**UNUSUAL SUSpects**

**Players:** 2-4

**Age:** 8+

**Contents:** 6 dice, 54 cards, 1 evidence locker

**Object:** Be the first player to solve the crime by "tampering with the evidence" — changing the six fingerprint cards found at the crime scenes — and matching them to the six见识 fingerprint cards in your hand.

**Setup:** Open the Dice Slide™ and place it within easy reach of all the players. Separate the Evidence Locker card from the deck and place it near the Dice Slide™. The player who most recently watched a mystery movie (or is the youngest) is the first dealer. The dealer shuffles the 54 fingerprint cards and deals one card face down to each player.

The character shown on that card will be the player's secret identity. Slide this card into a card stand and position it so as not to reveal the character to the other players. (It is possible that the secret identity will be the same for two or more players.) The dealer then deals the six visibility cards face down one at a time. This card is known as the Criminal File.

Place the remaining cards in a pile near the Evidence Locker card and flip one card face up to start the discard pile. The dealer sets the crime scene by rolling the six-fingered dice through the top of the Dice Slide™, without changing their outcomes.

**Play:** The player to the left of the dealer goes first, and play passes to the right. Each player in turn has the chance to either draw one card from the discard pile or reveal one of their Criminal File cards. The player may then make a choice:

1. **Draw one card from the discard pile.**
2. **Reveal one of their Criminal File cards.**

**Strategy Hint:** The six-fingered dice on the Evidence Locker card are community dice. All of the players are attempting to match their own six cards (either Criminal File or one of the six-fingered dice) to the six-fingered dice on the Evidence Locker card. Therefore, when a player chooses to roll one of the dice, they are affecting the crime scene for all players, so be careful as this could just as easily help the other players as it could hinder them.

**Solving a Case:** To solve the case, all six of a player's Criminal File cards must match the six-fingered dice on the Evidence Locker card. When the player solves the case, they become the new evidence in the case and any of the six-fingered dice from that case no longer apply.

**Winning the Game:** The first player to solve three cases is the overall winner!