



5-15M

14+

# SUSPICION

## Criminal Edition

from the creators of

**CRYPTIC KILLERS**

Following the recent bank robbery, you and six others now top the local area's most wanted list. With minimal evidence left behind at the scene, one of you might escape arrest. In a bid for freedom, you and your accomplices have started turning against each other, each trying to shift the blame onto everyone else. You win if you are the last suspect standing.



### 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](http://www.suspiciongame.com)  
[www.cryptickillers.com](http://www.cryptickillers.com)  
 Instagram: @cryptic\_killers  
 Facebook: @cryptickillers  
 TikTok: @CrypticKillersOfficial

### PLAYER 01

Suspect card



Evidence Card



Evidence Card



3-card hand

### PLAYER 02

Suspect card



Evidence Card



3-card hand

### PLAYER 03

Suspect 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 opponents' objective is to lay a matching evidence card for two of these colors face up next to its corresponding color on your suspect card, as shown below. There are different rules for the third card they lay (we'll explain that in a moment)!



Suspect 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 an opponents 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 unless you have played an evidence card that has immediately been countered.

#### 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 your suspect.
- 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 the red evidence card.
  - If a counter is played, both the evidence and counter cards are discarded, and both players must draw new cards to have 3 in 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:

**1. Burn:** Discard all of the face-up evidence cards next to your suspect. Other players can counter the burn card by immediately placing a burn card on top of your burn card if they have one.

**2. Tamper:** Discard one of your face-up evidence cards. Other players can counter the tamper card by immediately placing a tamper card on top of your tamper card if they have one.

**3. 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.

**4. Wild Card:** Acts as any evidence color of your choice, but cannot be used to counter anything (including other wild cards). Declare the color when playing a wild card, and it stays that color for the rest of the game, or until it is burnt.

• When a special card is countered, both the special card and the countering card are discarded. The current turn then ends and play moves to the next player.



#### 4 WINNING THE GAME:

Being a good detective isn't just about gathering hard evidence, sometimes it's about catching liars, and sometimes it's about fooling others into a false sense of security to get what you want.

When an opponent has two evidence cards face up beside their suspect, you must place the third evidence card face down and attempt to fool your rival. Note: The face-down evidence card cannot be countered.



You can either:

- Lay the correct colour evidence card (i.e. an orange card, or a wild card, since wild cards are always the correct color).
- Place any other card and pretend that it's an orange card.

In both cases, you will declare that you have placed the correct colour".

#### Deck Management

If the deck runs out of cards, shuffle the discard pile and continue using it as the deck.

#### 5 RIVAL'S DECISION:

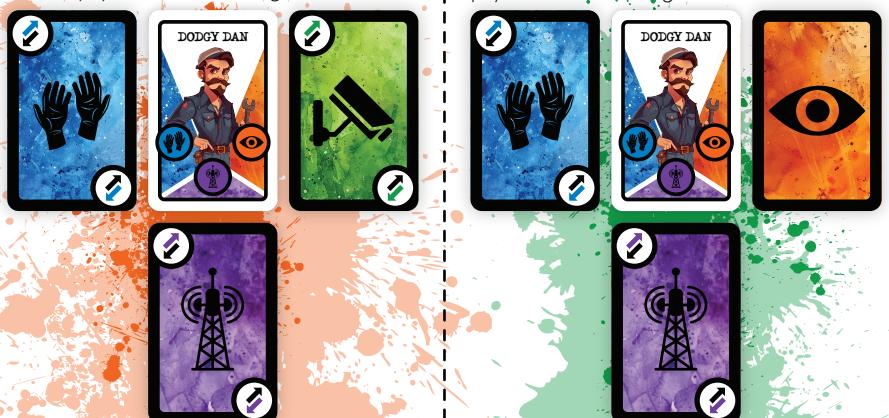
Your opponent will now decide whether you're telling the truth or if they have their suspicions. In both cases, you only arrest your rival if you fool them.

- If they say, "I think you're telling the truth":

a. You arrest them if the evidence card is not the correct color (you fooled them). The arrested player is now out of the game.

- If they say, "I have my suspicions":

a. You arrest them if the evidence card is the correct color (you fooled them). The arrested player is now out of the game.

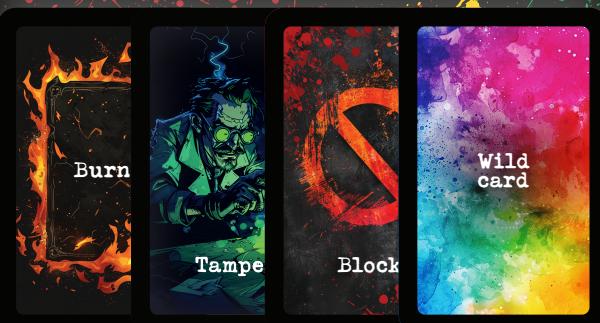


- b. If it is the correct color, you lose that evidence card and miss your next turn.



- b. If it is not the correct color, you lose that evidence card and miss your next turn.

The last person standing has avoided arrest and is the winner.  
Now, gather the cards, shuffle, and get ready for another round!



You can use this deck of cards to play other games! To check them out, visit our website: [www.suspiciongame.com](http://www.suspiciongame.com)