

# 4<sup>th</sup> Grade Confidential Game

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For 3-5 players. One player is the Sleuth. The other players are the Characters. The object of the game is for the Sleuth to figure out who has the object in question. If the Sleuth figures it out by the end of the round the Sleuth wins and the Culprit is punished. If the round ends and the Sleuth hasn't found who has the object the Culprit wins and the Sleuth doesn't get paid.

## Components:

### Rules and Reference Cards

#### Sleuth Cards x 6

- Right Man for the Job
  - o Reveal one card from a Character's hand that played a face-down card.
- Smooth Talker
  - o Reveal one card from a Character's hand that did NOT play a face-down card.
- Clutch Move
  - o Reveal all face-down cards.
- Sudden Interrogation
  - o Reveal one card from any Character's hand. It remains face-up.
- The Clues Lead Here
  - o Reveal one additional face-down card.
- A Few More Questions
  - o Characters do not return face-down cards to their hands after this round. After the Sleuth calls a new attribute value, Characters must place a second card out if they have one that matches. The Sleuth may choose any of the face-down cards.

Each Sleuth card has one action listed on it. The Sleuth will use three of these cards throughout the course of a round to try to determine who the culprit is.

#### Item Cards x 12

- |                                     |                        |
|-------------------------------------|------------------------|
| - Franklin the Bunny                | - Gum Wrappers         |
| - Can of Spray Paint                | - Notebook Binder      |
| - Cracked Smart Phone               | - Wallet               |
| - Slip of Paper with Secret Message | - MP3 Player           |
| - Combination Lock                  | - Bag of Gym Uniforms  |
| - Super Soaker                      | - School Crossing Sign |

Each Item card will have a picture of an object on it and an Action. Each object will have four different attributes. Each attribute can have one of several possible values. E.g. Color could be Pink, Red, Orange, White, Black, or Silver (or a combination of two colors).

#### Attributes:

- Color
  - o Pink, Silver, White, Black, Orange, Red, or a combination of two colors
- Material
  - o Paper, Metal, Plastic, Cloth
- Size
  - o Small, Medium, Large
- Status

- Broken, Unbroken
- Actions
  - Take one card from another Character's hand. This does not include face-down cards.
  - Swap one card with another Character. This does not include face-down cards. Choose a card to give to another Character and then draw one randomly from the other Character's hand. You may also use this action to give a card to a Character with an empty hand, but you don't get a card back.
  - Take one face-up card into your hand.
  - **Alternate Action:** All Characters pass one card to the right. If a player's hand is empty they do not have to pass, but may still receive a card.

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	Unbroken
MP3 Player	White/Black	Plastic	S	Unbroken
Super Soaker	Orange/Pink	Plastic	L	Unbroken
Crossing Guard's Sign	Red	Metal	L	Broken
Notebook	Orange	Paper	M	Unbroken
Gym Bag	Red/White	Cloth	L	Broken

## Setup:

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, including the Target Item, and deal them out equally amongst the Characters. The player that has the Target Item is the Culprit. They must try to keep the Target Item hidden.

**NOTE:** There are three alternate item cards that may be swapped out for their standard counterparts. These offer an additional Action that replaces one of each of the other Actions, providing a slightly different gameplay option.

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

Any player that does not have a card in their hand that matches the called attribute may choose to place one card face-down or to not place any card face-down.

The Sleuth then chooses one of the face-down cards to flip over.

- If it is the Target Item, the Sleuth won and the round ends immediately.
- If the item is not the Target Item, but does match the called attribute value, the card remains on the table face-up. The Character may then choose to either:
  - Take the action indicated on the Item card they revealed. The Sleuth card is NOT revealed.

- Allow the Sleuth to take the action on the Sleuth card. The Sleuth card is revealed.
- If the item is not the item being searched for, and 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 they reveal their card it remains face-up on the table. The Characters don't have to reveal cards that were not chosen and cannot reveal cards they played that don't match the requested attribute.

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 twice in a row, i.e. no asking for color in successive turns.

Turns are repeated until the Sleuth finds the Target Item or uses all Sleuth cards.

## Scoring:

At the end of a round, scoring is completed for each player:

Sleuth:

- If the Sleuth found the Target Item he receives 5 points.
- Every card remaining in the Sleuth's hand is worth 2 points.

E.g. If the Sleuth discovered the Target Item after four turns he receives 9 points (5 for finding the item and 4 for the two remaining cards in his hand).

Characters:

- If a Character has emptied their hand by the end of the round they earn 10 bonus 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.

Culprit:

- If the Culprit was caught he receives 0 points for the round, even if he has cards left in his hands.

## The Next Round:

The next round will continue with the next player clockwise becoming the Sleuth. Each round is played the same, with a new Target Item and new Sleuth. Play can continue until everyone has had a chance to be the Sleuth an equal number of times. It is recommended that each player be Sleuth once for a quicker game (about 20-25 minutes) or twice for a longer game (40-50 minutes). The player with the highest score wins the game.

Alternately you can play just a single round for a very quick game, or play until a player reaches a set number of points.

## Credits:

Game design by: George Jaros - <http://georgejaros.com/GJGames> – Copyright © 2015

4<sup>th</sup> Grade Confidential Stories and Artwork by: Neal Simon – Graphic Design by: George Jaros

Special Thanks: Julie Zaborac, Mike Jaros, Sam Jaros, Clarissa Simon, Adin Simon, Ayla Simon



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