
	8+
	2

LIE DETECTOR

THE CRIME SOLVING CARD GAME!

GAME CONTENTS

1 Wanted Poster
4 Interrogation Rooms
64 Investigation Cards
8 Witness Markers
1 Die

Please remove all components and compare them to the content list. If any items are missing, please call 1-800-524-8697. Outside the U.S., please consult your telephone directory for a listing of your local Mattel office.

THE OBJECT

Become the Chief of Police by correctly identifying the guilty suspect.

GAME SETUP

Unfold the Wanted Poster and place it where both players can see it. The Wanted Poster contains pictures of 16 suspects.

Separate the Interrogation Rooms from the Investigation Cards.

Interrogation Room Example



Front

Back

Investigation Card Example



Front

Back

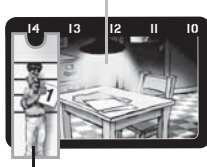
Place the 4 Interrogation Rooms in a row in the middle of the playing area.

Place the 8 Witness Markers face down so the numbered backs are showing. Mix the markers, then choose one of each number (one number 1, one number 2, etc.) so you have a total of 4. Set the others aside – **do not look at them**.



Witness Marker

Interrogation Room Card



Witness Marker

Without looking at the Witness Markers you selected, place one on top of each Interrogation Room, positioning the marker's notch beneath the Interrogation Room's highest number. It does not matter which marker you place on which Interrogation Room.

Shuffle the 64 Investigation Cards, deal 7 to each player and place the remaining cards face down as a Draw Pile. Turn the top card face up next to the Draw Pile as a Discard Pile.

The youngest player goes first.

OVERVIEW

A crime has been committed! You must uncover the clues that will lead you to the guilty suspect!

Each of the four Interrogation Rooms holds one Witness who knows a crucial piece of information about the criminal you're looking for: **Hair Color, Eye Color, Facial Hair or Glasses**. These Witnesses have a "breaking point" which is determined by the Interrogation Room number they are positioned beneath – the higher the number, the more difficult it is to make them talk. By playing Investigation Cards with a value equal to or exceeding the breaking point of a Witness, you uncover clues that will help you to identify the lawbreaker and bring him or her to justice.

LET'S PLAY

On your turn, take the following 5 actions in this order:

1. You **must** draw a card(s).
 2. You **may** play 1 Command Card if you want to.
 3. You **may** play 1 Meld of Investigation Cards if you want to.
 4. You **may** roll the die if you want to.
 5. You **must** discard 1 card.
- Each step is explained in detail below.

STEP 1. YOU MUST DRAW A CARD(S).

You may **either** take 2 cards from the top of the Draw Pile or take 1 card from the top of the Discard Pile.

STEP 2. YOU MAY PLAY 1 COMMAND CARD IF YOU WANT TO.

Command Cards alter the course of an investigation. Play them face up on the Discard Pile and perform the appropriate action. You may play one Command Card per turn. Each Command Card is described at the end of these rules.

STEP 3. YOU MAY PLAY 1 MELD OF INVESTIGATION CARDS IF YOU WANT TO.

A Meld is a set of 3 numbered cards of the same color (the numbers don't have to match). If you have a Meld in your hand, place it face up in front of you. You can play 1 Meld per turn. If you cannot or do not want to play a Meld, skip this step.

*Note: Black cards are **Wild** and may be played as any color to create Melds.*

Using Melds

You play a Meld each turn in an attempt to reach the breaking point of a Witness in an Interrogation Room. Because the breaking point on an Interrogation Room can range from 10-20 (depending on the position of the Witness Marker) and the highest Meld you can play is 9 (three 3's), you will not be able to reach a room's breaking point by playing a single Meld. You will have to play additional Melds on later turns that you can add to your first Meld, or you will need to roll the die (Step 4).

To determine whether you have reached an Interrogation Room's breaking point, add up the value of all Melds you have played that are the **same color** as the Interrogation Room you are trying to break (i.e. for the blue Interrogation Room, add up all of your blue Melds). Be sure to include any all-black Melds you have played when adding up your total – black cards are Wild so they can become any color Meld you need. Do not mix the cards when adding them – you need to keep your individual Melds separate.

If the total of your Melds is LESS THAN the breaking point of the Witness in the matching-colored Interrogation Room, go to Step 4.

If the total of your Melds EQUALS OR EXCEEDS the breaking point of a Witness in the matching Interrogation Room, you can look at the clue on the back of that Witness Marker (i.e. if the total value of all your red Melds is at least as great as the breaking point of the Witness in the red Interrogation Room, you can look at that clue). Be careful not to let your opponent see the clue. Return the Witness Marker to its Interrogation Room after looking at it, **but place it on the next lowest number**. Finally, remove one of the Melds you just used against the Witness and place it on the Discard Pile. If you haven't reached an Interrogation Room's breaking point, you do not remove a Meld.

The Black Interrogation Room

The breaking point numbers in the black Interrogation Room are higher than the numbers in the other Interrogation Rooms because **you can combine Melds of ALL COLORS against this room** (i.e. you could combine a Meld of red cards, a Meld of blue cards and a Meld of black cards to reach the breaking point of a Witness in the black Interrogation Room).

Remember, a Meld of black cards is very powerful – because it is Wild, you can use it against all 4 Interrogation Rooms.

STEP 4. YOU MAY ROLL THE DIE IF YOU WANT TO.

If you haven't reached the breaking point of a Witness but are no more than 6 points away from it, you can choose to push your luck by rolling the six-sided die and adding the roll to your Melds. Be careful – whether you succeed or fail to break the Witness, you will still have to discard one of the Melds you used against that Witness.

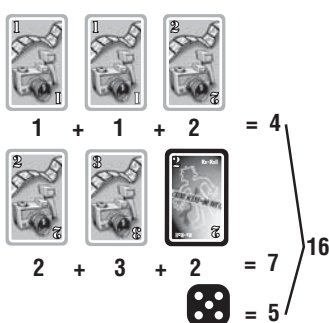
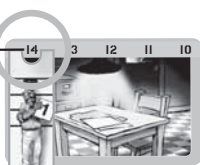
If you don't want to roll the die, skip this step.

If the die roll + your Melds **EQUALS OR EXCEEDS** the breaking point, you can look at that Witness's clue, replace the marker on the next lowest number, then discard one of the Melds you used against that Witness.

If the die roll + your Melds is **LESS THAN** the breaking point, move the Witness Marker two numbers down and discard one of the Melds you were using against that Witness. If the Witness Marker is already at the lowest number, it stays where it is.

For example: The Witness Marker in this Interrogation Room has a breaking point of 14. Two Melds matching the room's color have been played so far, but the total of all the cards in these Melds (11) does not equal or exceed the breaking point of the Witness (14). After playing the second Meld, the player decides to take a risk and rolls the die. He gets a 5, giving him a total of 16, which exceeds the breaking point. He looks at the clue on the back of the Witness Marker, then replaces the marker in the Interrogation Room on the next lowest number – 13. Finally, he discards one of the two Melds he just used.

breaking point



You can only look at 1 clue per turn.

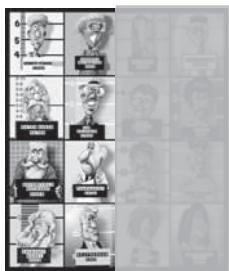
STEP 5. YOU MUST DISCARD 1 CARD.

You must end your turn by discarding a card from your hand, so save one for this purpose. Play then passes to your opponent. If you choose to discard a Command Card during this step, you do not use its power.

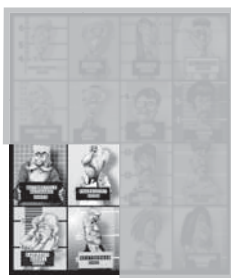
USING THE WANTED POSTER

Whenever you get a clue, refer to the Wanted Poster to help narrow down your list of suspects. Every clue you get will cut the number of suspects in half.

For example: The first clue you uncover tells you that the suspect you are looking for has blonde hair, so you can immediately eliminate half of the chart with dark-haired suspects.



The next clue you get tells you that the suspect does not wear glasses, so again, you can eliminate half of the remaining suspects. Continue collecting clues until you whittle the suspects down to just one – and that's your criminal.



COMMAND CARDS AND SPECIAL WILD CARDS

Command Cards

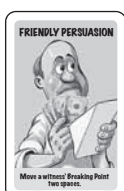
Command Cards are played during Step 2 of your turn (except Good Cop/Bad Cop), and you may only play 1 per turn.



Dumpster Dive – Take any 1 card from the discard pile.



Evidence Tampering – Take any card from one of your opponent's Melds and add it to your hand. Your opponent must return their incomplete Meld to their hand.



Friendly Persuasion – Move the breaking point of a Witness in any Interrogation Room. You can move the Witness no more than 2 spaces in either direction, higher or lower.



Good Cop/Bad Cop – This is the only Command Card that can be played during your opponent's turn. When your opponent rolls the die (Step 4), you can play this card and force them to re-roll.

Special Wild Cards

In addition to having a number value, some of the black Wild Cards allow you to perform special actions. Instead of using them in a Meld, you play Special Wild Cards from your hand, place them face up on the Discard Pile and take the appropriate action. You may play as many Special Wild Cards as you want as long as you save one card to discard in Step 5.



Discard to Re-Roll – If you roll the die and fail to get the number you want, play this card to re-roll the die. This card cannot be played against your opponent.



Discard to Keep 1 Meld – Whenever you attempt to break a Witness, whether you succeed or not, you must always discard 1 Meld (Step 3 - 4); however, if you play this card from your hand, you may keep all of your Melds in play.

WINNING THE GAME!

When a player thinks he or she has identified the criminal, the player makes an accusation. Accusations can only be made after the accusing player has just broken a Witness and looked at its clue. The player points out the suspect on the Wanted Poster that they want to accuse, then they flip over all the clues to check. If the accusation is correct, the player wins; however, if the player is incorrect the opposing player automatically wins the game.

DETECTIVE'S NOTEBOOK

Detectives who have trouble remembering clues are allowed to write them on a piece of paper for future reference.

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