DEAR PARENTS!



MicroMacro can also be greatly enjoyed by children. However, even though there are no direct depictions of violence in the game, many of the cases involve murders, relationship dramas and other "adult themes".

In our experience, most children over the age of 10 years old can handle these types of crime stories, but of course personality and emotional development of children can vary.

To quickly assess the individual cases for their content, we have marked them with symbols.

In this case, there are no depictions of murder, physical violence, or sexuality.

This case contains depictions of accidents, murders, and corpses along with the circumstances surrounding the death.

In this case, the themes and representations are explicit. Play through the case yourself before deciding whether you want to play it with your children.



ADVANCED VERSION

If you have already played a few cases and are doing well, then we recommend the following variant: You look for the case cards of a case and read the start card. The starting card already contains all the necessary information to solve a case. **Now you try to solve the entire case WITHOUT using the case cards**. The solution texts and follow-up question cards often act as hints so without using them, the game becomes significantly more difficult. Only once you think you have seen everything; you can answer all the questions in the sequence in one try.
If you get stuck at one point or are unsure, you can uncover the questions that have been solved so far and perhaps get a hint or discover a mistake in your theory.

SOLVED ALL THE CASES?

We recommend hanging the city map on the wall in your home as a poster. When you have guests visiting, you can play a quick case with them.

If you have a little patience and recommend our game to others, then we're sure more cases and new cities will be released soon!

While you are waiting, you can pass the time by finding and solving a few additional puzzles that are hidden in the city. For example:

- Who is stealing all the bikes in the city?
- What did the killer from "Web of Conspiracy" do after completing his assignment?
- Where is the spider mentioned in the trigger warning located?

www.micromacro-game.com

DISTRIBUTION

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Playing is Passion! www.pegasus-web.com /pegasusspieleglobal

Trigger warning: MicroMacro contains explicit depiction and mention of **physical** and **emotional violence, eroticism, death, a spider,** and other **animals** that can cause **fear** or **disgust.**



Welcome to Crime City – a city with crime lurking around every corner. Deadly secrets, sneaky robberies and cold-blooded murders are commonplace around here.

Full House is the second part of the MicroMacro: Crime City series. It is a stand-alone game, although some stories from the original game are continued. The 16 cases included here can be played without any prior knowledge of the original game.

COMPONENTS

1 City map
120 Case cards
16 Envelopes
1 Magnifying glass (+Sticker)



If possible, try to avoid looking too closely at the cards.

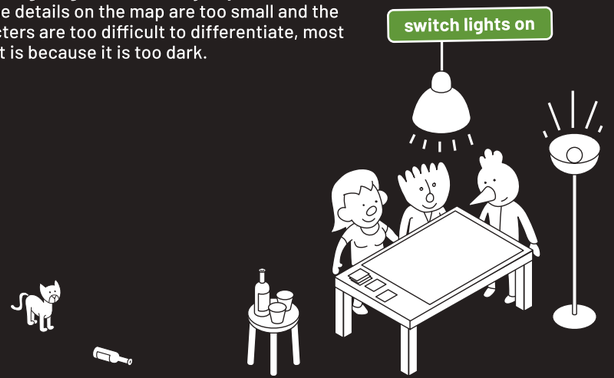
GAME SETUP

- Put the included sticker onto the magnifying glass.
- There are 16 different criminal cases. Each case consists of a deck of case cards. Each of these cards is marked in the top right corner with the **case icon** along with the **card number.** Sort the cards of each case into an envelope in the correct order.

SETUP

Spread the city map open in a suitable place. A large table is best. You can also play on the floor or hang the city map on the wall. The following should be noted:

- **All players should have a good view of the city map.** The table should be in a position so that all players can move around it freely and view the map from all sides.
- **Make sure to have good lighting!** You will need a bright lamp or daylight. The game is often about noticing small details which is made more difficult in poor lighting!
- **The entire city map should always be completely visible.** It may be best to keep drinks etc. off to the side. The case cards should always be next to the map and not on top of it. Otherwise you may inadvertently cover the exact scene you are searching for.
- **Again: bright light is extremely important!** If it seems that the details on the map are too small and the characters are too difficult to differentiate, most often it is because it is too dark.

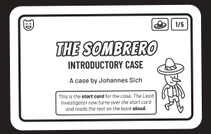


OFF WE GO!

To understand the principle of the game, we recommend starting with the **introductory case, "The sombrero".** You can start the case right now while reading the rules!



- **Designate a player** to take on the role of **Lead Investigator.** He or she leads the investigation and is responsible for reading the text on the cards.
- Take the **deck of case cards** named "The sombrero" from its envelope and place the deck next to the map.
- The top card is always the **start card** of a case. It gives an overview of the crime to be solved and shows a picture of the main character. The Lead Investigator now reveals the start card and reads the text on the back **aloud.**



Start card

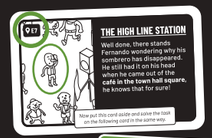
All text on cards must always be read out loud and clear, because they often contain important information! Likewise, the illustrations on cards should be looked at by all players.

- The front of the second card, now the top card of the deck, describes the first **task** that you must solve on a black background. The lead investigator now reads this task aloud **without turning over the card** and without taking it off the deck.
- The solution to a task is always a **specific scene** on the city map. Now find the matching scene. If you think you have found the solution, the Lead Investigator turns the card over and checks whether the **coordinates and the scene** shown on the back of the card match your findings.



Case card, front side

You can't just take a guess! You must always find a scene on the city map that confirms your solution.



Case card, back side

- **If your solution is correct,** the Lead Investigator reads the text on the back of the card aloud and shows the other players the illustration.
- **If your solution is wrong,** the Lead Investigator immediately puts the card back without reading the card text. They tell the other players that they are incorrect and need to investigate further. Now that the Lead Investigator knows the answer, they are no longer allowed to work on solving this task (unless of course, the group is on the wrong track then they can give a little hint).
- When a card is resolved, it is put aside. A new card is now on top of the deck - this is your next task!
- Now solve all four tasks of the introductory case one after the other.
- Now you have learned how to play the game and can solve more complicated cases!

SYMBOLS

This icon found in the text of a card indicates that this is a clue that may prove useful in solving a future task in this case.

If you want to look at individual scenes in detail, use the enclosed magnifying glass!

(Move this card next to the deck so that the question below can also be seen!)

If you read this instruction on the front of a case card, it should be followed. You now have two tasks that you can work on simultaneously. If the same prompt appears on the next card, do the same again - sometimes three or four questions may be visible at the same time.

THE CASES

We recommend playing the cases in the order provided, however this is not absolutely necessary. The stars give an approximation of the difficulty and duration of the game.

The sombrero (Introductory Case)	
The watch thieves	★★☆☆☆
The mugger	★★☆☆☆
An everyday hero	★★☆☆☆
Love is in the air	★★☆☆☆
Who framed Harry Hawking	★★★☆☆
The philistine	★★★☆☆
The Emerald of Kathmandu	★★★☆☆
Promoted to the afterlife	★★★☆☆
The relegation match	★★★★☆
Web of conspiracy	★★★★☆
The murdered gallery owner	★★★★☆
Crooked things	★★★★☆
The mysterious disappearance of Lisa Lindt	★★★★☆
Three cold corpses	★★★★★
Full House	★★★★★

If you do well in the investigations, then try your hand at the advanced version (see next page)!

TIPS

- It can help to mark relevant scenes with coins, bottle caps, etc.
- As with all cooperative games: It can be very easy for some players to take charge and dominate discussion so be sure to allow everyone equal opportunity to get involved and participate in the investigation.