# Criminal Animals

*Designed by Ellie Dix*

3-5 players | 30 minutes | Age 7+

## Object of the game:

Work together to solve all the crimes before the time runs out!

## Components:

- 3 writable location wheel holders
- 6 animal wheels
- 81 clue cards
- 5 question cards
- 5 tell cards
- 5 writable player boards
- 5 pens
- 15 location tokens

## Preparation:

- Place the location wheels face down on the table. In a 3-player game, return the Grassland location wheel to the box.
- Shuffle the animal wheels face down and attach one to each location wheel, without looking at them. Return the remaining animal wheels to the box.
- Randomly generate a number from 1-5 for each location board and put a star marking next to that numbered door on the wheel. This is the *marked door.*
- Give all players a question card, a tell card, a writable player board, a pen and a location token of each colour. In a 3-player game players only need two location tokens - blue and green.
- Return the clue cards with a player count (bottom right corner) higher than the number of players to the box. Shuffle the clue cards and deal 2 to each player. Players hold their clue cards in their hand with their tell card and question card.

## How to play:

The game takes place over a series of rounds.

*On each round*:

- Deal (a further) 2 cards to each player.
- Simultaneously, players select 2 cards from their hand to pass. Pass 1 card to the player on your left and 1 card to the player on your right - face down. When everyone has passed cards, players pick up the cards given to them and add them to their hand.
- Simultaneously, players choose two cards from their hand to play - and put them face down on the table. Choose 1 option:
    - Select 1 location card and 1 animal card.
    - Select 1 clue card (animal or location) AND the question card.

    - Select 1 clue card (animal or location) AND the tell card.
- All players reveal the cards they selected.
- First, players who played a location card and animal card now discover information from the wheel. Take the location wheel that matches the location card played, spin the marked door to the animal on the played card and open the window, making sure nobody else can see. Behind the window, you will see TICK or CROSS. Make a note on your player board of the result. A TICK means this animal is a criminal animal! A CROSS means this animal is not a criminal animal.
- All players who played their question card, question another player to gain information.
    - The player who played the card chooses which other player to receive information from.
    - The chosen player looks at the cards played with the question card and must give the other player some information relating to this card, if they can. For example, if a player played Leo Lion with their Question card, the chosen player must share something they know about Leo Lion. They do this by closing their player board and flipping it over. Then circling an animal, a location and the tick or cross. If a player has no information about the animal/location on the cards shown, they just circle the question mark on their player board.
- All players who played their tell card, give a piece of information to another player.
    - The player who played the card chooses which other player to give information to.
    - They must give information relating to the card they've played with the tell card. They do this by closing their player board and flipping it over. Then circling an animal, a location and the tick or cross.
- Note: You may find it very helpful to track what information other players have found out on your player board. For example, if another player has looked at Evie Elephant in the Jungle, you might make a note that they have this information.
- All players discard their played cards, except any question cards and tell cards played, which are returned to players' hands. You are now ready for the next round.

*How to solve a crime*

At each location 2 animals are guilty of a crime and the other 4 are innocent. The innocent animals have crosses on a blue background, the criminal animals will have ticks on an orange background. Your aim is to identify the two criminal animals to solve the crime at a location.

## Game end

Game end is triggered when there are not enough cards in the deck for all players to take another 2. Continue to play using cards from your hand, omitting the passing phase. The game will end when one player cannot play.

Players now choose which crimes they wish to try to solve. Simultaneously, and in secret, select the location tokens corresponding to the locations in which you are solving the crimes. For example, if you are attempting to solve the crimes in the Forest and Grassland, select the Forest token (green) and Grassland token (red). Simultaneously reveal your selected tokens.

**Important**: To win the game, every player must correctly solve the crime in at least one location AND all crimes must be solved correctly. You can gain more kudos if more players can solve more crimes. But if even one player incorrectly solves a crime, you all lose.

Take each location in turn. All players who selected matching tokens must attempt to solve the crime there:

- Flip your player board over and circle the two animals who committed the crime at this location. If you don't know, you'll have to guess.
- One player rotates the location wheel to the answer section and opens the marked door to reveal the criminal animals.
- All players who played the location token must solve the crime correctly for the team to win. If a single player solves the crime incorrectly, you lose.
- Get +1 point for each player who solved the crime correctly
- Now move onto another location.

To win, the following conditions must be met:

- All locations must be correctly solved.
- Each player must solve at least one location.

… otherwise, you lose.

Develop your detective and deductive skills to improve your score as a group.

| | **3 players** | **4 players** | **5 players** |
|---|---|---|---|
| *Inept Investigators* | Loss | Loss | Loss |
| *Adequate Agents* | 3-4 points | 4-6 points | 5-8 points |
| *Determined Detectives* | 5 points | 7-9 points | 9-12 points |
| *Super Sleuths* | 6 points | 10-12 points | 13-15 points |