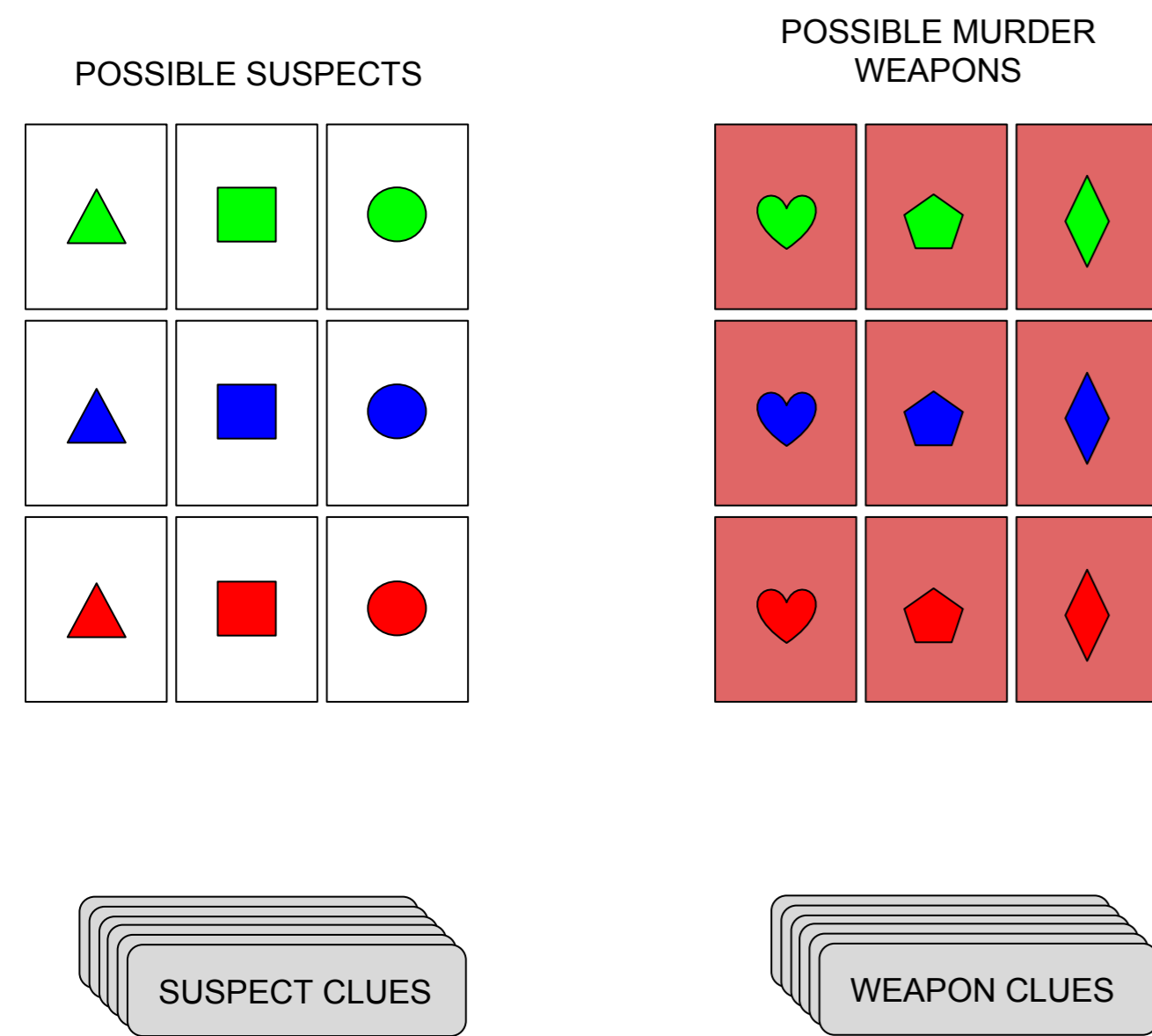
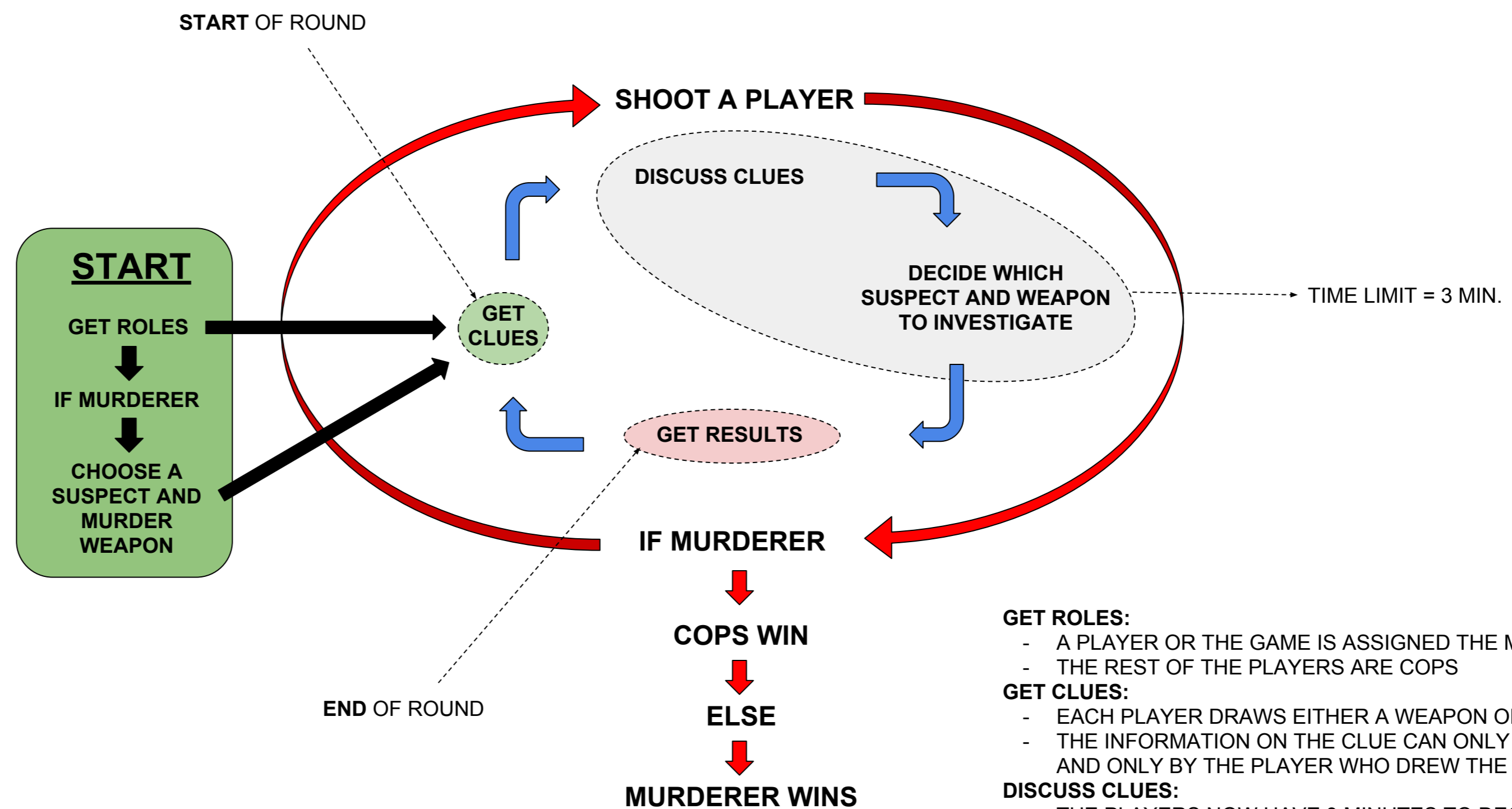


THE GOOD, THE BAD AND THE KILLER



CLUE EXAMPLES:

- SUSPECT CLUE #1** : 'The murderer is not the green triangle'
SUSPECT CLUE #2 : 'The murderer is not the blue and red square'
SUSPECT CLUE #3 : 'The murderer is not a circle'
- WEAPON CLUE #1** : 'The murder weapon is not the blue diamond'
WEAPON CLUE #2 : 'The murder weapon is not the green heart and the red pentagon'
WEAPON CLUE #3 : 'The murder weapon is not red'



GET ROLES:

- A PLAYER OR THE GAME IS ASSIGNED THE MURDER ROLE AT RANDOM
- THE REST OF THE PLAYERS ARE COPS

GET CLUES:

- EACH PLAYER DRAWS EITHER A WEAPON OR SUSPECT CLUE.
- THE INFORMATION ON THE CLUE CAN ONLY BE READ ONCE AND ONLY BY THE PLAYER WHO DREW THE CLUE

DISCUSS CLUES:

- THE PLAYERS NOW HAVE 3 MINUTES TO DECIDE WHICH SUSPECT AND MURDER WEAPON THEY WANT TO INVESTIGATE (read next paragraph for more info).
- THE PLAYERS ARE FREE TO SHARE, LIE OR BE SILENT ABOUT THE INDIVIDUAL INFORMATION THEY POSSESS.

DECIDE WHICH SUSPECT AND WEAPON TO INVESTIGATE:

- WHEN INVESTIGATING A SUSPECT AND A MURDER WEAPON THE PLAYERS GET TO KNOW WHETHER THE INVESTIGATED PARTS HAS BEEN A PART OF THE MURDER (read next paragraph for more info).
- IF THE PLAYERS DO NOT GET TO AN AGREEMENT - ABOUT WHICH PARTS(suspect + weapon) THAT HAS TO BE INVESTIGATED - WITHIN THE TIMEFRAME, THESE ARE SELECTED AT RANDOM.

GET RESULTS:

- IF AN INVESTIGATED SUSPECT OR MURDER WEAPON HAS BEEN A PART OF THE MURDER, THE PLAYERS WILL BE TOLD SO UNSPECIFICALLY.
- IF BOTH PARTS HAS BEEN A PART OF THE MURDER, THE MURDERERS IDENTITY HAS BEEN REVEALED AND A COP(player) CAN NOW WITH CONFIDENCE SHOOT THE RIGHT PLAYER(murderer) AND END THE GAME.

SHOOT A PLAYER:

- A PLAYER CAN AT ANY TIME CHOOSE TO SHOOT ANOTHER PLAYER.
- IF A PLAYER SHOOTS THE GAME IS OVER.