

VARIATION : ACCUSATORY ALIBIS!

Beware! When two alibis repeat themselves, it's no doubt the culprit's sneaky way of averting suspicion! However, you are more cunning than it's... To play this variation of the game, the set-up and gameplay rules are strictly the same, except that if the same Alibi card appears twice then this clue reveals the **culprit or culprits!**

All the other Alibi cards are then ignored and players must put their fingers on all the Suspects whose cards contain the alibi which appeared twice as quickly as possible, in order to win these cards (Each player cannot touch more than two cards.) The successful players put these cards in front of them to keep note of their point score. Although several culprits will have been identified in this way, it's the player who put down the last Alibi card of this round who plays the first card of the following round. If no Suspect matches with the clue that appears twice, then Moriarty is the culprit! The first player who puts their hand on Moriarty in the centre of the table wins the first card on the central pile.

The game ends immediately when the last card from the Suspects pile is turned over. The player who has won the most Suspect cards wins the game.

© 2019 Blue Orange Editions. Sherlock Express and Blue Orange are trademarks of Blue Orange Editions, France. Made in China. Designed in France.
www.blueorangegames.eu



SHERLOCK EXPRESS



Henri Kermarrec
Bénédicte Ammar

blue orange
Hot Games Cool Planet

INTRODUCTION

Help Sherlock unmask culprits and cunningly use clues to find the accomplice of Moriarty, his sworn enemy! If no one is guilty, capture Moriarty himself. Everyone is a suspect ... Until proven innocent!

CONTENTS

- 27 Suspect cards
- 36 Alibi cards



OBJECTIVE

Observe all the suspects, examine the alibis and use your deductive skills to expose the real culprit.

SET UP

- Shuffle the Alibi cards and then distribute them equally amongst the players. Players arrange these in a pile in front of them, face down.
- Next, place the stack of Suspect cards face down in the centre of the table.
- Turn over 6 Suspect cards and place them down around the original stack.



The last player to have seen a detective movie is chosen to be the first player. The game can start.

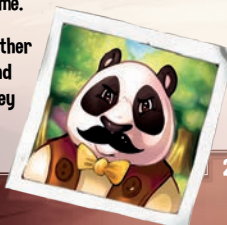
HOW TO PLAY

Starting with the first player and moving clockwise in turns, each player flips over the first Alibi card of their pile and places it in front of them, face-up, so other players can see it. Each player places their card in a line next to those already flipped so that all the Alibis are visible.

The Alibi cards can show either a place, an animal or an accessory. Each Alibi card turned face-up will prove the innocence of one or several suspects as the card provides their alibi.

When turning over the card on their pile, players announce the alibi which will prove the innocence of one of the suspects. All the players must then look at all the cards already turned over in order to deduce who is responsible for the crime.

Note : If an Alibi card is turned over which is identical to another Alibi card which has already been flipped, nothing happens and the game continues: it becomes the next player's turn and they can turn over their card.



2

For example :

The players have turned over the 3 following Alibi cards, one after another: a tiger, a library and a top hat. Therefore, the culprit is neither a tiger, nor were they in the library, and they don't wear a top hat. The list of suspects shrinks.



In order to identify a culprit, a player has to be the first to place their hand on the culprit's Suspect card. If several players identify the same culprit then the first to have placed their hand on the card keeps it as a point.

IMPORTANT! There can only be one culprit! If the 6 suspects shown on the table are proven innocent by one or several alibis then players must catch Moriarty himself by placing their hand on the pile of Suspect cards in the centre of the table.



Players verify that the accusation is accurate by double-checking the Alibi cards:

- If the player is right, they take the Suspect card, or, if they have accused Moriarty, the first card on the pile of Suspect cards. They keep this card next to them.
- If the player is wrong, they are eliminated from the round being played and the other players continue to search for the culprit without them.

Once the culprit has been found, a new Suspect card is put down to replace it so that there are always 6 suspects visible in the centre of the table. Each player takes their Alibi cards back then shuffles them and arranges them in a pile, face-down, in front of them. A new round can start. The last player to have won the Suspect card is the first to turn over a new Alibi card.

END OF GAME

The first player to win 5 Suspect cards is the winner.



3