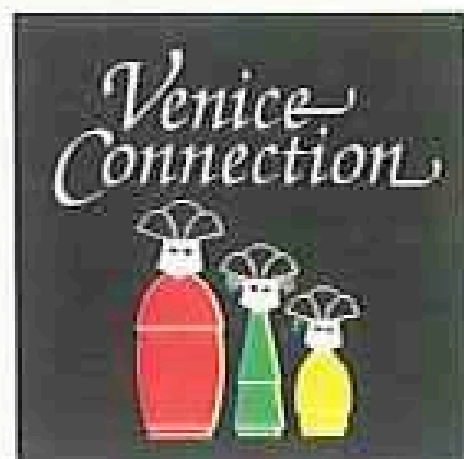


**ADVENTURE CARDS**

*Dario De Toffoli*

# *Detective*



*VeniceConnection* game 3.1

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Venice Connections

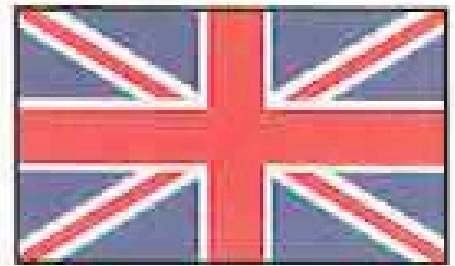
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*Dario De Toffoli*  
**Detective**



- The players are DETECTIVES who must try to solve 6 gruesome crimes.
- The package contains a set of 24 test-cards (all with the same backs) and a set of 24 crime-cards (with backs in different shadings); the 2 sets have the same illustrations.
- Divide the set of 24 crime-cards into 4 small 6-card packs of the same colour, numbered 1 to 6. Shuffle each pack separately - they stand for the scenes of the crime (yellow backgrounds), the suspects (green backgrounds), the clues (red backgrounds) and the murder weapons (blue backgrounds).
- At the start of the game, lay out the 6 horrid crimes on the table - each crime made up of 4 crime-cards, one from each pack (the 24 crime-cards will thus all be visible, divided into 6 groups of 4)
- The 24 test-cards (with the same illustrations as the crime-cards) are shuffled and dealt in part to the players and in part are laid face down on one side of the table; 2 players: 8 to each player and 8 to the table; 3 players: 6 to each and 6 to the table; 4 players: 4 to each and 8 to the table; 5 players: 4 to each and 4 to the table.
- Object of the game is to solve the 6 crimes. To solve a crime, you must have in hand the 4 test-cards of that crime - corresponding to the group of like crime-cards on the table.