

Ages 10 and Up
2 to 6 Players

SUSPICION™

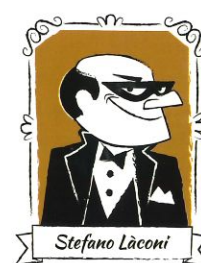


You're Invited

Famed art collector Baron Whitetooth is hosting his annual masquerade gala and you are on the guest list. Little does he know, you're a world-class jewel thief. And you are not alone.

Explore the Whitetooth mansion, steal gems, and keep your identity a secret.
Can you unmask the other thieves before they turn the tables on you?

Guest List



Object

Score points by stealing gems and using deductive reasoning to guess the identities of your opponents, all while trying to keep your own identity a secret.

Game Contents

10 Guest Movers, 1 Game Board, 28 Action Cards, 1 Yes Tile, 1 No Tile, 10 Invitation Cards, 2 Dice, 30 Gem Tiles, 1 Deduction Pad, 6 Pencils, Instructions

Set Up

1 Randomly place one guest mover in each of the outer ten rooms on the game board.

2 Make three stacks of gem tiles, one for each gem type. The number of gem tiles in each stack depends on the number of players:

2 players: 4 gem tiles in each stack

3 players: 5 gem tiles in each stack

4 players: 6 gem tiles in each stack

5 players: 7 gem tiles in each stack

6 players: 8 gem tiles in each stack

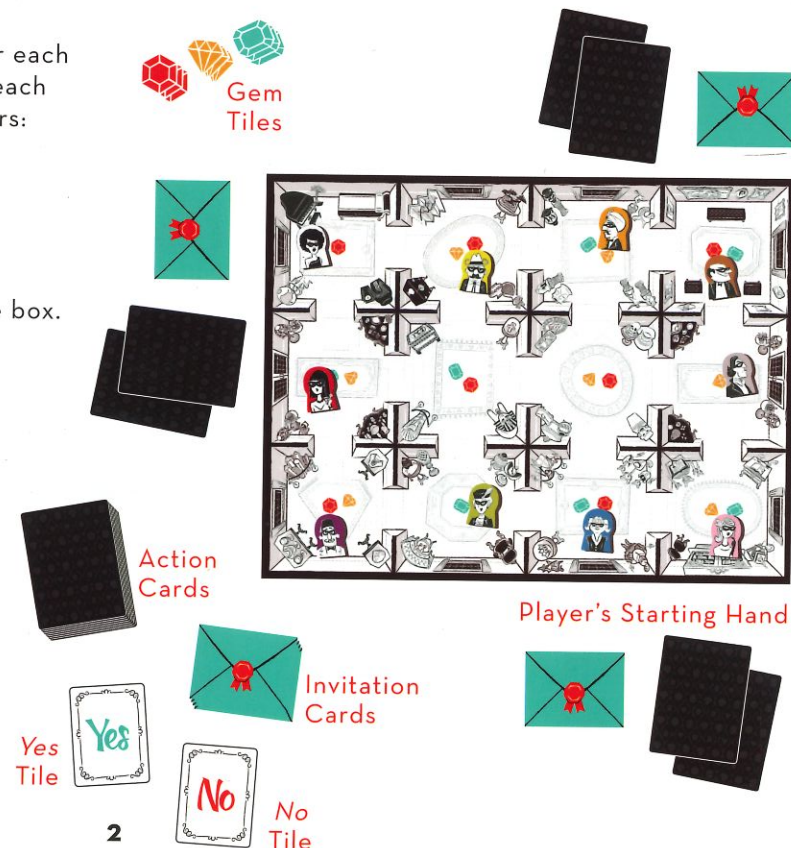
Put the remaining gem tiles back in the box.

3 Shuffle the Invitation cards and deal one card face down to each player. This is your guest identity; keep it secret from the other players. Put the remaining Invitation cards face down in a deck.

4 Shuffle the Action cards and deal two cards face down to each player. Players may look at their cards. Put the remaining cards face down in a deck.

5 Give each player a sheet from the Deduction Pad and a pencil.

EXAMPLE SET UP FOR 3 PLAYER GAME



On Your Turn

EACH TURN CONSISTS OF TWO PHASES. PERFORM BOTH PHASES IN THIS ORDER:

1 MOVEMENT PHASE



- Roll the dice.
- The dice determine the guests you'll move. Move each guest through a doorway into any adjacent room. You must move BOTH guests you rolled.
- The question mark **?** is a wild symbol; you may move any ONE guest for that die, including the guest shown on the other die (in which case you would move that guest twice). If you roll two wilds, you may move any two guests one room each, or move the same guest twice.

NOTE: There is no limit on how many guests may be in the same room.

2 ACTION PHASE

- Choose one of the two Action cards in your hand and play it face up on the table.
- Perform BOTH actions shown on the card (see **Card Actions**). You may perform the actions in any order (you do not have to perform the top action first).
- After performing the two actions, discard the Action card and draw a new one to replace it.

NOTE: In a two-player game, only perform ONE of the actions shown on the card. You may decide which of the actions to perform. After performing the action, discard the card and draw a new one to replace it.

If a player draws the last Action card, shuffle the discard pile and put it face down to form a new deck. At the end of your Action Phase, give all players time to mark information on their Deduction Sheet.

Now it's the next player's turn.

Scoring

- Each complete set of all three types of gem tiles (1 Diamond, 1 Ruby, and 1 Emerald) is worth **6 points**.
- Each remaining single gem tile is worth **1 point**.

EXAMPLE: If a player has 2 Diamonds, 3 Rubies, and 4 Emeralds, they would score a total of 15 points (12 points for the two complete sets plus 3 points for the remaining three gems).

$$2 \text{ (Diamonds)} + 3 \text{ (Rubies)} + 4 \text{ (Emeralds)} = 15 \text{ points}$$

- Each player receives **7 points** for each other player they correctly identify at the end of the game.

Ending the Game

The game ends immediately when **ONE** of the three stacks of gem tiles is empty. When a player takes the last gem tile in a stack, each player makes their best guesses as to the identities of all the other players by circling their guesses on their Deduction Sheet. When all players have made their guesses, players reveal their guest identities by turning over their Invitation cards.

Award points to players for successfully identifying each other, and for gem tiles and gem sets (see **Scoring**). The player with the most points wins.

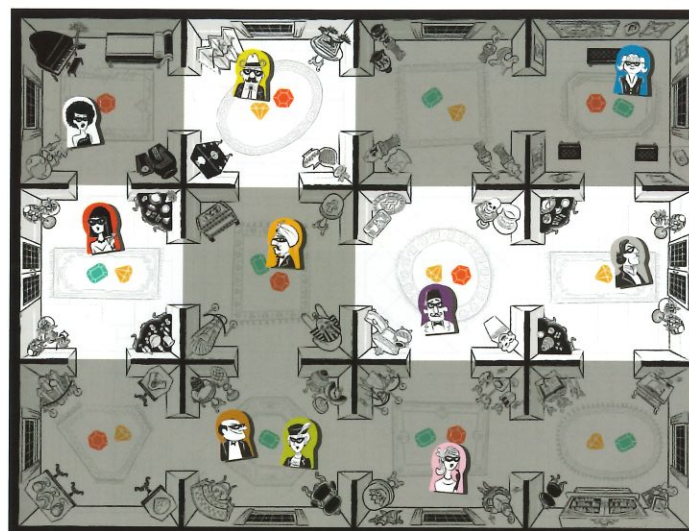
If there is a tie, then the tied player whose identity was kept secret from the most opponents wins. If it remains a tie, then the tied player who took the most gem tiles wins.

Deduction Sheets

Write the names of the other players on the "Guest" lines.

During the game, information about players' guest identities will be revealed. Players should track this information on their Deduction Sheet using *process of elimination*, as well as marking individual suspicions they may have.

EXAMPLE: *Player 1 uses the Room Robbery action and takes a Diamond gem tile. You can deduce that Player 1's identity must be one of the guests in the highlighted rooms because they are the only guests in rooms with a Diamond symbol. You can cross off all the guests in the shaded rooms because those guests do not have a Diamond symbol in their room.*



Out of Deduction Sheets? Print more here:
wonderforge.com/SuspicionDeductionSheets

Hints and Tips

1 It is important that you give accurate information. When using the *Room Robbery* action, you must be careful about which gem tile you take. Be certain that you take a gem tile that matches one of the gem symbols in the room that your guest is in, otherwise your opponents will get false information. Likewise, when a player asks you a *line of sight* question, be certain that you are giving that player the correct answer.

2 While you're learning the game, announce each action and what information it is revealing.

EXAMPLE #1: *Player 1 uses the Room Robbery action and takes a Diamond gem tile. Any player should announce, "Player 1 took a Diamond, which means that she cannot be in this room, this room, this room, or this room, because those rooms do not have Diamonds. Therefore, you can cross off the characters in those rooms under Player 1's name on your Deduction Sheet."*

EXAMPLE #2: *Player 2 uses the Question a Player action and asks Player 1 if her guest can see Trudie Mudge. Any player should announce, "If Player 1's guest is in any of these rooms, she can see Trudie and must answer Yes. If she is in any of these other rooms, she cannot see Trudie and must answer No."*

3 When answering questions, be sure to use the Yes and No tiles to answer. If you accidentally say your answer out loud, you will be revealing information about your identity to the other players unnecessarily.

4 Try to move your own guest into rooms that have the types of gems you need in order to complete gem sets (one gem tile of each type), because sets are worth more points. For example, if you currently have two Diamonds and two Rubies, but no Emeralds, you want to move into a room with Emeralds so you can complete a set with the *Room Robbery* action.

5 Move other guests into rooms that will help conceal your own guest identity. For example, if you are in a room with a Diamond symbol and you are going to steal a Diamond gem tile using the *Room Robbery* action, you can move other guests into rooms that also contain Diamond symbols so that when you steal the Diamond gem tile, the other players will find it more difficult to deduce your guest identity.

6 You can adjust the length of the game by changing the number of gem tiles placed in the gem stacks during set up. For a shorter game, put fewer gem tiles in each stack. For a longer game, add more gem tiles to each stack. All three gem stacks should always start with the same number of gem tiles.

Card Actions



Room Robbery

Take a gem tile from one of the gem stacks. **It must match one of the gem symbols in the room your guest is in.** Let all the other players see what type of gem tile you take. This will reveal information about your guest identity to the other players.



Lucky Lift

Take a gem tile of the type pictured on the card. **It does not matter what room your guest is in.** This will not reveal any information about your guest identity.



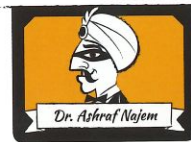
Secret Passageway

Move **one guest** of your choice to **any room** in the mansion.



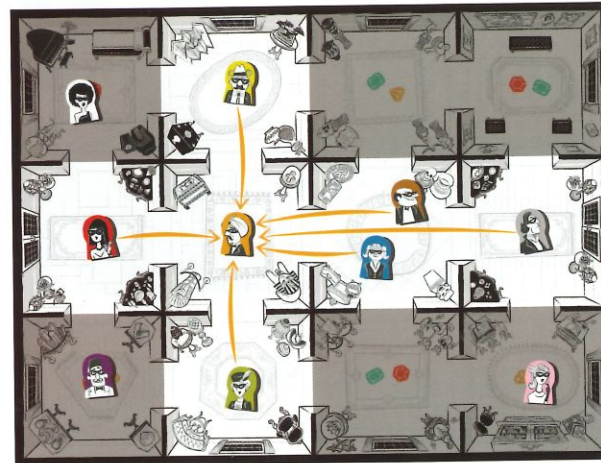
Peek at an Invitation

Look at the top card of the Invitation cards deck (**do not show anyone else**), then put the card on the **bottom of the deck**. None of your opponents can be the guest identity shown on the card!



Question a Player

Choose any one player, hand them the Yes and No tiles, and ask them: **“Can your guest see the guest shown on this card?”** The player must answer by passing the Yes tile or the No tile to you face down, **without letting the other players see the answer.**



highlighted rooms because those characters can all see Dr. Najem. Therefore, you can cross off all the guests in the shaded rooms because those guests cannot see Dr. Najem.

The answer to the question is based on *line of sight*. Guests can “see” all of the guests in rooms along horizontal and vertical lines. If the player’s guest is in the same column or row as the guest shown on the card, the player must answer *Yes* to the question. If their guest is not in a horizontal or vertical line to the guest shown on the card, they must answer *No*.

NOTE: Guests can always see themselves. For example, if a player asks you if your guest can see Viola Chung and your guest identity is Viola Chung, then you must answer *Yes*.

EXAMPLE: You ask another player if her guest can see Dr. Ashraf Najem, and she slides you the *Yes* tile. The other player’s identity must be one of the guests in the