

Right Man for the Job



Reveal one card from a Character's hand that played a face-down card.

Sleuth

Smooth Talker



Reveal one card from a Character's hand that did NOT play a face-down card.

Sleuth

Clutch Move



Reveal all face-down cards.

Sleuth

Sudden Interrogation



Reveal one card from any Character's hand.

Sleuth

The Clues Lead Here



Reveal one additional face-down card.

Sleuth

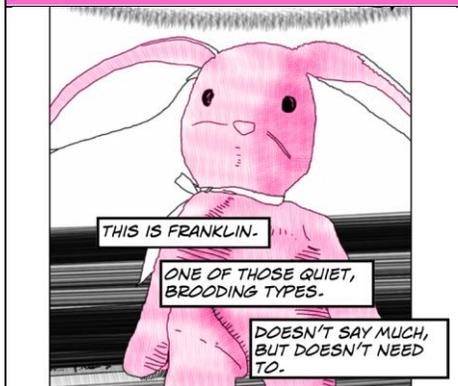
A Few More Questions



Characters do not return face-down cards to their hands after this round.

Sleuth

Franklin the Bunny

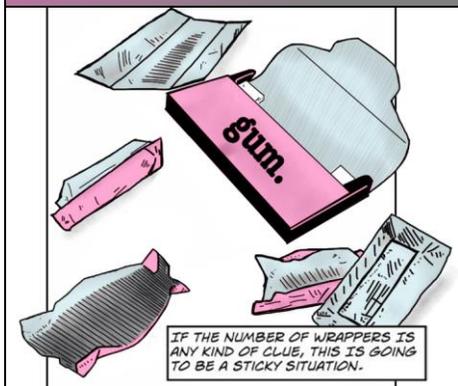


Take one card from another Character's hand.

Plot: Who stole Ayla's stuffed bunny?

Color	Material	Size	Status
Pink	Cloth	M	Unbroken

Gum Wrappers

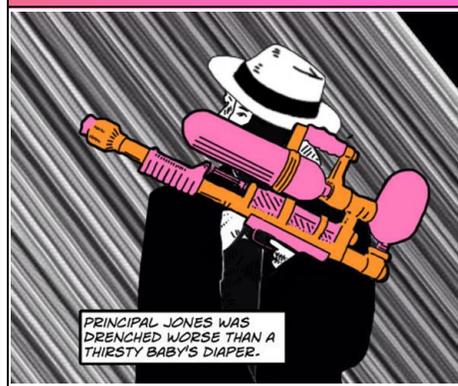


Swap one card with another Character.

Plot: Who stuck gum on Mrs. Johnson's chair?

Color	Material	Size	Status
Pink/Silver	Paper	S	Broken

Super Soaker

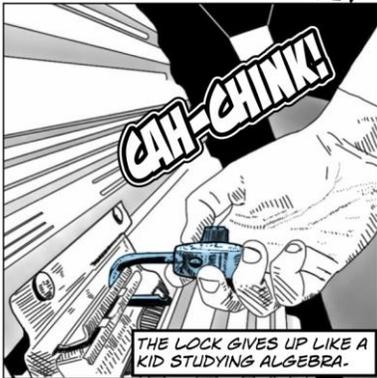


Take one face-up card into your hand.

Plot: Who shot Principal Jones in his convertible?

Color	Material	Size	Status
Orange/Pink	Plastic	L	Broken

Padlock



Take one card from another Character's hand.

Plot: Who shoved Johnny in a locker?

Color	Material	Size	Status
Silver	Metal	S	Unbroken

Spray Paint Can

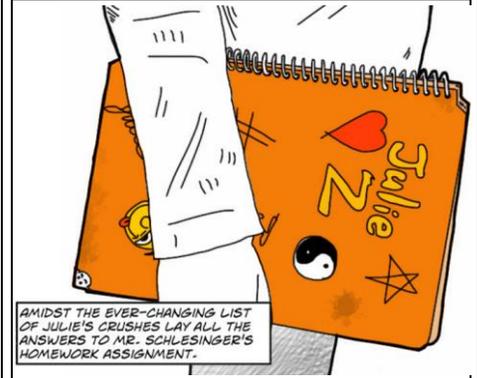


Take one face-up card into your hand.

Plot: Who painted the side of the school?

Color	Material	Size	Status
Silver/Red	Metal	L	Broken

Notebook

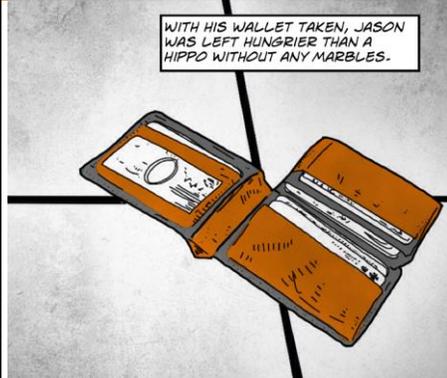


Swap one card with another Character.

Plot: Who stole Julie's homework?

Color	Material	Size	Status
Orange	Paper	M	Unbroken

Wallet



Take one card from another Character's hand.

Plot: Who stole Jason's lunch money?

Color	Material	Size	Status
Black/Orange	Cloth	M	Unbroken

Crossing Guard Sign

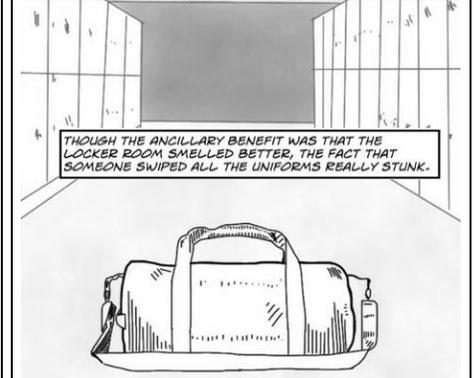


Swap one card with another Character.

Plot: Who stole the crossing guard's sign?

Color	Material	Size	Status
Red	Metal	L	Unbroken

Gym Bag



Take one card from another Character's hand.

Plot: Who took everyone's PE uniforms?

Color	Material	Size	Status
Red/White	Cloth	L	Broken

Smart Phone



Take one face-up card into your hand.

Plot: Who was bullying Janie on the playground?

Color	Material	Size	Status
Black	Plastic	M	Broken

MP3 Player



Swap one card with another Character.

Plot: Who was listening to test answers on their headphones?

Color	Material	Size	Status
White/Black	Plastic	S	Unbroken

Secret Message



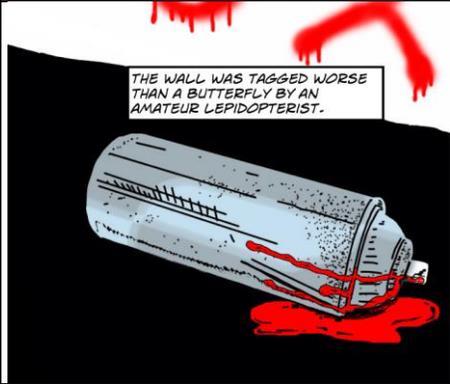
Take one face-up card into your hand.

Plot: Who is passing notes in class?

Color	Material	Size	Status
White	Paper	S	Broken



Spray Paint Can

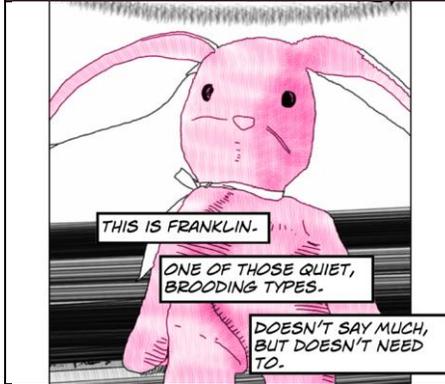


ALTERNATE - All Characters pass a card from their hand to the right.

Plot: Who painted the side of the school?

Color	Material	Size	Status
Silver/Red	Metal	L	Broken

Franklin the Bunny

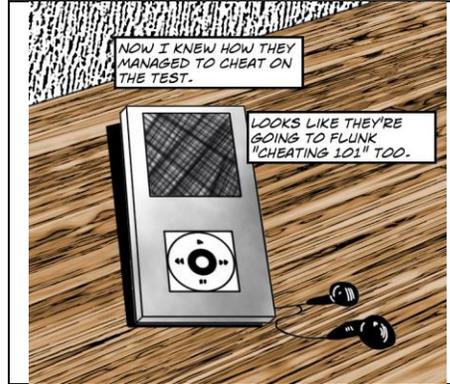


ALTERNATE - All Characters pass a card from their hand to the right.

Plot: Who stole Ayla's stuffed bunny?

Color	Material	Size	Status
Pink	Cloth	M	Unbroken

MP3 Player



ALTERNATE - All Characters pass a card from their hand to the right.

Plot: Who was listening to test answers on their headphones?

Color	Material	Size	Status
White/Black	Plastic	S	Unbroken

4th Grade Confidential

Item	Color	Material	Size	Status
Franklin the Bunny	Pink	Cloth	M	Unbroken
Gum Wrappers	Pink/Silver	Paper	S	Broken
Spray Paint Can	Silver/Red	Metal	L	Broken
Padlock	Silver	Metal	S	Unbroken
Smart Phone	Black	Plastic	M	Broken
Wallet	Black/Orange	Cloth	M	Unbroken
Secret Message	White	Paper	S	Broken
MP3 Player	White/Black	Plastic	S	Unbroken
Super Soaker	Orange/Pink	Plastic	L	Unbroken
Crossing Guard Sign	Red	Metal	L	Unbroken
Notebook	Orange	Paper	M	Unbroken
Gym Bag	Red/White	Cloth	L	Broken

Setup:

- Choose one player to be the Sleuth. The other players are the Characters.
- The Sleuth will get six Sleuth cards.
- Shuffle the 12 Item cards and choose one randomly. This is the Target Item that the Sleuth is trying to find this round. Players may note the plot on the Item Card and act it out if they wish. Getting into character is encouraged.
- Again shuffle the 12 item cards and deal them out equally amongst the Characters. The player that has the item in question is the Culprit. They must try to keep the item hidden.

Gameplay:

The Sleuth will get up to six turns to figure out who the Culprit is. On each turn the Sleuth will play a card face-down from his Sleuth hand. He can then name one attribute and one value. E.g. "I'm looking for something that is blue."

Any players with a card in their hand that matches that attribute must place one card face-down. Players without a matching card may or may not play a face-down card.

Gameplay (cont.):

The card played by the Character does not have to be a card that matches the attribute/value called for, but the player cannot lie, i.e. if they have a card that matches the requested attribute they must place one card face-down.

The Sleuth can choose one of those cards to flip over.

- If it is the item being searched for the round ends immediately.
- If the item is not the Target Item, but does match the called attribute, the card remains on the table face-up. The Character may then take the action indicated on the Item card they revealed.
- If the item is not the Target Item, but does NOT match the called attribute, the card remains on the table face-up. Then the Sleuth card is revealed and the Sleuth card's action is executed.

If the Target Item is not found, all Characters have the option of revealing their face-down card if the card matches the attribute called for. Characters do not have to reveal their card and if the card does not match the called attribute they may not reveal the card.

<http://georgejaros.com/4GC>

Gameplay (cont.):

Then all face-down cards return to their respective Characters' hands (unless the Sleuth's action dictates otherwise), the card used by the Sleuth is revealed if necessary and discarded, and the Sleuth may take another turn. The Sleuth may not ask about the same attribute value twice in a row. Turns are repeated until the Sleuth finds the Target Item or uses all his cards.

Scoring:

At the end of the round, if the Sleuth found the Target Item he earns 5 points plus 2 points per Sleuth card remaining. The Culprit earns 0 points. If a Character has emptied their hand by the end of the round they earn 10 points. Characters earn 5 points for the Target Item and 2 points for each other Item remaining in their hand at the end of the round.

Game End:

The game can end after one round, or it may continue, with the next player clockwise becoming the Sleuth, so that everyone has a chance to be the Sleuth an equal number of times. The player with the highest score wins the game.