	E	F	G
	SALLY FOOTE	CHARLIE MUGGS	DUM DICAPRIO	DEE DICAPRIO			
SUSPECT #1 CHARLIE MUGGS							
SUSPECT #2 DUM DICAPRIO							
SUSPECT #3 DEE DICAPRIO							

This is how each detective's Investigation sheet should look before beginning *Blood on the Pier*.

YOU ARE NOW READY TO PLAY DETECTIVE: CITY OF ANGELS!

KEY TERMS & CONCEPTS

These terms and concepts are important to understand as they will come up frequently throughout this rulebook. Each will be explained in greater detail later on.

HAVE KNOWLEDGE OF

A detective **has knowledge of** a Case card if they have seen it at any point during the game. Detectives keep track of which cards they have seen using Knowledge markers as well as taking notes on their Investigation sheet.

MOST USEFUL RESPONSE

The best response a detective can receive from the Chisel when asking a question. This response is always truthful. There is only a single **most useful response** for each suspect for each question.

LIE OR MISDIRECTION

A response that the Chisel can give to detectives instead of giving them the most useful response.

CHALLENGE

A detective can **challenge** a response they received from a suspect if they believe they're being lied to or misdirected. The result of every challenge is that one player - either the detective or the Chisel, depending on the result of the challenge - will receive leverage.

LEVERAGE

Leverage represents a detective's reputation as an investigator, determines how suspects will react to them, and is tracked using Leverage markers. Players receive leverage after a challenge takes place, and both detectives and the Chisel can receive and spend leverage. The major difference is that detectives have leverage over specific suspects, while the Chisel has leverage over specific detectives.

EVIDENCE TAKEN & REMOVED

During the course of the game, detectives may be instructed to TAKE evidence, in which case the detective will actually remove a Case card from above the City board and place it on their Detective board. The Evidence Removed cards and Evidence Removed markers are used to track this.

GAMEPLAY

HOW TO WIN THE GAME



A detective wins the game by using their Solve token and successfully solving the case.

If time runs out, the detectives will get one "Final Guess" to solve the case. However, if none are able to solve it successfully, then the "Case Goes Cold" and the Chisel is the winner.

DAYS AND TURNS

The detective to the left of the Chisel will go first each Day and play will continue in clockwise order until each detective has had a turn to take their 4 available actions, after which the Day is over. Days will pass until someone has solved the case or the Case Goes Cold after the final Day. The Chisel will make decisions at key moments during the detectives' turns, but will **not** take a turn of their own.

THE FIRST TURN

On a detective's first turn of the game, before taking their actions, the detective must choose ANY Police Station (the blue locations) on the City board to place their miniature (the other detectives will **not** place their miniatures until they take their first turn).

IMPORTANT! This only happens at the beginning of the first Day, NOT at the beginning of every Day.

SPENDING A SOLVE TOKEN

If a detective wants to use their Solve token to attempt to solve the case, they must do so ***at the beginning of their turn*** before taking ANY actions *(see Solving the Case on pg. 13)*.

END OF THE DAY

After all detectives have taken a turn, the Day is over and the Chisel should move the Day marker down one space on the Day track and resolve any Evidence Removed markers. The next Day can now begin. If it was the final Day of the game and time has run out, the detectives will make their final guesses.

ACTIONS

Each detective gets four actions on their turn. Detectives may take their actions in any order and may take each action multiple times.

All of a detective's available actions are located on the left side of their Detective board. When a detective takes an action, they must move an Action cube from the Available area on their Detective board to the action they wish to take.

MOVE

With one Move action a detective may move anywhere within their current district. Some locations straddle the border between two districts and are considered to be in both. Any location on the board may be reached with three or fewer Move actions.

EXAMPLE: The blue detective is at the Midwick Country Club (70) in San Gabriel Valley and wants to search the Bradbury Building (48) in Central L.A.



The blue detective will take one Move action to go to location (56) on the district border, and then a second Move action to reach the Bradbury Building (48). The detective could have also moved through locations (53), (57), or (98), as each of those locations straddle the boundary between both districts.

SEARCH LOCATION

The detective searches their current location. The Chisel will then check the case's deck of Search cards to see if the detective finds anything. When the detective searches a location, the Chisel will hand the correct card over to the detective to read. Search cards are numbered by the location where they are found.



A Search card for location (96).

Each case will only have specific Search cards for a handful of key locations. There is also a table of Search Results for each case in the Chisel casebook (located on the same page as the case's Epilogue and Solution) that lists which locations have Search cards.

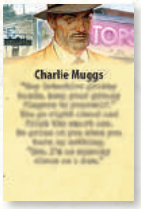


Any location on the board may be searched, including those where a suspect is already present. Detectives should pay attention to the case's Briefing to get leads on which locations may be of interest.

Each case also has a Search card labeled "All Other Locations." If a detective searches a location that does not have a Search card, this is the card the Chisel will give them.

SEARCH SUSPECT

The detective searches a suspect at their current location. The Chisel will then hand over the Search card for that suspect for the detective to read. The Search cards for suspects are clearly marked with the suspect's name and artwork.



A Search card for the suspect Charlie Muggs.

ARCHIVING SEARCH CARDS ARCHIVE

If a Search card has the word "Archive" at the bottom, then after the detective has reviewed the card it should be placed FACEDOWN on the "Archive" section on the left side of the City board. The name of the location or name of the suspect will be clearly visible on the back of the Search card. That location or suspect can NO LONGER be searched by any detective.

SEARCH LOCATION EXAMPLE: The red detective searches Olympic Stadium (42). The Chisel checks the Search deck, sees that there is a Search card for that location, and hands it to the detective to read. The Search card says to Flip (D), place the suspect's standee at (42), and has the word "Archive" at the bottom. The Chisel turns Case card (D) faceup, places the standee at (42) and the Search card is placed facedown in the Archive section of the board. Detectives will no longer be able to search Olympic Stadium (42), as there is nothing left for them to find there.



QUESTION

The detective asks a question of a suspect at their current location. Because questioning is such an important and intricate part of the game, it is explained in full detail later in the rules on pg. 10.

ANALYZE

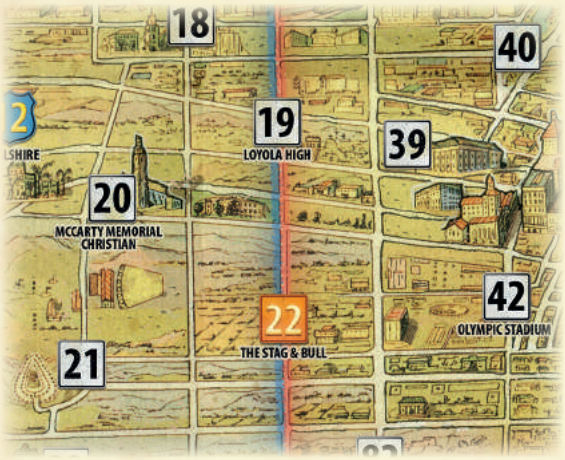
The detective spends some time thinking deeply about the case. Each action spent this way earns 1 Scratch.

KICKBACK

The detective picks up their "protection" money from the local thugs. They receive Scratch equal to the total number of players in the game (this includes detectives + Chisel). Unlike the other actions, a detective may only perform this action ONCE per Day and ONLY at Mob Joints (the orange locations).

TIP! Sometimes a detective has an extra action they're not going to use or they need some extra Scratch, fast. In such cases, Analyze can be quite helpful. But when it comes to gaining Scratch, it is usually more efficient to take the Kickback action.

REMEMBER! If you're playing in Sleuth or Head-to-Head mode, you can safely ignore any rules with this icon!



The City board is a map of Los Angeles comprised of five districts; Hollywood, Central L.A., San Gabriel Valley, Westside, and South Bay. Each shares a border with three or more neighboring districts. If a space on the board straddles the line separating two districts, it is considered to be in both districts.

EXAMPLE: The Stag & Bull (22) and Loyola High (19) are both in the Central L.A. and Westside districts. However, McCarty Memorial Christian (20) is only in the Westside district, while location (39) is only in the Central L.A. district.



There are three different types of locations; Standard locations (white), Police Stations (blue), and seedy Mob Joints (orange). A list of all locations can be found on the inside of the back cover of each Detective casebook.

BRIBES !

All the bribes a detective can make are located at the top right of the Detective board. Bribes are not considered actions and thus do not require an Action cube, but they do cost Scratch. If a detective does not have enough Scratch to pay for a bribe, then they can't bribe.



GOON - Cost: 2 Scratch
If the Chisel has spent Leverage to block a question *(see pg. 12 for more on leverage)*, the active detective may bribe a local goon to threaten the suspect with violence. The suspect MUST now answer the question as normal.



DETECTIVE - Cost: 2 Scratch
Bribe another detective to see a Case card that they have knowledge of. The active detective must be at the same location as the target detective. The targeted detective receives the 2 Scratch and cannot refuse the bribe. After the active detective looks at the Case card, they note that they now have knowledge of it by placing their Knowledge marker below its space on the City board.



OFFICER - Cost: 3 Scratch
Similar to bribing a detective, but instead of paying the Scratch directly to a detective you give it to a local desk sergeant instead. Look at any Case card that another detective has knowledge of, placing one of your Knowledge markers below that Case card's space on the City board, and pay 3 Scratch to the general supply. This action can ONLY be performed at Police Station locations.



EXAMPLE: The red detective has moved to the same location as the blue detective. She pays the blue detective 2 Scratch to look at Case card G, which the blue detective took earlier in the game. The blue detective passes over Case card G, and after reading it the red detective passes it back to him. Finally, she places one of her Knowledge markers below the Evidence Removed card on space G of the City board to show that she now has knowledge of that card.



SNITCH - Cost: 3 Scratch
Bribe a snitch to listen in on another detective questioning a suspect and learn the suspect's response *(questioning a suspect will be described in more detail on the next page)*. This is the only bribe that can be made on another detective's turn.

DISCOVERING NEW CASE CARDS

Each case in *D:CoA* tells its own crime story, comprised of a set of suspects, information, and evidence. The Case cards placed along the top of the City board represent each of these things. Some of the cards were revealed in the case Briefing, while the rest will need to be uncovered by the detectives.



Victim Case card | *Suspect Case card* | *Evidence Case card* | *Information Case card*

Detectives will have to discover these cards by searching locations, searching suspects, questioning suspects, and even bribing their fellow detectives or corrupt police officers. When a detective discovers a new Case card, they must NOT show it to their fellow detectives, and they should make a note of it on their Investigation sheet.



EXAMPLE: The green detective has just discovered Case card F for the first time. It's a piece of evidence: a granite paperweight. On his Investigation sheet, he fills in the space for Case card F with this new information. He still hasn't seen what Case cards E and G are yet.



After reading the Case card, they must return it to its space on the City board, FACEDOWN, and then place one of their Knowledge markers on the space below the card to show that they have knowledge of it. They may look at the card again at any point during the game.

If at any point during the game all detectives have knowledge of a specific Case card, that card should be flipped FACEUP. Any Knowledge markers should then be returned to their owners.

TAKING EVIDENCE !



Some evidence will be taken when first discovered by a detective. This will occur after performing a Search Suspect or Search Location action. If, and only if, the Search card says to TAKE the Case card and there is a hand icon at the bottom of the Case card itself, the detective will remove the evidence by taking the Case card and placing it facedown on their Detective board.

The Chisel will then place an Evidence Removed card in the Case card's empty space and place one of the detective's Knowledge markers on top of it.

This serves as a reminder of which detective removed the evidence. The Chisel will then take the Evidence Removed marker that matches the letter on the Case card and place it **(3)** three spaces below the Day marker's current position on the Day track. If there are fewer than three days left when the evidence is removed, the Evidence Removed marker will not be placed.

When the Day marker reaches the spot on the track with the Evidence Removed marker, the detective holding that Case card must submit it into evidence by immediately returning it FACEUP to it's spot on the City board. The Chisel should remove the Evidence Removed card and return any Knowledge markers to their owners. All detectives now have knowledge of the Case card.

If another detective does not want to wait for the evidence to be revealed in this manner, or there are fewer than three days left, they will only be able to discover that card by bribing an officer or bribing the detective who took the evidence.

TAKING EVIDENCE EXAMPLE: The blue detective performed a Search Location action and was instructed to take a piece of evidence, found on Case card G. Case card G also has a hand icon on the lower right hand corner of the card, so the detective takes the evidence and places it facedown on their Detective board. The Chisel places an Evidence Removed card in the vacant space and then places one of the blue detective's Knowledge markers on the card.



Because it's currently Day 6, the Evidence Removed marker labeled "G" is placed on Day 3. As soon as the Day marker is moved to Day 3, the blue detective will have to return Case card G and place it faceup on the City board.



DISCOVERING NEW SUSPECTS

Searching locations may reveal previously hidden suspects. When this happens, the Chisel should flip the newly discovered suspect's Case card faceup. Then remove the suspect's standee from the case's tuckbox and place it in the searched location.

One of the rewards for locating a suspect for the first time is that the detective can immediately ask 1 question of that suspect. This is a "free" question, so the detectives does not have to spend an action to do so.

MYSTERY CARDS



Mystery cards are unique to each case and often employ special rules or mechanisms that will alter the case in exciting and unpredictable ways. Not every case will have Mystery cards, however.

Like Case cards, Mystery cards are usually discovered by performing Search actions, but they could instead be revealed by a unique event or some other special case-specific rule. Sometimes they are revealed publicly, sometimes a detective will take them, and sometimes they will replace Case cards that are already on the board.

Unless a Mystery card replaces an existing Case card, however, they do not have a dedicated space above the City board and detectives CANNOT ask suspects questions about them.

QUESTIONING A SUSPECT

The following are the steps to follow when a detective takes the Question action. These steps are summarized on the back of the Chisel casebook for quick reference.

STEP 1: THE QUESTION

The active detective can spend an action to ask a suspect at their location one question. The questions they can ask are determined by what Case cards they have knowledge of: publicly revealed Case cards, Case cards with their Knowledge marker beneath it, or Case cards they have taken that are on their detective board. Suspects can be asked about ANY Case card the detective has knowledge of, even the suspects themselves!

When asking the question the detective should refer to the Case card by its letter rather than what is on it, since other detectives may not have knowledge of that Case card. For example, a detective should say, "I'd like to ask Dee Dicaprio about G" as opposed to "I'd like to ask Dee Dicaprio about the drugs I just learned of."

IMPORTANT! Detectives are not able to ask more nuanced questions, such as "I want to ask Dee how he knew the victim" or "I want to ask Dee where he was when the victim was killed." Questions are simply limited to "I want to ask [suspect name] about Case card [letter]."

After the question has been declared, the active detective must then decide whether or not to spend any available leverage they have over the suspect. If the detective doesn't spend leverage, the Chisel must decide if they'll spend their leverage *(see pg. 13 for more on leverage)*.

STEP 2: BRIBING SNITCHES !

After the question has been declared, all other detectives must decide if they want to bribe a snitch to listen in on the detective's question and learn the suspect's response. Each detective MUST choose one of their Bribe-a-Snitch tokens and place it with either the "Pass" or "Bribe" side FACEDOWN on the upper left corner of their Detective board.



If a detective does not have enough scratch to bribe a snitch (and ONLY if) they MUST place the Bribe-a-Snitch token with the "Pass" side FACEUP on their Detective board to indicate they cannot make a bribe. Otherwise, the chosen Bribe-a-Snitch tokens will all remain facedown until the questioning process is complete.

The Chisel must now decide to spend any leverage they have to block the detectives from bribing a snitch.

IMPORTANT! If the active detective spent leverage over the suspect in Step 1, the other detectives are NOT allowed to make a bribe at all! *(see pg. 13 for more on using leverage).*

STEP 3: THE RESPONSE

When a detective asks a suspect a question, the Chisel reviews the Case grid in the Chisel casebook and chooses how the suspect will respond. Next to each response in the Chisel's grid is a number and a letter (i.e., 6B) that matches a specific Response card. If the space has multiple responses, the Chisel must choose which one to show to the detective.

When the Chisel has chosen which response to give to a detective, they find the corresponding Response card, carefully slide it into the ARC sleeve so that only the chosen response can be seen, and then pass it to the detective to read.

If the Response card indicates that the detective may look at a Case card the detective does so now.

THE CHISEL'S OPTIONS

It's important for all players to understand the two kinds of responses a suspect can give and what they indicate.

* ***THE MOST USEFUL RESPONSE***

  This is the most useful piece of information that a suspect has about a given question. Every question listed in the case grid in the Chisel's casebook has exactly ONE **most useful response**, written in black text. This response is ALWAYS truthful but may not be as useful as a detective would like. Some suspects will simply refuse to implicate themselves.

  For example, if you question a mob boss about the murder and he was actually the one who pulled the trigger, his response to being questioned about the victim might be, "Screw you, get outta my face." This is the **most useful response** he will give when questioned about the victim, although it isn't very helpful.

* ***LIES OR MISDIRECTIONS***

  The second kind of response that a suspect can give is a **lie/misdirection**. These are written in red text in the case grid in the Chisel's casebook.

  These responses may be outright lies, they may throw suspicion onto another suspect, or they may provide some kind of misdirection. Ultimately, **lies/misdirections** serve to distract detectives from the **most useful response**.

  For any given question, a suspect may have multiple **lies/misdirections** for the Chisel to choose from. However, for many questions a suspect may not have any **lies/misdirections** at all (indicating the suspect has no reason to lie about that particular question). For these questions, the Chisel has no choice but to give the detective the **most useful response**.

EXAMPLE: The detective has asked Charlie Muggs about Case card A (the victim), so the Chisel looks at the case's grid and sees two different responses that can be given: response 1a, which is the most useful response, and response 1b, which is a lie/misdirection. The Chisel chooses response 1b, finds the correct Response card, slides it into the ARC sleeve so that only response 1b is showing, and passes it over to the detective.



STEP 4: THE CHALLENGE

The detective may, after reading the response, challenge the Chisel if they think that the suspect's response was a **lie/misdirection**. The detective states their intent to challenge and hands the Chisel one of their Leverage markers.

* **UNSUCCESSFULLY CHALLENGING**

  If the Chisel gave the detective the suspect's **most useful response**, the detective has challenged unsuccessfully. The Chisel places the detective's Leverage marker onto the Chisel board and now has leverage over that detective *(see pg. 13 for more on using leverage).*

* **SUCCESSFULLY CHALLENGING**

  If the Chisel instead gave the detective a **lie/misdirection**, the detective has successfully challenged. The Chisel places the detective's Leverage marker below the suspect's Case card on the City board, indicating that the detective now has leverage over that particular suspect.

  Then, the Chisel takes back the ARC sleeve and MUST give the detective the suspect's **most useful response** for the question. If the new Response card indicates that the detective may look at a Case card, the detective does so now.

IMPORTANT! When a detective, through challenging, knows that they've seen the most useful response, not only is there no reason to ask that suspect the same question (they're not going to get anything more useful out of them), the detective also knows for certain that the suspect was telling the truth.

TIP! We encourage the Chisel to build suspense when they take the detective's Leverage marker. The detective is on pins and needles, wondering if they correctly challenged. Take a moment to tease them a bit... will the Chisel place the marker below the suspect's card or place it on their Chisel board? Have fun with it!

STEP 5: RESOLVING BRIBES



After the response and challenge process has been completed, each of the other detectives reveal their facedown Bribe-a-Snitch token. Detectives who passed do nothing. Detectives who chose to bribe a snitch pay (3) three Scratch back to the general supply and may now look at the final Response card that the active detective was shown. They also follow any instructions on the Response card (such as looking at a Case card).

Bribe-a-Snitch tokens are not spent. Detectives will always take back their Bribe-a-Snitch tokens, as they will be used each time there is an option to bribe.

IMPORTANT! If there was a successful challenge, detectives that bribed a snitch do NOT get to see the first Response card with a lie/misdirection, only the second Response card bearing the most useful response.

QUESTIONING EXAMPLE

SEAN (detective): So I'm at Charlie Mugg's location and I want to ask him a question. I want to know what he knows about Sally, the victim. I'm asking Muggs about Case card A.

CHRISTINA (Chisel): You've got leverage over Muggs. Do you want to use it?

SEAN (detective): Not this time. I'll save that for later.

CHRISTINA (Chisel): Pay attention everyone, Sean's asking Charlie about Case card A, the victim. Choose your Bribe-a-Snitch tokens.

ANGIE (detective): Dangit, I only have 2 Scratch, which isn't enough to bribe.

Angie places her Bribe-a-Snitch token faceup on her Detective board with the 'Pass' side showing, indicating that she cannot bribe on this question.

FRANK (detective): I'm flush, so I'll definitely be bribing… or will I?



JULIA (detective): I only have 3 Scratch, which is just enough to bribe.

Frank and Julia each choose one of their Bribe-a-Snitch tokens and place it facedown on their Detective boards.

CHRISTINA (Chisel): Everyone decided? OK, let me see which response I want to give you Sean.

Christina opens up the Chisel casebook and consults the case's grid. There are two responses to the question. She chooses the lie/misdirection, finds response 1b, and slides the card into the ARC sleeve so that only that response is showing. Then she hands the ARC sleeve to Sean for him to read.



SEAN (detective): Really, that's all Charlie has to say? I call BS. I'm definitely challenging.

CHRISTINA (Chisel): Are you SURE you want to do that? If you ask me, Charlie's a pretty stand-up guy. I don't think he'd lie to you.

SEAN (detective): Nice try. I'm still challenging. Here's my Leverage marker.

Christina takes Sean's Leverage marker and, because she had chosen a lie/misdirection, she places it underneath Charlie Muggs' card. Sean now has a second leverage over Muggs.



CHRISTINA (Chisel): Mr. Muggs was not being entirely truthful after all.



Christina looks back at the grid and sees that the most useful response is 1a. Since it's on the same Response card, she pulls the card out of the ARC sleeve, rotates it, and slips it back in with the correct response showing. Then she hands it back to Sean.

SEAN (detective): That's more like it. I knew Charlie had more to say about Sally.

CHRISTINA (Chisel): Julia, Frank, did you guys end up bribing a snitch?

Julia and Frank both flip over their Bribe-a-Snitch tokens.



JULIA (detective): No, I passed. I didn't want to spend all of my Scratch on that question.

FRANK (detective): I bribed, so here's my 3 Scratch. Sean, when you're done reading that, pass it over here.

SEAN (detective): The card says to look at Case card F. Can I see that now? And here's my Knowledge marker.

Christina picks up Case card F and hands it to Sean. Then she places his Knowledge marker underneath where the card will go on the board.



FRANK (detective): Since I bribed, I get to see F as well, right?

CHRISTINA (Chisel): Yup, give me your Knowledge marker too.

JULIA (detective): I wish I had bribed now!

USING LEVERAGE

Both detectives and the Chisel can receive and use leverage. The major difference is that detectives have leverage over specific suspects, while the Chisel has leverage over specific detectives.

HOW DETECTIVES USE LEVERAGE



Only the active detective can spend leverage. If a detective has leverage over the suspect, indicated by one or more of the detective's Leverage markers beneath the suspect's Case card, the detective may spend one leverage when they ask that suspect a question. If they spend the leverage, the suspect will be forced to give them the **most useful response**. The detective retrieves their Leverage marker and the Chisel MUST provide them with the **most useful response**, even if there were **lies/misdirections** to choose from.

IMPORTANT! The detective MUST choose to spend their leverage in Step 1 when declaring the question. Once they've looked at a response from the Chisel, they can no longer choose to use their leverage.

As an added bonus, when a detective spends their leverage over a suspect during questioning, all other detectives are BLOCKED from bribing a snitch.

HOW THE CHISEL USES LEVERAGE



If the Chisel has leverage over a specific detective, which is indicated by one or more of the detective's Leverage markers on the Chisel board, the Chisel may spend that leverage by returning it to the detective to do one of the following:

BLOCK A SNITCH

After all detectives have played their Bribe-a-Snitch tokens facedown, the Chisel may spend leverage to prevent a detective from bribing a snitch. The detective takes back their facedown Bribe-a-Snitch token and then, without revealing the one they chose, places the Bribe-a-Snitch token with the "Pass" side faceup on their Detective board to indicate they've been blocked from bribing a snitch. That detective will not be able to listen in on the response to that question. This can be used against multiple detectives as long as the Chisel has one leverage to spend for each.

BLOCK A QUESTION

After a detective poses a question, the Chisel may spend leverage to have the suspect refuse to answer the question. The detective loses their action and must wait until a following turn to ask that specific question of that suspect again (they may still ask other questions this turn).

However, the detective can pay 2 Scratch to bribe a goon to threaten the suspect with violence, forcing them to answer the question *(see pg. 9 for more on bribing a goon)*. The Chisel's leverage is still spent, and the suspect must now answer the question as normal (of course, the Chisel isn't obligated to provide the **most useful response** unless challenged correctly).

WHEN BOTH THE CHISEL AND THE DETECTIVE HAVE LEVERAGE

If both a detective and the Chisel have leverage they can use, the detective always has priority. However, if the detective chooses not to use their leverage, the Chisel may then choose to use leverage to block the question.

IMPORTANT! It is always best for the Chisel to remind the detectives of any leverage they have and ask them if they want to use it when questioning, especially for new or inexperienced players.

SOLVING THE CASE



Each detective has a single Solve token that they can choose to spend at the beginning of their turn before taking any actions. This allows a detective to attempt to solve the case, if they believe they have the correct solution.

When attempting to solve, the detective should first hand their Solve token to the Chisel, who places it on the Chisel board. Then, in secret, the detective writes their guess at the bottom of their Investigation sheet in the leftmost space, identifying

1) the Suspect, 2) the Weapon, and 3) the Motive.

There are 16 possible motives to choose from, shown below. This list is also included on the back of each Detective casebook.

Accident	**Political**
Anger / Rage	**Religious**
Drug Related	**Revenge**
Mob Related	**Self Defense**
Mental Instability	**Sex / Jealousy**
Money / Greed	**Suicide**
Need to be Noticed	**To Keep a Secret**
Obsession	**Urge to Protect**

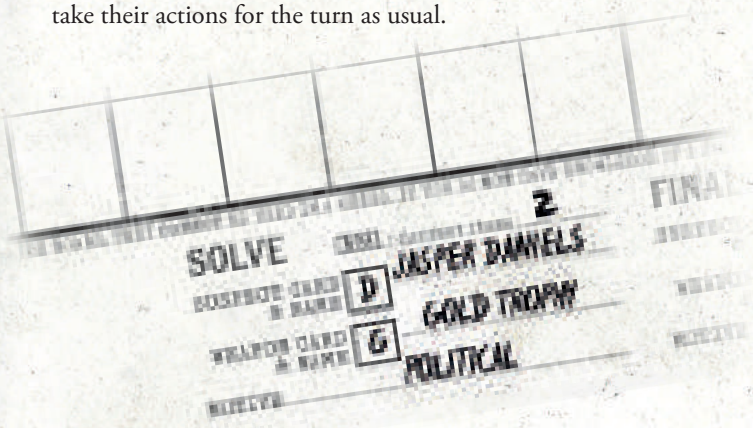
There are a few rules to observe when attempting to solve:

- When choosing a suspect and a weapon, the detective must also write down the letters of the Case cards in the boxes provided.
- The detective must have knowledge of a card to include it in their guess. For example, if they believe the murder was committed with a knife, but have yet to see a Case card with a knife on it, they cannot simply write 'knife.' Detectives have to back up their accusations with cold, hard evidence!
- Suspects that are not currently on the board (meaning they haven't been discovered or located yet) cannot be included in a guess.
- Only include one motive in the guess. A case may have multiple correct motives, but a detective only needs to identify one correct motive, not all of them.

After writing down their guess, the detective hands their Investigation sheet to the Chisel who will check the guess secretly and compare it to the solution in the Chisel casebook.

CORRECT GUESS: The Chisel should read the case's Epilogue out loud and then announce that the detective has won the game.

INCORRECT GUESS: The Chisel writes down on the Investigation sheet, in the space provided, how many parts of the guess were correct and returns the sheet to the detective. The Chisel does **not** inform the detective which parts of their guess were correct, only how many. The detective will **not** have another chance to solve the case unless the Day marker reaches the "Final Guess" space. The detective may now take their actions for the turn as usual.

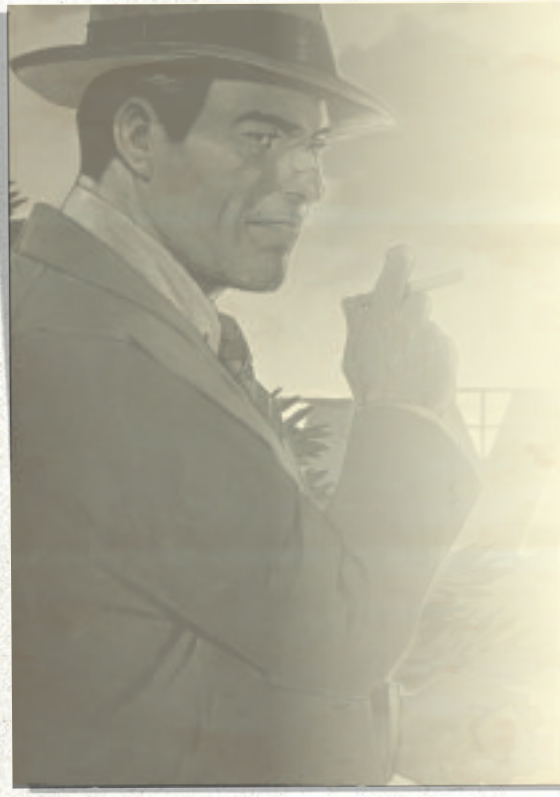


TIP! If a detective hasn't spent their Solve token by the beginning of their final turn, then they should use it! There is no penalty for guessing incorrectly other than losing the Solve token.

GUESS EXAMPLE: The solution to the case is that Jasper Daniels (Case card D) murdered the victim with the granite paperweight (Case card F) and his motives were Money / Greed and Political. The red detective has spent their Solve token and written down the following guess: (D) Jasper Daniels, (G) gold trophy, and Political.

The red detective does not yet have knowledge of Case card F (the paperweight), so they could not have included it in their guess. The Chisel checks their answer and writes the number '2' in the space provided, since the detective correctly guessed the suspect as well as one of the possible motives.

The Chisel hands the Investigation sheet back to the detective who now knows that two parts of their guess were correct. As long as another detective doesn't successfully solve the case using their Solve token, the red detective will have one more chance to solve the case when the Day marker reaches the "Final Guess" space.



FINAL GUESS AND THE CASE GOES COLD

After the final day, when the Day marker is moved to the Final Guess space, each detective will now get to make one final guess to attempt to solve the case. The detectives must all write their guess at the bottom of their Investigation sheet on the right-hand side, following the same rules as above.

The Chisel reviews all guesses and then proceeds to read the Epilogue.

TIP! We highly recommend NOT telling the detectives the solution to the case or who was correct until AFTER reading the Epilogue. This creates a great deal of anticipation and suspense as the Chisel reveals to the detectives what actually happened!

After reading the Epilogue, the Chisel informs each detective whether they were correct or not. If multiple detectives guessed correctly, ties are broken in reverse player order!

If no detective made a correct guess, move the Day marker to the Case Goes Cold space.

The cunning and devious Chisel wins the game instead!

FAVOR AND GRIFT CARDS (OPTIONAL)!

These cards are included in the game for groups looking to add a special power for each player to use during the game. They are ONLY used in the Classic Mode, and never included in the alternative modes; Sleuth or Head-to-Head.

If you are going to use these cards, it is highly recommended, though not required, that **both** card types be used.



FAVOR CARDS: During setup, deal one Favor card to each detective. These cards represent a favor someone owes the detective. The detective may use the favor during the game as instructed on the card. Favors cards are one-time use and are discarded afterwards.



GRIFT CARDS: During setup, deal one Grift card to the Chisel. These cards represent a dirty trick, cover up, stall tactic, or some other conspiracy to help impede the detectives. The Chisel may use the ability during the game as instructed on the card.

ALTERNATIVE MODES

SLEUTH MODE

Sleuth mode was designed specifically for players to experience the game solo or cooperatively without the need for a Chisel. This is accomplished with the aid of a paragraph book called the Sleuth casebook, which includes hundreds of responses written specifically for this version of the game. Detectives will still need to determine when suspects are lying and when they are telling the truth, but instead of the Chisel choosing which response a suspect gives, players will be instructed to read a specific paragraph in the Sleuth casebook.

SETUP

(1) Place the City board on the table. Place the Day marker on Day 12 and **(2)** place the Final Guess marker on the Final Guess space.

(3) Place a Detective board in front of you with the Sleuth/Head-to-Head side showing. Then, place your 4 Action cubes on your Detective board in the Available spaces, choose a Detective miniature, and place your Leverage markers next to your Detective board.

(4) Place the three Stress markers on your Detective board with their grayed-out side faceup.

In Sleuth mode you will not need Scratch tokens, Bribe-a-Snitch tokens, Solve tokens, Knowledge markers, Evidence Removed cards, or Evidence Removed markers. Return them to the game box.

(5) Take the Sleuth casebook, a Detective casebook, and an Investigation sheet and place them close by. Set the Chisel casebook aside for now, as you will not look at it until the game is over.

Choose which case you want to play (if this is your first game, you should choose *Blood on the Pier*) and follow the next steps **VERY CAREFULLY**! You can easily ruin a case if you look at the wrong cards too early!

Take your chosen case's tuckbox and remove all the cards. **(6)** Return both the Response cards and Search cards to the tuckbox **WITHOUT LOOKING AT THEM**! **You will never use Response or Search cards in Sleuth mode.** Set aside the case's remaining cards (Case cards and any Mystery or Special cards) **WITHOUT LOOKING AT THEM**!

(7) Place the Case cards **FACEDOWN** along the top of the City board in the appropriate spaces, being careful **NOT TO LOOK AT THEM**. If there are any Mystery or Special cards for the case, set them to the side of the City board facedown without looking at them either.

(8) Find the case's double-sided Sleuth card and set it next to your Detective board.

(9) Place the punchboard with the Suspect standees next to the City board.

Find the Briefing for the case in the Detective casebook and read it. As you read, follow the setup instructions by **(10)** flipping Case cards, **(11)** placing the Crime Scene marker, and **(12)** placing Suspect standees as directed. Punch each Suspect standee as they come up in the case Briefing (don't return the standee punchboard to the box, as you may discover new suspects during the course of the case). Fill out your Investigation sheet with the case's information *(see pg. 6 for an example of this)*. Additionally, follow any Special Rules for the case, but you may safely ignore rules that reference Solve tokens, bribing, or the Chisel, as they only apply to Classic mode. For example, in *Blood on the Pier*, the Special Rules indicate that the Day marker will start at a different spot on the Day track **(13)**.

(14) Place your Detective miniature at any Police Station location.

YOU ARE NOW READY TO BEGIN

*This is what the board should look like after setting up **Blood on the Pier** for Sleuth mode.*



GAMEPLAY

In Sleuth mode you will only have 4 actions to choose from: Move, Question, Search Location, and Search Suspect. You will not use the Analyze or Kickback actions, nor will you be making bribes.

Gameplay proceeds exactly the same as in Classic mode with the following exceptions.

QUESTIONING

When you perform the Question action, consult the Question grid on the case's Sleuth card. Turn to the appropriate paragraph in the Sleuth casebook and read it.

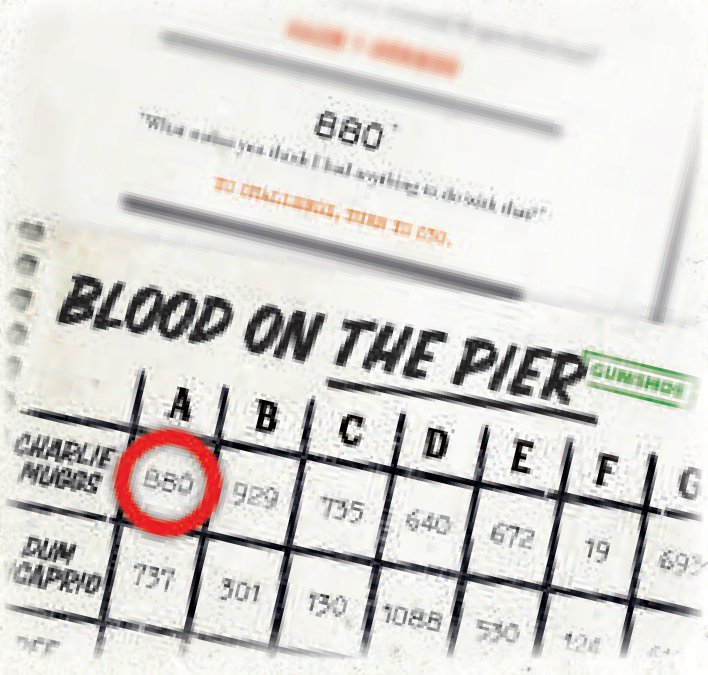
When you ask a question you will always have the option to challenge it. If you do not believe the suspect has given you the **most useful response**, you can challenge it by turning to the indicated paragraph and reading the text there.

If you were unsuccessful in your challenge, you will be instructed to gain 1 Stress. Turn one Stress marker over to its colored side.

If you challenged successfully, you will be instructed to gain 1 Leverage over that suspect as usual. Place a Leverage marker beneath that suspect's Case card.

When you've chosen to challenge a question, make a mark in the grid on your Investigation sheet to note that you've done so.

IMPORTANT! After you've challenged a specific question, you cannot ask that question a second time! This is to prevent players from asking the same question repeatedly, challenging, and gaining leverage every time.



QUESTIONING EXAMPLE: You decide to ask Charlie Muggs about Case card A, the victim. Checking the Question grid, you're instructed to turn to paragraph 880 in the Sleuth casebook. After reading the response, you decide to challenge. You'll turn to paragraph 630 and learn whether you correctly challenged or not.

STRESS

When you unsuccessfully challenge a suspect's response you will receive stress, represented by flipping a Stress marker to its colored side. As soon as you flip your 3rd Stress marker, move the Final Guess marker one space higher on the Day track. You now have one fewer days to solve the case. After moving the Final Guess marker, reset your stress by flipping all three Stress markers back to their grayed-out sides.



LEVERAGE

Leverage can be used over suspects as normal. When you perform the Question action on a suspect that you have leverage over, simply spend your leverage BEFORE turning to the first paragraph. Take back your Leverage marker and then read the first paragraph indicated in the Question grid.

After reading the paragraph, immediately turn to and read the challenge paragraph, but ignore the instruction to gain either 1 Leverage or 1 Stress.

IMPORTANT! Don't forget that you must choose to spend your leverage before you read the first paragraph!

SEARCHING SUSPECTS AND LOCATIONS

Searching is also handled differently. When taking either the Search Location or Search Suspect actions, consult the Search grid on the case's Sleuth card and turn to the correct paragraph. Read the paragraph and then follow any instructions. There is a paragraph listed for every location on the board as well as every possible suspect.

Unlike questioning suspects, you will never have the option to challenge a paragraph you've read after taking a Search action. These paragraphs are always truthful.



SEARCH EXAMPLE: You decide to see if Dum Dicaprio has anything incriminating on him, so you perform a Search Suspect action. Checking the Search grid, you see you're instructed to turn to paragraph 1082 in the Sleuth casebook. However, if you wanted to search location 43, you'd perform a Search location action and turn to paragraph 932 instead.

THE FINAL GUESS MARKER

When the Day marker reaches the Final Guess marker, immediately proceed to make your guess. Normally this will happen at the end of your turn when you move the Day marker one space down on the track, but it is possible that it could happen in the middle of a turn if you unsuccessfully challenged a suspect's response and receive your third Stress marker (in which case you will lose any unspent actions for the day).

When the Final Guess marker is reached, make your guess. Write it down on your sheet as normal. Then consult the back of the Sleuth casebook. Follow the chart there and assign a number to each part of your guess (Suspect, Weapon, and Motive).

Next, take your three numbers and add them together. The sum is the paragraph number you should now turn to in the Sleuth casebook. If the paragraph begins with "The Captain calls you into his office to congratulate you…" and also references the name of your case, you'll have successfully solved the case. The paragraph will then instruct you to turn to a specific page in the Chisel casebook and read the Epilogue.

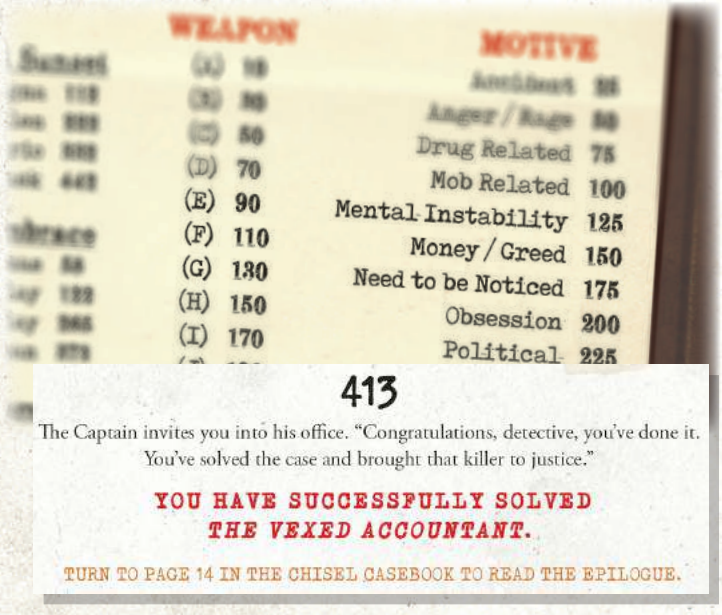
IMPORTANT! Be very cautious when opening the Chisel casebook, and only turn directly to the page indicated. Otherwise you might spoil another case by accidentally reading the solution to it!

If the paragraph you turn to does not begin with "The Captain calls you…" or does not reference the name of your case, but instead is clearly an unrelated paragraph, your guess was incorrect.

GUESS EXAMPLE: You believe you've solved the case: Jasper Daniels committed the murder with the granite paperweight, and his motive was Greed / Money. You check the back of the Sleuth casebook and look at the chart. The number next to Jasper Daniels' name is 153; the granite paperweight is on Case card F, so the next number you'll add is 110; and the number for Greed / Money is 150.

153 + 110 + 150 = 413.

You turn to paragraph 413 in the casebook and read the paragraph. You've successfully solved the case!



WEAPON

(D)	70
(E)	90
(F)	110
(G)	130
(H)	150
(I)	170

MOTIVE

Drug Related	75
Mob Related	100
Mental Instability	125
Money / Greed	150
Need to be Noticed	175
Obsession	200
Political	225

413

The Captain invites you into his office. "Congratulations, detective, you've done it. You've solved the case and brought that killer to justice."

YOU HAVE SUCCESSFULLY SOLVED *THE VEXED ACCOUNTANT.*

TURN TO PAGE 14 IN THE CHISEL CASEBOOK TO READ THE EPILOGUE.

OVERTIME

If your guess was incorrect, you still have another shot at solving the case. Place the Day marker on day 3 of the Day track and return the Final Guess marker to the Final Guess space. This is called Overtime. You now have three additional days to determine what part of your guess was incorrect.

Do NOT reset your Stress markers! For example, if you had 2 Stress when you made your first guess, you will still have 2 Stress going into Overtime. Just as before, whenever you have a total of 3 Stress move the Final Guess marker up one space on the Day track. Then reset by flipping the Stress markers back to their grayed-out side.

At the end of the first Overtime period, when the Day marker reaches the Final Guess marker, make a second guess the same way you made the first one. If that guess is also incorrect, enter a second Overtime period as described above. If, at the end of your second Overtime, your third guess is still incorrect, the Case Goes Cold. Hang up your hat and turn in your badge.

Depending on when you solve the case, you will be given a rating as indicated below.

Within the first 12 days: **Hard Sleuth**
First Overtime: **Wisehead**
Second Overtime: **Palooka**
Case Goes Cold: **A Sap, Rube, 'n Boob**

SLEUTH MODE WITH MORE THAN ONE PLAYER

When playing Sleuth mode with more than one player, choose someone to go first and be the active player. The player to their right should be given the Sleuth card for the case, while the player to their left should be given the Sleuth casebook.

When questions are asked or searches are performed, the player to the right will consult the card and announce which paragraph to turn to. Then the player to their left will find and read that paragraph out of the Sleuth casebook.

At the end of the Day, play proceeds clockwise, with the player to the left becoming the active player. Pass the Sleuth card and Sleuth casebook clockwise as well, giving new players a chance to check which paragraphs to turn to and read out loud from the casebook.

While decisions should be discussed and made jointly as a team, ultimately the active player has final say over which four actions the detective will take, which questions will be asked, and whether or not they will be challenged.

Each attempt to solve the case, however, should be determined jointly by the entire team.

HEAD-TO-HEAD MODE

If you are only playing with two players (1 detective and the Chisel) or wish to play the cooperative version of the game where the detectives are working together against the Chisel to solve the case rather than compete against one another, the game plays the same as Classic Mode with a few exceptions.

SETUP

Place the Day marker on Day 12 of the Day track. Choose a Detective board and place it with the Sleuth/Head-to-Head side showing. Place 4 Action cubes on the Detective board in the Available space, place a set of Leverage markers next to the Detective board, and choose a Detective miniature.

Head-to-Head mode does not use Scratch tokens, Bribe-a-Snitch tokens, Solve tokens, Knowledge markers, Evidence Removed cards, or Evidence Removed markers. Return them to the game box.

Any Special Rules for the case that reference Solve tokens or bribing should be ignored.

Setup is otherwise exactly the same as in Classic mode.

ACTIONS

In Head-to-Head mode, detectives will only have four actions to choose from: Move, Question, Search Location, and Search Suspect. They cannot use the Analyze or Kickback actions, nor can they make any bribes. Whenever a game element directs a detective to receive Scratch, ignore it.

LOOKING AT & TAKING CARDS

When the detective discovers a new Case card or Mystery card, they should always turn it faceup. If a detective is instructed to TAKE a card, they instead leave it faceup in its space on the City board. Case and Mystery cards are never taken in Head-to-Head mode.

LEVERAGE

Leverage works exactly the same in Head-to-Head mode as it does in Classic mode. However, because the detective can no longer make bribes (and therefore can't bribe a goon if the Chisel blocks their question), leverage for the Chisel is a little more powerful in Head-to-Head mode.

When the Chisel spends leverage to block a question, the detective's action is lost and that question cannot be asked again of that suspect until a following day.

SOLVING THE CASE

The detective is only allowed to make one guess during the game. Normally, this will occur when the Day marker reaches the Final Guess space, as this gives the detective the most opportunity to gather information. However, if they wish, they may guess early. If the guess is correct, the detective wins the game. If the guess is incorrect, the Chisel wins the game immediately. Regardless of who won, the Chisel should now read the case's Epilogue.

HEAD-TO-HEAD MODE WITH MORE THAN ONE DETECTIVE

When playing Head-to-Head mode with more than one detective, each detective will take turns controlling a single Detective miniature.

The detective to the left of the Chisel will be the first active detective. At the end of the Day, play proceeds clockwise, with the detective to their left becoming the next active detective.

When taking the Question action, the active detective should read the response out loud so that all of the other detectives on their team can hear it.

While decisions should be discussed and made jointly as a team, ultimately the active detective has final say over which four actions will be taken on their turn, which questions will be asked, and whether or not they will be challenged.

However, when attempting to solve the case, all the detectives should agree on which guess to make.

VARIANT: MULTIPLE DETECTIVES ON THE BOARD

This variant will allow each detective to control their own miniature in Head-to-Head mode.

Since this variant was not tested extensively, we recommend that players cooperatively control a single detective together as described above. However, for groups that want to play cooperatively against the Chisel with a little more agency, this variant can be used.

Gameplay proceeds exactly as described for the Head-to-Head mode, with a few additional exceptions as follows.

First, at the start of the game place the Day marker on the following day based on the number of detectives.

# of Detectives	Starting Day
4 Detectives	3
3 Detectives	4
2 Detectives	6

Second, leverage is shared between all detectives, so the color of the Leverage markers used does not matter. If they have leverage over a suspect, any detective can use that leverage. In the same way, the Chisel has leverage over ALL detectives and can use any color Leverage marker against any detective.

THE MAP

One of the inspirations behind ***Detective: City of Angels*** was a breathtaking illustration of Greater Los Angeles created in 1932 by an artist few have ever heard of, **Karl Moritz Leuschner** (1878-1940).

A German immigrant and graduate of the Berlin Royal Academy of Fine Arts, he was best known for his teachings on "Colorharmony." Titled *Greater Los Angeles: The Wonder City of America*, Leuschner's "map" was never intended as an accurate street guide, but rather an "attraction guide" to entice tourists and industry to the region.

Using whimsical pictorials and surreal perspective bathed in yellow tones, the feel of Leuschner's map is as provocative as its content, which includes such eccentric locales as "Grauman's Chinese Theater," "Gay's Lion Farm," and "Slapsy Maxie's."

Using Leuschner's map (now in public domain) as his canvas, Vincent Dutrait applied his own artistic talents to transform it into the stunning game board you see before you!

Bruce Monson







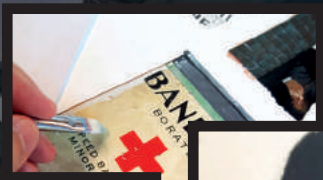
FROM THE DESIGNER

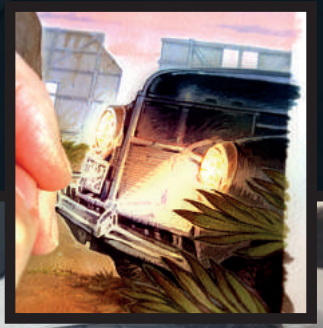
Firstly, I cannot tell you how happy it makes me that you're reading this and, perhaps, getting ready to play *Detective: City of Angels* for the first time. The phrase "labor of love" is somewhat clichéd, but in this instance feels completely justified. *Detective* has been a passion project that has taken over five years to complete. Although it has evolved and changed over that time, the heart of the game remains the same as it was in that very first ramshackle prototype I set on the table in October of 2013. I set out to design a game that recreates (as best a box filled with cardboard and paper can) the feeling of being a detective in the noir-drenched 1940s. I hope your experience with the game proves I was, at least in some small part, successful.

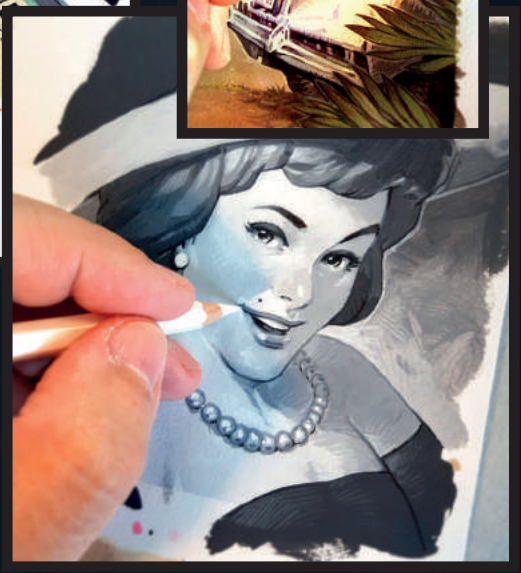
The inspirations for the game were many, from classic film noir such as *The Big Sleep*; to the writing of James Ellroy, who's seminal *L.A. Quartet* is required reading for hardboiled enthusiasts; to Rockstar Games' *L.A. Noire,* whose innovative interrogation system provided the genesis for the ARC system. *Detective* owes an enormous debt to those works; I hope it does them justice.

I was given an incredible gift with this game that few designers receive: complete and utter creative control. What you have in your hands is, for better or worse, my uncompromised vision of what I always dreamed this game could become, from the writing to the gameplay to the art. But it would not have been possible without the incredible development work from my partner in crime, A.J. Porfirio, who not only believed in the game from the moment he played it but also solved many of its trickiest problems; the stunning hand-drawn art from Vincent Dutrait, who breathed such gorgeous, authentic life into the world and characters I had imagined; the financial endorsement from over 3,500 Kickstarter backers and pre-order customers; and, most importantly, the total support and unwavering enthusiasm from Kristena, my all-star wife, who tolerated many late nights and long hours on the road to making *Detective* a reality. The *City of Angels*, such as it is, could not have existed without every one of them, and I am forever grateful.

Evan Derrick







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... and many more!

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