

SHERLOCK 13

Sherlock Holmes, John Watson, James Moriarty, Irene Adler... Famous characters became suspects of a serious case. One of them is obvious criminal! Who can find the criminal first?



13 Suspect cards
4 Screens
1 book of clue sheets

HOW TO PLAY

Choose the first player. He shuffles the 13 character cards, takes 1 card randomly and places it face down on the table without seeing or revealing it. The character of this card is the Criminal!

Deal 12 remaining character cards equally to all players: 4 cards for 3 players and 3 cards for 4 players (for 2 players rules see further). Also each player receives a screen and a clue sheet. Use the screen to hide notes from other players.

Before beginning the game, each player summarizes icons of their cards on clue sheet.



The game goes clockwise from the first player. Each player collects informations through investigations to find who the criminal is. There are 2 ways to investigate (①, ②). After an investigation, next player takes his turn. Also player can accuse the criminal (③).

Note! On his turn, player does only 1 action! (①, ② or ③)

- ① **INVESTIGATION 1:** Choose an icon and ask other players who have this icon. The players with this icon **MUST** raise their hand. The player who asked the question doesn't raise his hand. **Note! The players don't mention the number of that icon they have!**
- ② **INVESTIGATION 2:** Choose another player and ask how many a specific icon that player has. The player who was asked **MUST** tell the exact number of that icon he has.
- ③ **ACCUSATION:** Claim the name of the character card you think as the criminal, then look secretly at the criminal card on the table. Only accusing player can see the criminal card. If he is correct, reveal the criminal card and he becomes the winner. If he is incorrect, secretly return the criminal card face down. Then skip all his turns in remaining game but he **MUST** answer to other player's questions. After failure in accusation, next player takes his turn.

When a player succeeds in accusation, he becomes the winner and game ends.

OR when all players except one fail in accusation, remaining player is the winner and game ends.

HOW TO USE CLUE SHEET

The clue sheet is divided in two parts. Upper part shows kind and number of icons. Players can write the name of players and their number of icons on this part. Below part shows the icons that each character has. Also players can check the assumption that who has what character on this part.

You can use clue sheet as you want. Here is a suggestion.

Players	5	5	5	5	4	3	3	3
Jade	1	0	2	1	1	1	0	1
Minju		1	V	V	2	V	1	?
Yang		?	V	?	V	1		V
Lyn		V	?	0	V	?		0

	SEBASTIAN MORAN	세바스찬 모란	V		SHERLOCK HOLMES	셜록 홈즈	
	IRENE ADLER	아이린 애들러			JOHN H. WATSON	존 왓슨	
	INSPECTOR G. LESTRADE	레스트라데트 경감	X		MYCROFT HOLMES	마이크로프트 홈즈	X
	INSPECTOR GREGGSON	그레곤 경감	V		MRS. HUDSON	허드슨 부인	V
	INSPECTOR BAYNES	비엔즈 경감			MARY MORSTAN	메리 모스탄	Yang
	INSPECTOR BRADSTREET	브라스트리트 경감			JAMES MORIARTY	제임스 모리아티	
	INSPECTOR HOPKINS	홉킨스 경감					

The player who asks a question, The player who raises her hand, Number of icon in question, deducted character can be checked on clue sheet.

RULES FOR 2 PLAYERS

The rules are same with 3, 4 players. There are some exceptions:

1. In preparation, place 3 cards face down (instead of 1) on the table in a row. The card in the middle is the criminal.
2. ① Investigation 1 is changed: Choose one of the two cards beside the criminal. Exchange that card with a card from your hand. Place a card from your hand **FACE UP**.
3. If both cards beside the criminal are revealed (by anyone), no one can do the investigation 1 anymore.

RULES FOR EXPERTS

With this variation, investigation will be more difficult.

1. When players receive their cards in the beginning, decide the order of cards from the first to the last. When a player needs to answer, he does not consider the icons of the last card. **Note! Don't confuse with the clue sheet. Only mind the cards IN HAND!**
Example: When you are asked to raise hand for 'Light Bulb', if your last card is the only one with 'Light Bulb', you do not raise your hand. If you are asked number of 'Skull' while holding 3 cards with 'Skulls' and one of them is the last card, you answer you have 2 'Skulls'.
2. At the start of his turn, the player sends the first card to the last position. Even if his turn is skipped due to false accusation, he must do this in every skipped turn.
* In 2 players game, when doing Investigation 1, place the card taken in the position of the card exchanged.

CREDITS

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