

Suspicion by Dr. Wictz
7/26/2016
For 5 to 7 players

Version: 2.1.1

Player with the most incriminating evidence on them will be arrested for the murder unless all but one player agrees to testify against a different player. The murderer wins if the police fail to arrest them at the end of the game. An Innocent player wins if the murder is arrested and they are not arrested.

Components:

43 Cards Comprising:

5 Innocent Cards & 1 Murderer Card & 1 Fall Guy Card (with same back)

7 Weapon Cards (with same back as Garbage Cards)

18 Garbage Cards

-3 Garbage Card color of player 1

-3 Garbage Card color of player 2

-3 Garbage Card color of player 3

-3 Garbage Card color of player 4

-3 Garbage Card color of player 5

-3 Garbage Card color of player 6

-3 Garbage Card color of player 7

7 Player Cards

3 Dig cards

3 Shirk Cards

Setup:

Deal each player 1 weapon card, their player card, and their corresponding 3 Garbage Cards

Create a deck with 1 guilty card, 1 Fall guy card, and enough innocent cards to equal the total number of players in the game. Shuffle deck and deal face down to the players.

Players look at their Innocent/Guilty/Fall Guy cards without revealing the cards to any other player.

Players then form a dumpster deck:

- If a player is innocent or the fall guy they lay face down their 3 garbage cards, keeping their weapon card face down in front of them under their role card.

- If a player is guilty they lay face down 2 garbage cards and their weapon card, keeping a garbage card face down in front of them under their role card.

The cards are shuffled together.

Gameplay:

The person left of the dealer starts the game. Turns will proceed clockwise.

At the the start of a player's turn the player is the team leader and selects two other players to join the search team to dig for evidence in the dumpster. Each player is than dealt a a shirk and dig search card.

Each player in the search team chooses to dig or shirk by placing their choice face down in front of the team leader. They place their unused search cards face down in the middle of the table. Both piles are shuffled. The cards in front of the team leader are revealed one at a time. Every time the team leader flips over a dig card from the pile in front of them, one card from the dumpster is revealed. After the pile in front of the team leader is exhausted, the person to the team leader's left becomes team leader.

End Game:

When every player has been team leader once, players discuss who they think is guilty and then take a single vote on who they will testify against. If at least all but one player votes to testify against a player then that player will be arrested by the police (e.g. 5 players vote to testify against the green player in a 6 player game). To vote, have players close their eyes and then on the county of three point to who they think is guilty. If players testimony(vote) fails to send a player to jail then the Fall Guy will be arrested by the police.

If an Innocent player is arrested, the murder wins and all other players lose.

If the Fall Guy is arrested, the Fall Guy and the Murderer win and all other players lose.

If the Murderer is arrested, the Murder and the Fall Guy loses and all the innocent players win.

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Version: 2.2

Player with the most incriminating evidence on them will be arrested for the murder unless all but one player agrees to testify against a different player. The murderer wins if the police fail to arrest them at the end of the game. An Innocent player wins if the murderer is arrested and they are not arrested.

Components:

43 Cards Comprising:

5 Innocent Cards & 1 Murderer Card & 1 Fall Guy Card (with same back)

7 Weapon Cards (with same back as Garbage Cards)

18 Garbage Cards

-3 Garbage Card color of player 1

-3 Garbage Card color of player 2

-3 Garbage Card color of player 3

-3 Garbage Card color of player 4

-3 Garbage Card color of player 5

-3 Garbage Card color of player 6

-3 Garbage Card color of player 7

7 Player Cards

3 Dig cards

3 Shirk Cards

Setup:

Deal each player 1 weapon card, their player card, and their corresponding 3 Garbage Cards

Create a deck with 1 guilty card, 1 Fall guy card, and enough innocent cards to equal the total number of players in the game. Shuffle deck and deal face down to the players.

Players look at their Innocent/Guilty/Fall Guy cards without revealing the cards to any other player.

Players then form a dumpster deck:

- If a player is innocent or the fall guy they lay face down their 3 garbage cards, keeping their weapon card face down in front of them under their role card.

- If a player is guilty they lay face down 2 garbage cards and their weapon card, keeping a garbage card face down in front of them under their role card.

The cards are shuffled together.

Gameplay:

The person left of the dealer starts the game. Turns will proceed clockwise.

At the the start of a player's turn the player is the team leader and selects two other players to join the search team to dig for evidence in the dumpster. Each player is than dealt a a shirk and dig search card.

Each player in the search team chooses to dig or shirk by placing their choice face down in front of the team leader. They place their unused search cards face down in the middle of the table. Both piles are shuffled. The cards in front of the team leader are revealed all at once. What happens depends on the number of Dig cards revealed.

3 Dig cards = The Team leader takes three cards form the Dumpster Deck into their hand.

2 Dig cards = The team leader takes one card from the Dumpster Deck into their hand, and one card is revealed face up in the middle of the table.

1 Dig card = One card is revealed from the Dumpster Deck face up into the middle of the table.

0 Dig cards = No cards are revealed.

Card in players hands can never be revealed to other players, but may be talked about.

After the Dig cards have been resolved, the person to the team leader's left becomes team leader.

End Game:

When every player has been team leader once, players discuss who they think is guilty and then take a single vote on who they will testify against. If at least all but one player votes to testify against a player then that player will be arrested by the police (e.g. 5 players vote to testify against the green player in a 6 player game). To vote, have players close their eyes and then on the county of three point to who they think is guilty. If players testimony(vote) fails to send a player to jail then the Fall Guy will be arrested by the police.

If an Innocent player is arrested, the murder wins and all other players lose.

If the Fall Guy is arrested, the Fall Guy and the Murderer win and all other players lose.

If the Murderer is arrested, the Murder and the Fall Guy loses and all the innocent players win.