

CRACK THE CASE™



For 2 or More Players

CONTENTS: 108 Case Cards, Card Box, Clipboard & Clip, Score Pad

OBJECT: Solve mystery cases by asking “yes” or “no” questions.



Crack the Case is sure to please any crowd, large or small. It's a real team effort — players work together to solve mysteries by “firing” lots of questions and putting the pieces together. If you'd rather compete for points, see *Playing for Points*.

The Role of the Moderator

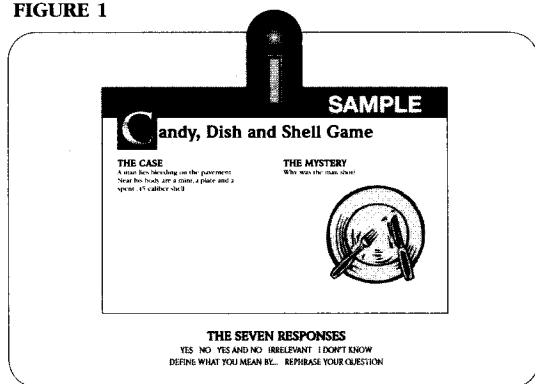
First, choose a player to be the Moderator. This player reads the case to the other players, called the Investigators, and answers their questions. If you're the Moderator, do the following:

1. Take a Case Card. There are three categories of case cards: Easy (blue), Medium (purple) and Difficult (green). Choose a card and attach it to the clipboard. The front of the card should be facing you, on the side of the clipboard with The Seven Responses. See Figure 1.

The first time you play, start with the sample card, *Candy, Dish and Shell Game*. It explains what you read *aloud*, what you read *to yourself*, and what the Investigators must know to solve the mystery.

Follow along with *Candy, Dish and Shell Game* as you read the rules. Examples from it explain the role of the Moderator and of the Investigators.

FIGURE 1



2. Read The Case and The Mystery aloud to the Investigators.

3. Read The Story and The Solution to Yourself. While the Investigators ponder the mystery, flip the card over and clip it to the clipboard. Read The Story to yourself, so you'll know enough to answer the Investigators' questions. Then read The Solution — this is the information the Investigators must discover to solve the mystery.

Special Information: Some stories, like *Candy, Dish and Shell Game*, include Special Information to clarify details or to guide the Moderator through tricky questioning. *Never read this information aloud.*

The Clues: Each case includes two clues on the back of the card. Read one or both clues to the Investigators *only if they are stumped during play* and ask for help.

4. Begin the Investigation! When you're ready, tell the Investigators that they may start asking questions. Answer each question, using The Seven Responses on the clipboard as your guide. See *The Seven Responses* for details.

The Role of the Investigators

Once the Moderator opens the investigation, the Investigators begin asking the Moderator questions about the case. Follow these question-asking rules:

- Ask only “yes” or “no” questions. For example, you may ask: “Did the man commit a crime?” but not: “What crime did the man commit?”
- Don't deliberate among yourselves — keep the flow going! The investigation should be fast-paced, with players asking questions quickly, in any order.
- Try not to ask double questions like: “Was it an after-dinner mint and a china plate?” Also, try not to ask either/or questions like: “Was the man fatally wounded or just grazed?”

Getting Clues: If you get stuck, feel free to ask the Moderator for one or both of the clues. There's no penalty for getting clues, unless you're being timed. See *Playing Against the Clock* and *Playing for Points*.


Helpful Hints: To avoid going down the wrong path or getting bogged down by unimportant details, try to focus on basic questions, like who committed a crime, what the weapon was, the location of the crime scene, and other specifics of The Mystery.


Solving the Mystery


To solve a mystery, the Investigators must discover all of the information in The Solution on the back of the card. (They don't have to know The Story — the story only helps the Moderator answer questions.) For example, in *Candy, Dish and Shell Game*, the Investigators must know that the man was shot because he was trying to steal a currency printing plate from a U.S. Mint.


The Seven Responses


To each question, you (the Moderator) may respond with any one of the seven answers listed on the clipboard. Each answer is explained below, with some examples from the *Candy, Dish and Shell Game* sample card. In cases where more than one response is appropriate, just use your best judgement.


 **YES**
Answer this way if the answer is clearly “yes.”


 **NO**
Answer this way if the answer is clearly “no.”

 **YES AND NO**
You may answer this way if a question is vague or unclear. For example, you may answer “yes and no” to the question: “Was the mint on the pavement?” Since the mint was a building, it was on a foundation. However, a “no” answer might be misleading, so “yes and no” is a better response.

 **IRRELEVANT**
You may answer this way if a question has no bearing on the case. For example, you may answer “irrelevant” to the question: “Was it raining at the time?”

 **I DON'T KNOW**
You may answer this way if a question can't be addressed by the story, but isn't really irrelevant. For example, you may answer “I don't know” to the question: “Was the plate made of lead?” The question could be considered relevant, but the story doesn't specify what the plate was made of. “I don't know” is the best response.

 **REPHRASE YOUR QUESTION**
You may answer this way if an Investigator asks a double question or makes a false assumption. For example, it's the best response if an Investigator assumes the plate is a dinner plate and asks: “Did the dinner plate have food on it?”

 **DEFINE WHAT YOU MEAN BY...**
You may answer this way to clarify a question or to help the Investigators zero in on an important detail. For example, if the question is: “Was the plate bigger than a breadbox?” you could answer, “Define what you mean by breadbox.” This is an old expression — not everyone knows the size of a breadbox!

Playing Against the Clock

If you'd like, keep track of the time it takes to solve each mystery. Use a clock, a stopwatch, or a watch with a second hand. Here are the rules for playing against the clock:

When the Moderator opens the case for questioning, he or she “starts the clock” and keeps track of the time. (Investigators may ask for one additional reading of The Case and The Mystery before the clock starts.)

Clue Penalties: Investigators may ask for a clue at any time. Since the clues usually carry different penalty minutes and those minutes will be added to the time, the Moderator must ask the Investigators which clue they want — the 1-minute clue or the 2-minute clue.

Note: If the Investigators already know the information given in a clue, they should not be penalized.

As soon as the mystery is solved, the Moderator stops the clock. If any clues were given, penalty minutes are added to the time, and the total time is compared to the Solution Timetable. Try to solve mysteries fast enough to be a Master Detective!

Playing for Points

Divide the players (evenly, if possible) into two teams. The teams take turns solving cases for points. After each team has played three cases, the game ends. The team who scores the most points wins.

Choose a team to go first. One player from the opposing team acts as the Moderator and the timekeeper. Play by the rules, keeping time as in *Playing Against the Clock*, above.

Scoring

As soon as a mystery is solved, the Moderator stops the clock. Write the solution time on the score sheet. Add penalty minutes for any clues that were given, then record the total time and the Point Value (4, 5 or 6 points) from the Solution Timetable. See Figure 2 for an example. Now it's the other team's turn!

FIGURE 2

TEAM 1		SOLUTION TIMETABLE	
Case 1	Case 2	Master Detective	1 - 6 Minutes 6 Points
4:16		Private Eye	7 - 9 Minutes 5 Points
		Flatfoot	10 - 12 Minutes 4 Points
Solution Time			
Clue (Add Penalty Minutes)	1:00		
Clue (Add Penalty Minutes)			
Total Time	5:16		
Point Value	6		
Total Score (Point values for cases 1, 2 and 3)			

Team 1 solved *Candy, Dish and Shell Game* in 4:16 minutes. They asked for one clue, which added a 1-minute penalty. Their total time was 5:16 minutes, so they earned 6 points.

Who Wins?

Teams alternate turns until they have both played three cases. Add up the three Point Values for each team and record it in the Total Score box. The team with the highest total wins!

Although some real places may be featured in our game, the cases and characters are entirely fictional and do not represent any known individuals or circumstances.