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CASEFILE  
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CURIOUS?



3-4 PLAYERS  
AGES 12+

# CASEFILE™

## TRUTH & DECEPTION™

### GAME

# INSTRUCTIONS

#### CONTENTS

- 1 Casefile Gameboard
- 4 Case Trackers
- 4 Dry-Erase Markers
- 44 Cards
- 1 Deception Die
- 1 Confidential Folder

*This game is a work of fiction and is not based on any real life events, locations, or people.*

#### INTRODUCTION

Wealthy businessman Casey Parker has been found murdered in Centennial Park on the outskirts of town. The thirty-five-year-old was a successful partner at his law firm, but he wasn't known for his ethics... over the years he's been accused of various corrupt dealings and misdeeds by the townspeople.

Despite his reputation, his mother loved him very much, and she's hired several private detectives to look into his death because she doesn't trust the local police to take his case seriously. It's up to you to find out who murdered him, how they did it, where they did it, and why they killed him. But you're not the only detective on the case, so you'll have to choose your strategy.

Will you work with the others, or go the solo route, as you try to be the first detective to solve the crime? Only time will tell!

#### OBJECT OF THE GAME

Be the first detective to solve the case by naming the correct suspect, weapon, motive, and location.

#### SET UP

Place the gameboard in the center of the play area, and give each detective a **case tracker** and dry-erase marker.

## SET UP CONTINUED

There are 5 types of cards in the game, indicated by an icon on the top-right corner of the card:



Suspect



Weapon



Motive



Location



False Evidence



Point value

Icon

Suspects, locations, weapons, and motives are **evidence** cards, and all other cards are **false evidence** cards.

Separate the cards into 5 stacks (suspect, weapon, motive, location, and false evidence). Place the **false evidence** cards to the side, then shuffle each stack of evidence cards separately, keeping them facedown. Draw one card from each **evidence** stack, keeping them hidden. Place those 4 **evidence cards** inside the **confidential folder**, then close it and set it next to the gameboard. This is the solution to the case you're trying to solve.

Shuffle all remaining cards together, including **false evidence**, into one deck. Deal 5 cards to each detective, and place the remainder on the board in the "draw" section on the gameboard, facedown.

## PLAYING THE GAME

The youngest player is the **primary detective** for the first round and takes the **deception die**. The die is placed in front of them during their turn to indicate that they are the **primary detective** for that round.

All detectives begin by reviewing the cards in their hand. Any **evidence** they are holding should be located on their **case tracker** and checked off with the dry-erase marker. This indicates that the detective has seen this **evidence**, therefore it cannot be what's in the **confidential folder**.

SUSPECTS	WEAPONS	MOTIVE
HER-ON-LAW <input type="checkbox"/>	BARE HANDS <input checked="" type="checkbox"/>	BITCOIN SCANDAL <input type="checkbox"/>
PIPER <input type="checkbox"/>	HEAVY CRYSTAL BALL <input checked="" type="checkbox"/>	COMPETITIVE RIVALRY <input type="checkbox"/>
VOYANT <input checked="" type="checkbox"/>	CYANIDE COFFEE <input type="checkbox"/>	FAILED POLYGRAPH <input type="checkbox"/>

**TIP:** it is important to note who the **primary detective** is with the **deception die** as evidence card trades are made only between the **primary detective** and detectives willing to trade on that turn.

## ASKING FOR INFORMATION

The **primary detective** must review their **case tracker** and ask aloud to make a trade for information on any 3 pieces of **evidence**. They can be any combination of types of **evidence**, such as: 3 locations, 1 weapon + 1 suspect + 1 motive, 2 motives + 1 location, etc. The goal of the **primary detective** is to try and eliminate more **evidence** on their **case tracker** to solve the case; however, it can be strategic to ask about **evidence** that they've already seen, to throw off the other detectives and make them think certain **evidence** could be in the **confidential folder**. Be careful, though — if the other detectives figure out that you're lying, you won't be trusted!

**Example:** Does anyone have any evidence on the library, the tattoo artist, or the revolver?

## OFFERING A TRADE

After the **primary detective** makes their request, all detectives may make an offer if they hold any of the specific **evidence** that the **primary detective** requested, or if they want to bluff and offer any **false evidence** they are holding. Detectives may offer 1, 2, or 3 cards. The offer can be any combination of **evidence** and **false evidence**. However, if the detective wants to make an offer, they will call out the **sum** of all point values on those cards. **Detectives must not reveal which cards they are offering** — they may only offer the point value without providing any other information.





**NOTE:** A detective does not have to offer a trade even if they can! They can share a **false evidence card**, or re-share an **evidence card** that has already been revealed!

swapping cards with that detective that are equal in point value. The quantity of cards does not matter, as long as the point values are equal. (For example, the detective may offer 2 cards equaling 5 points, and the **primary detective** may swap them for 3 cards equaling 5 points.) The **primary detective** can accept or reject any number of offers — don't have to agree to any offers at all if they choose not to!

After any trades are complete, all detectives should mark any new **evidence** received on their **case trackers**.

If no detectives offer to trade evidence, the **primary detective** can discard 1 evidence card facedown and draw 1 new evidence card.

## FALSE EVIDENCE AND BONUS ACTIONS

**False evidence** cards can be offered to the **primary detective** instead of an evidence card. Red Herrings are useless to the recipient aside from trading (the deception begins!). However, other **false evidence** cards include a bonus action, written in the center of the card.







When **false evidence** card has a **bonus action**, it can be played instead of traded by showing the card to all players and then discarding it in the "discard" section of the gameboard, facedown. Some can be played during your turn, some take the place of your turn, and others can be played at any time. Each card's rules are described on the bottom of the card. The **primary detective** can only play 1 **bonus action** during their turn.

## DECEPTION DIE

After all trades have been made, the round is over, and it's time for the **primary detective** to roll the **deception die**. They might have to reveal a piece of **evidence** from their hand to the entire group by showing the card and checking it off on the gameboard, or they might escape the round without having to reveal anything — it all depends on luck!



All detectives should mark any **evidence** revealed in their **case trackers**.

-  If you roll the suspect symbol, you must reveal 1 piece of **suspect evidence** from your hand and mark it on the gameboard.
-  If you roll the weapon symbol, you must reveal 1 piece of **weapon evidence** from your hand and mark it on the gameboard.
-  If you roll the motive symbol, you must reveal 1 piece of **motive evidence** from your hand and mark it on the gameboard.
-  If you roll the location symbol, you must reveal 1 piece of **location evidence** from your hand and mark it on the gameboard.
-  The right to remain silent. You **do not** have to reveal any evidence.
-  If you roll a star, you must reveal 1 piece of evidence of **any type** from your hand and mark it on the gameboard.

**NOTE:** *False evidence* cards cannot be played during the **deception die** roll phase. Detectives can also reveal *evidence* that is already marked on the gameboard.

If the **detective die** lands on a specific type of **evidence** to reveal and the **primary detective** does not have a card of that type in their hand, they must reveal **2 evidence** cards of any type to the other detectives. Cards must be physically shown to the other detectives before they are marked off on the gameboard. Cards are then placed facedown on the discard pile.

## DISCARD/DRAW

After the **primary detective** finishes rolling the **detective die** and revealing any **evidence**, all detectives can now reset their hands and finish the round.

- If you have **exactly 5** cards, discard 1 card and draw 1 card.
- If you have **less than 5** cards, draw until you have 5 in your hand without discarding.
- If you have **more than 5** cards, discard until you have 5 in your hand without drawing.

Discard all cards facedown in the "discard" section on the gameboard. If the draw deck depletes, reshuffle the discarded cards to form a new draw deck. When a detective draws or receives a new piece of **evidence**, they should mark it on their **case tracker**.

Finally, the **deception die** passes to the left, identifying the new **primary detective** for the next round, and a new round begins. Play continues passing to the left until a **primary detective** attempts to solve the case.

## WINNING THE GAME

At the beginning of any **primary detective's** turn, they can attempt to solve the case. First, they must circle the suspect, weapon, motive, and location on their **case tracker**, and announce their prediction to the other detectives. Then, they must open the **confidential folder** and look at the **evidence** cards (without letting other detectives see).

- If they are **correct**, they win! The detective reveals the cards to the other detectives and the game is over.
- If they are **incorrect**, the detective tells the group they were wrong but **does not** explain what part of their prediction was incorrect. That detective is now out of the game and must close the **confidential folder**, placing it back on the **gameboard** and discarding all of their cards.

Gameplay continues passing to the left until another **primary detective** is ready to solve the case.

If all players' attempts are incorrect, the murder remains unsolved. Remove all **evidence** cards out of the **confidential folder** to reveal the who, what, where and why of this crime!



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Warning. Not suitable for children under three years. Small parts. Choking hazard.

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