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5-15M

14+

No-Bluff

from the creators of

CRYPTIC KILLERS

With the Chief Detective now retired, their position is up for grabs. The first Detective to gather enough evidence to arrest their suspect will be offered the job. Like the original game, but without the bluffing...

1 SETUP:

Separate the black evidence cards from the white suspect cards and shuffle both decks.

Deal 3 evidence cards and 1 suspect card to each player.

Lay your suspect card face-up in front of you, ensuring there's enough space on the left, right, and below the card to add evidence cards later.

Keep your 3 evidence cards concealed in your hand.

Place the remaining deck of evidence cards in the center of the table, leaving enough space for a discard pile next to it.

Example setup for 3 players:



www.suspiciongame.com

www.cryptickillers.com

Instagram: @cryptic_killers

Facebook: @cryptickillers

TikTok: @CrypticKillersOfficial

PLAYER 01

Suspect card



Evidence Card

Evidence Card



Evidence Card



3-card hand

PLAYER 02

Suspect card



Evidence Card



Evidence Card



3-card hand

PLAYER 03

Suspect card



Evidence Card

Evidence Card



Evidence Card



3-card hand

2 SUSPECT CARD COLORS:



Suspect cards feature three different colors/icons. If your suspect card displays green, blue, and red, your objective is to lay a matching evidence card for these colors face-up next to its corresponding color on your suspect card, as shown below.



Suspect card



Evidence Card



3 GAME PLAY:

Starting Your Turn:

- The player to the dealer's left goes first.
- On your turn, you can do one of the following:
 - Play one matching evidence card from your hand (place it face-up next to the same color on your suspect card).
 - Discard an unwanted card from your hand into the discard pile.
 - Play a special card from your hand (explained later).
- After playing or discarding a card, draw a new card so that you always have 3 cards in hand.
- It's now the next player's turn.

Countering Evidence:

- Some evidence cards have a counter symbol (double arrows in the top left corner):



- These can be used to "jump in" and force a rival detective to discard an evidence card they've just placed next to their suspect. Jumping in with a counter card is only allowed if done before the next player has started taking their turn.
- To use a counter card, the color of the counter card must match the color of the evidence card being placed.

- Example: If someone places a red evidence card, you can counter it with a red counter card, forcing them to discard their red evidence card.
- If a counter is played, both the original evidence card and the counter card are discarded, and both players must draw new cards to have 3 in hand.
- If multiple players try to counter, only the first counter is accepted. Others return their counter cards to their hand.
- The player who placed the original face-up evidence card can counter a counter if they have a counter card of the same color. When this happens, both counter cards are discarded, and the original evidence card

remains in place. This evidence card can no longer be countered. Players can only counter a counter before replenishing their hand, not after.

- Even when a player jumps in with a counter card, play still proceeds with the player to the left of the one who just took their turn.

Special Cards:

There are 4 types of special cards:

- Burn:** Select a player and force them to discard all of their face-up evidence cards. The targeted player can counter the burn card by immediately playing a burn card if they have one.

- Tamper:** Select a player and force them to discard one of their face-up evidence cards of your choice. The targeted player can counter the tamper card by immediately playing a tamper card if they have one.

- Block:** Serve this card to any one of your rivals. The chosen player is now blocked, and must play this card into the discard pile as their next turn. While blocked, they cannot do anything, and the block is deactivated as soon as the card is discarded. The targeted player can counter the block card by immediately playing a block card if they have one. Blocks cannot be stacked.

- Wild Card:** Acts as any evidence color of your choice, but cannot be used to counter anything (including other wild cards). Declare your chosen color when playing the wild card - It remains this color until it is burnt or its color is changed. You can use a turn to change the color of a wildcard. For example, if it's blue, you can move it to the red side of your suspect card, but this allows rivals to counter it using a red counter card.

- When a special card is countered, both of the special cards are discarded, unless the counter is countered, in which case both counter cards are discarded, and the original special card remains in place. The current turn then ends and play moves to the next player.

Winning the Game:

- The first player to match all 3 evidence cards to their suspect arrests them and wins the game.