DETECTIVE

A MODERN CRIME BOARD GAME

SEASON ONE

Detectives, there are three murder cases for you to solve, so better get to work!

Gather your friends, prepare notebooks, pencils, coffee and doughnuts, and lead your Investigation Team!

In order to solve the case, you'll need to write down your clues, connect the facts, and avoid following false leads. Stay focused and don't let the murderers slip away!

Don't play a Detective. Be one!



CAUTION: FIRST READ THE INTRO SHEET

DO NOT READ PAGES 8-12 BEFORE YOU PLAY THE GAME.

COMPONENTS



▸ 3 CASE DECKS
Each case deck contains 23 lead cards and 1 cover card

▸ Do not browse or read any card until instructed.



▸ 7 SKILL TOKENS



▸ 1 WOODEN TIME MARKER



▸ 1 WOODEN INVESTIGATORS MARKER

front back



▸ 5 CHARACTER TILES



▸ 4 SPECIAL TOKENS Used for various purposes described within each case.



▸ 24 PORTRAIT PICTURES
Marked I, II and III for each of the Cases

▸ Do not browse any Pictures until instructed.



▸ GAME BOARD

▸ 1 INTRO SHEET/ DATABASE GUIDE

▸ RULEBOOK

▸ DATABASE Police Database of case documents at antaresdatabase.com.



SETUP

▶ EACH TIME YOU SET UP:

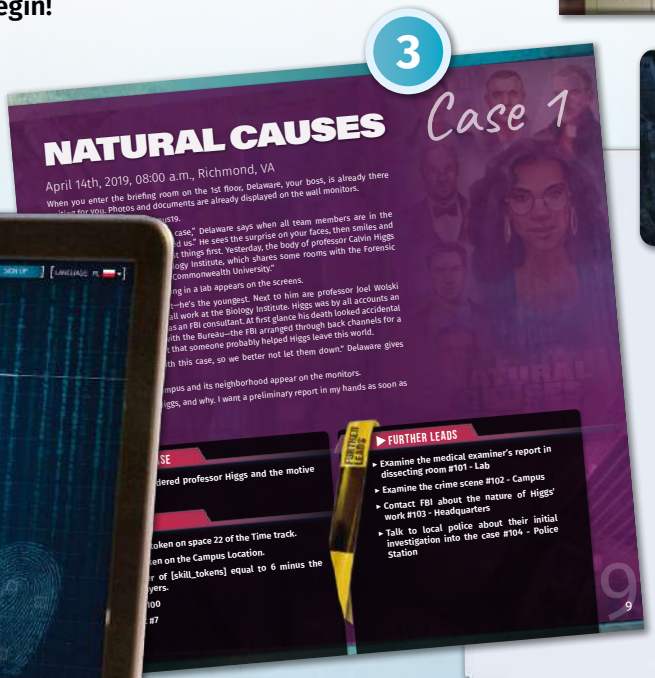
1. Place the game board on the table within reach of all players.
2. Take the appropriate Case deck and place it near the top edge of the game board.
3. Open the Rulebook to the Case Essentials section of the case that you have chosen to solve:
   - ▸ **'Natural Causes'** you will find on page 8
   - ▸ **'Blood, Ink, and Tears'** you will find on page 9
   - ▸ **'Solid Alibi'** you will find on page 11
4. Each player chooses a Character tile.

   Characters do not provide any mechanical changes to the game, so choose the one you feel comfortable with. On the reverse side of the Character tiles are roles which you may roleplay during your gaming experience.
5. Have plenty of note-taking materials nearby.
6. Log into the Database website (antaresdatabase.com) and choose the Case you are playing.
7. The Case Essentials provide further instructions.

▸ **You are now ready to begin!**















OVERVIEW

▸ 3 BASIC CONCEPTS

During a game of Detective, you interact with 3 Basic concepts: CLUES, TIME, and LOCATIONS.

▸ CLUES

Clues that you find will appear in the two following ways:

▸ LEAD CARDS:

Lead cards make up the 23-card deck of each Case. Lead cards represent crime scenes, witnesses, evidence, and other information obtained during the investigation. Each Lead card in the game is identified by a number (e.g. #103).

▸ THE DATABASE:

The Database (antaresdatabase.com) is where you find information stored by the police, the FBI, the military, and federal intelligence agencies. Each Database clue in the game is identified by a @ (e.g. FILE@101)



▸ TIME

Investigations take time. Each Case presents you with a number of hours that you have to solve the Case. You may spend time by following following Leads (*see Lead Card, page 5*) and changing Locations (*see section below*).

Whenever you spend time, you must move the down the time track by the indicated number of hours. When you decide to resolve a Lead card you never know how much time will be spent until you reveal it.

Example: Resolving Lead card #102 requires you to be in THE LAB. Since you are already in THE LAB, you check how many hours it takes to resolve the Lead card. Lead card #002 indicates 2h so you move the from the '14' Hour space (your current position), to the '12' Hour space indicating the 2 hours you have spent.





When the reaches or passes the Recap Hour (5) you must do a Final Brainstorm: each player states what they think the solution is and why they believe it to be true. What evidence do they have? Are they speaking from their gut feelings, or their rational side? Deliberations are a great way for players to gain insight and focus in order to reach their Goal within the final hours of the Investigation.

When the is on Hour space '1' you may choose to resolve one final Lead card—no matter how many hours it takes. Once resolved, move the to the FINAL REPORT space, Your time for investigation is over—proceed to filling the raport.

GAMEPLAY

▸ LOCATIONS

The game board displays the Locations you may travel to when following a Lead. When a Lead directs you to a new Location, you must:

1. Move the to the appropriate Location on the board.
2. Move the **one hour** to represent the time spent traveling.

▸ **IMPORTANT: If the is already in the Lead card's Location, don't move the .**

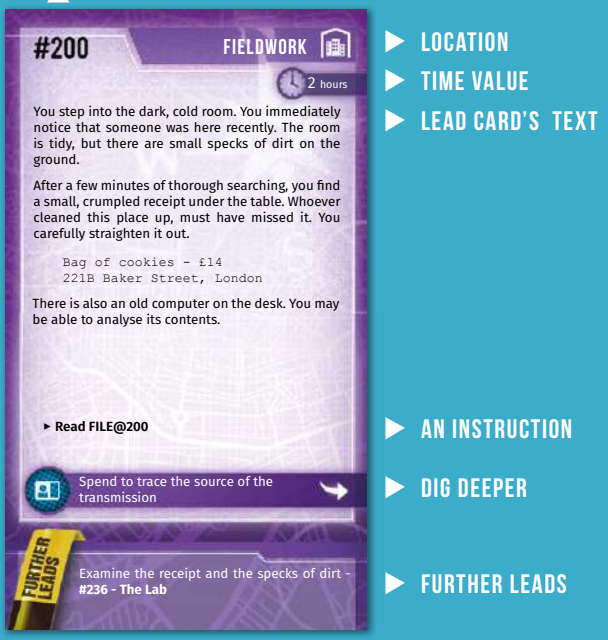
Example: Resolving Lead card #105 requires you to go to the CAMPUS. Since you are currently at THE LAB, you must move the to the CAMPUS and move the by one hour.





You have various actions that you may take while working on the Case. It is of utmost importance to discuss and decide your actions as a team. Remember, some actions require you to spend time by moving the (*as indicated on the list below*).

▸ LEAD CARD'S ANATOMY



▸ THE ACTIONS YOU MAY TAKE ARE:

- ▸ **Follow a Lead**
- ▸ **Dig Deeper**
- ▸ **Browse the Database**
- ▸ **Take the Portrait**
- ▸ **Card and Casebook specific actions**



▸ FOLLOW A LEAD

Throughout the course of the game you are presented with a number of Leads that you may follow—starting with the Case Essentials' FURTHER LEADS and Database entries. Once you choose a Lead card, you must resolve it completely. You may never look at a Lead card to check the time costs prior to choosing to Follow the Lead.

▸ TO FOLLOW A LEAD:

1. Search the Case deck for the Lead card with the appropriate number. Keep the back side of the Lead hidden.
2. Move the and if necessary. (*See Time and Locations above*)
3. Read the card's text aloud to all players.
4. Follow any direct instructions on the Lead card, in the order you encounter them. Instructions are marked by words like Add, Read, Choose, Take, and Gain. (See Instructions)
5. If you encounter an Evidence Signature (SD / SM / SDNA), input it into the Signature section of the Database (*See Signatures on the Database Guide sheet*)
6. Decide whether or not to Dig Deeper, if the option is available. (*See Dig Deeper, page 6*)
7. Write down any Further Leads. (*See Instructions and add them to the available Further Leads pool.*)
8. Place the card to the left of the board if you accessed both sides (*e.g. if you chose to Dig Deeper, or were instructed to flip the card*), or to the right of the board if you have accessed only its front side.

▸ **IMPORTANT: Placing the cards to the right and left of the board is an integral step. It dictates which cards you have full access to. Do this each time you resolve a Lead card.**

FURTHER LEADS

▸ THINGS TO REMEMBER WHILE FOLLOWING A LEAD

- Some clues and instructions require you to spend Skill tokens (on rare occasions you may also gain additional).
- The Further Leads section, located at the bottom of the card, presents Leads that are available to Follow. You must completely resolve the current Lead before Following a new one.
- At the end of the game it is normal—even expected—to have many Leads left unpursued (due to the time limit you won't be able to see all the cards).
- The instructions on a Lead card must be resolved in the order in which they are encountered. If you are instructed to Read a different Lead card, resolve all instructions encountered on the new card before returning to the original card as if it had been paused.
- **IMPORTANT: You must finish resolving the current card before following a new Lead.**

▸ INSTRUCTIONS

- indicates that you may turn the card over and continue reading. Sometimes you may resolve it for free, but in many instances you must spend a to do so.
- READ indicates that you must read a specific Lead card or Database entry. If more than one READ instruction is presented, they must be read in order.
- CHOOSE indicates that you must decide which option to resolve among those presented to you. Once your choice has been resolved, you cannot consult the other options.
- GAIN indicates that you have gained something physical that will help you, place the gained item into your supply.
- ADD SD/SM/SDNA indicates that you must enter the Evidence Signature into the Database.

▸ DIG DEEPER

Some Lead cards are double-sided. Once you have finished resolving a Lead, the Dig Deeper action allows you access to the text, clues, Leads, and other information on the back side of the Lead card. To Dig Deeper, you must sometimes spend a depicted on the Dig Deeper area of the card.

When you have the opportunity to Dig Deeper, you must decide if you want to, and if necessary, spend the to do so. If you decide not to Dig Deeper, you may not choose to come back to it. You have a limited number of to spend, so choose carefully.

Example: You Follow a Lead—the questioning of a suspect. The front side of the card presents the suspect's testimony. It is not very convincing and you are certain that he is hiding something. However, his alibi checks out. You have the option to Dig Deeper, by discarding a , to press the suspect further. You must choose now: are you satisfied with what you've learned, or do you want to Dig Deeper?



When you choose to Dig Deeper, place the card on the left side of the board to indicate that you have access to both sides of the card.

- **IMPORTANT: In rare instances, you might be forced to follow more than one Lead card simultaneously (*e.g. because of the READ keyword*). When this happens you may choose to Dig Deeper on any of Leads after reading them.**
- **IMPORTANT: If the card doesn't have this symbol , or you did not Dig Deeper, place the card on the right side of the game board to remember that you do not have access to the back side of this Lead card.**

▸ BROWSE THE DATABASE

During the game you will be instructed to access documents in the Database by logging into the Antares website, choosing the correct category, and entering the document title. Each document is identified by a category code and a title consisting of a name or number (NAME@, FILE@, QUESTIONING@, OTHER@).

Example: You learn that Robert Boggs is a suspect in the Case. The card says, "Read NAME@RobertBoggs" You must log in to the Database website, choose Personal Files, and then type in "Robert Boggs" in the "Enter full name" field. The website shows you the personal file of Robert Boggs with all the data compiled in the Database from police and other sources.

Example: You learn that Tabitha Rose was at the crime scene. Card #032 says, "Talk with Tabitha Rose. Read QUESTIONING@032." You must log in to the Database website, choose QUESTIONING, then type in 032. The website will show you the transcript of the questioning of Tabitha Rose.

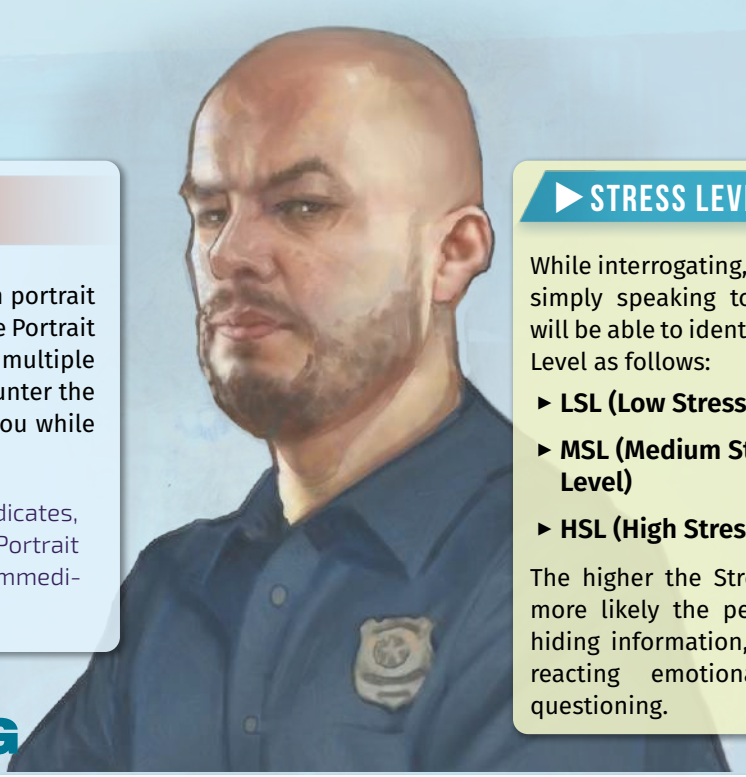
- **IMPORTANT: You may only read Database entries when you are given the entry title. Never search the Database for numbers or names unless specifically instructed to do so by the @ icon.**
- **Accessing the Database never has a time cost.**
- **You may access the Database at any time during the game, and as many times as you want.**
- **Some files on the Database present you with links to other files. When this happens, you may follow the links by clicking on them directly, as long as they are indicated by the [@] icon.**



▶ TAKE THE PORTRAIT

During the game some Lead cards indicate for you to "Gain portrait #x." In this case, take the facedown Portrait deck and find the Portrait with the number indicated by the Lead card. Note that multiple Lead cards may indicate the same number, when you encounter the same Portrait again, ignore this action. The Portraits aid you while organizing your notes during the Investigation.

▶ **Example:** You have chosen to Follow a Lead card that indicates, "Gain Portrait #1" so you take the Portrait deck and find the Portrait with the #1 on the backside of the card. We suggest you to immediately incorporate the Portrait into your mind map.



▶ STRESS LEVEL

While interrogating, or sometimes simply speaking to people, you will be able to identify their Stress Level as follows:

- **LSL (Low Stress Level)**
- **MSL (Medium Stress Level)**
- **HSL (High Stress Level)**

The higher the Stress Level, the more likely the person is lying, hiding information, or otherwise reacting emotionally to the questioning.

GAME END AND SCORING

Each Case grants you a specific amount of time to solve the Case (*e.g. 20 hours*). When the reaches space 5, do not forget the Recap step and to have a Final Brainstorm among your team. When you move the to the space '**FINAL REPORT**' the case immediately ends. At this point, you must log into the Database and choose "Final Report" from the menu. Once there, you complete a virtual report.

As a team, collectively discuss and decide how to answer each question, and remember, the answers are not on specific cards—the answers you provide during your Final Report are deductions that you, as Investigators, have made. Detective is a game of deduction and you take credit for finding solutions!

Each Case has a predetermined point total that you must reach to successfully complete, and win the Case.

- **The main questions, related to the goals of the Case, are worth the most points.**
- **Found evidence gains you points automatically, but less points than the main questions.**
- **Some Cases have additional questions about the background of the Case. These are worth less points.**

It is very difficult to score the maximum number of points for each Case. You will never have enough time to follow every Lead! Do not be disheartened if your score is lower than you expected—the life of a Detective is not easy!

Once you complete your report, the Database automatically calculates your final score, and announces if you successfully completed the Case.

- **If you win, great! Celebrate a job well done!**
- **If you lose, you may either play the Case again or move on to the different Case.**

▶ TO PLAY THE CASE AGAIN

If you wish to refresh a Case that you have finished, the cards can be placed back in order. To do this make sure you have all the cards of the correct Case, indicated by the first digit of each card. Then place them back in order with all the cards marked with a 'B' as the reverse side.

Then choose to reset the Case in the Database. If you choose to do this, all the information you found and progress you made in the Database will be completely removed—use caution when making this decision. Finally, make sure to follow the Case Essentials Setup during the next game!

Example: To refresh the case Natural Causes take all cards that start with #1XX and arrange them with increasing numbering, B-side facing down.



NATURAL CAUSES

Case 1

April 14th, 2019, 08:00 a.m., Richmond, VA

When you enter the briefing room on the 1st floor, Delaware, your boss, is already there waiting for you. Photos and documents are already displayed on the wall monitors.

The file folder's name is Campus19.

"We've caught another unusual case," Delaware says when all team members are in the room. "This time the FBI contacted us." He sees the surprise on your faces, then smiles and nods. "Interesting, right? But, first things first. Yesterday, the body of professor Calvin Higgs was found in his lab at the Biology Institute, which shares some rooms with the Forensic Science Department of Virginia Commonwealth University."

A photo of three scientists posing in a lab appears on the screens.

"Higgs is the one on the right—he's the youngest. Next to him are professor Joel Wolski and professor Zellinger. They all work at the Biology Institute. Higgs was by all accounts an outstanding scientist, as well as an FBI consultant. At first glance his death looked accidental but—due to his association with the Bureau—the FBI arranged through back channels for a detailed autopsy. It turns out that someone probably helped Higgs leave this world.

The Bureau entrusted us with this case, so we better not let them down." Delaware gives everyone a stern look.

Photos of the university campus and its neighborhood appear on the monitors.

"Find out who murdered Higgs, and why. I want a preliminary report in my hands as soon as possible. Good luck!"

GOAL OF THE CASE

- **Find out who murdered professor Higgs and the motive for the crime.**

CASE SETUP

- **Place the on space 22 of the Time track.**
- **Place the on the Campus Location.**
- **Gain a number of equal to 6 minus the number of players.**
- **Take the Portraits deck marked I and put it face down next to the board.**
- **Read FILES@100**
- **Gain portrait #7**

FURTHER LEADS

- **Examine the medical examiner's report in dissecting room #101 - Lab**
- **Examine the crime scene #102 - Campus**
- **Contact FBI about the nature of Higgs' work #103 - Headquarters**
- **Talk to local police about their initial investigation into the case #104 - Police Station**

BLOOD, INK, AND TEARS

Case 2

October 11th, 2019. Somewhere in Great Britain

The walls of the venerable residence creak with every strong gust of wind.

Initially, an official dinner in this antique mansion seemed promising, but the social atmosphere is so stifling you would rather be anywhere else. You've already managed to use the wrong cutlery at least three times, and nearly spilled your wine on the snow-white tablecloth.

You wouldn't be here if your boss had been able to attend. Unfortunately, your host has deemed you a worthy substitute. Ben Hampton was a good friend of the former Chief Constable of your police force. Since the latter's death, he has invited a representative of the force to one of his parties every year. It would have been a shame to miss a year, even if it meant a several hour drive for you to get there.

The manor house is completely isolated, surrounded by dense forests and swampland. If that weren't enough, the raging storm has closed the roads leading away from the estate, so no guests can leave before morning. At least there's free food.

After a countless number of courses and desserts, the household staff informs you that it's time for the highlight of the evening. You're escorted to the study where Ben Hampton, a passionate historian, is preparing to read from a selection of old family documents.

How wonderful.

Hampton is a man in his seventies, but he still enjoys good health and appears to be the most lively person in the room. When he stands up, all conversations cease. He removes a key from his pocket, leaves for a few minutes, then comes back holding a large, time-worn envelope. He raises it so that all gathered may see.

"We gather here, as we do every year, on the anniversary of my father's death, who—like his father before him—wanted the history of our family to be remembered," he says, pausing briefly to allow the wan applause to die off. "Let us therefore remember the glory days of this old manor."

Some guests yawn furtively. Your boss warned you that this evening would not be entertaining. Every year, Ben Hampton presents historic family documents from his archives, which are of no interest to anyone but himself.

Hampton stands next to the fireplace, pours wine into an antique chalice, puts it on a small table next to the armchair, and carefully opens the old envelope. He touches the title page, entranced by the occasion.

"Deed of ownership from the year 1834, written by Albert Hampton." He licks his finger and turns the page. Conservator Loreen Doomstick, a woman in her forties, makes a sound just short of a gasp, seeing such careless handling of an historical artifact. "Ahem. In the name of...," he says, loosening the collar of his shirt. "Cough. Cough. Please excuse me. In the name...Cough. Cough..."

The documents slip from his hands and fall slowly to the expensive Persian rug.

"Good heavens, Ben!" cries Beatrice Hampton, his wife, as she rushes towards him.

Hampton falls heavily to the floor, clearly suffocating, his bulging, unseeing eyes staring up toward the ceiling.

The butler rushes to the phone to call an ambulance. A man you know to be the head of Hampton's personal security detail appears at the door, looking as if he had just awoken from a nap.

Ben's son, John Hampton, seems to be the only person in the room who hasn't lost their composure. Loreen Doomstick, the only person besides yourself who isn't part of the household, sits motionless, her hand covering her mouth.

"They...indeed...they are...cursed..." Ben splutters, clutching the envelope in his hand.

"Ben, this is hardly the time for humour!" cries Beatrice, shaking his arm.

You try to provide emergency assistance to your host, but everything happens so quickly that, before you are out of your chair, Hampton coughs a final time and slumps over.

There is a moment of stony silence, broken only by Beatrice's quiet sobs. Everyone is frozen in shock, staring at Ben's dead body, hoping that this dramatic display is simply a joke in poor taste to enliven the evening.

Finally, Beatrice's sister Angelina speaks. "It's not possible...," she says, her voice trembling. "Don't touch the documents! Or his hands!"

"Angelina's right," John says. "Curse or no curse, it would be better not to get too close to those papers." He kicks the documents away from his father's body. A few pages end up in the lit fireplace.

You and Mrs. Doomstick back out to the corridor. You want to give the family their privacy. But before you leave, you put on a latex glove and retrieve the library key from Ben Hampton's pocket.

It seems that your short holiday is over. You try to use your phone, but you're unable to get a signal. You sigh and take your notebook out of your pocket. Your instinct and common sense suggest to you that something is terribly wrong here. Did someone want Ben Hampton dead? And if so, why?

▶ GOAL OF THE CASE

- **Determine whether Ben Hampton was murdered, and if so by whom, and what was the motive.**

▶ SPECIAL RULES

- **This Case takes place in an English manor house, and you will not be moving between Locations. Moreover, each card takes exactly one hour to resolve.**

▶ CASE SETUP

- **Place the on space 14 of the Time track**
- **You will not be using any for this Case.**
- **Take the Portraits deck marked II and put it face down next to the board.**
- **Since this Case has no Locations, the will not be used.**
- **Read FILES@200**
- **Gain portrait #10**

FURTHER LEADS

▶ FURTHER LEADS

- **Talk to Ben's family – #104**
- **Talk to the staff and guests – #108**
- **Talk to the Chief of Security – #111**

SOLID ALIBI

Case 3

May 13th, 2020, 09:30 a.m., Boston, MA



You arrive at the station, step into your office, and see the stack of files on your desk.

"You're finally here." You turn to see your boss Delaware, standing at the door. "Was there a line at the coffee shop, or what?"

You can sense that he's obviously in a bad mood. He doesn't wait for your explanations and immediately gets down to business.

"The victim is Robert Parkson, 45. He was found last night by one of the employees at the motel. As far as I know, he was shot twice in the chest from a short distance. Our forensics have been on the crime scene since midnight. The body has been transported to the morgue for examination. I've already received a call from the lab—hey managed to secure a lot of material. There weren't many guests at the motel. It's not the most popular neighbourhood..."

He's interrupted by a female police officer who enters and hands you even more papers.

"Unfortunately, the evidence suggests that this case might have something to do with mob activity in the city," she says. "I had a call from the lab, there's a good chunk of evidence secured at the crime scene."

"And some idiot already published an article on the local news blog, so the entire city's already talking about it," adds Delaware.

"The idiot is David Howe. If it wasn't for the mafia, the guy wouldn't have any source of income. For years he's been writing a blog about the city's underworld."

"We need to close the case as soon as possible, and find out what's going on, before the media declares we have a full blown mafia war here...," says Delaware, scratching his head. "The case is yours. Bring me a report within the next 24 hours."

GOAL OF THE CASE

- **Find out the circumstances of Robert Parkson's death—the murderer and the motive**

CASE SETUP

- **Place the on the 24 space of the Time track.**
- **Place the on the Police Station Location.**
- **Gain a number of equal to 6 minus the number of players.**
- **Take the Portraits deck marked III and put it face down next to the board.**
- **Read FILES@300**
- **Gain portrait #22**

FURTHER LEADS

FURTHER LEADS

- **Autopsy report and technicians' report from the crime scene #307 - Laboratory**
- **Talk with David Howe about his article #320 - Fieldwork**
- **Go to the crime scene #315 - Fieldwork**

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CREDITS

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BOARD GAMES THAT TELL STORIES

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