

NEW!

LAZIO

GUIDE

SETTING UP

1. Separate the cards from into four decks but don't shuffle them or change their order. The Evidence cards run from Start to 30, Reputation Cards from 1-15, Crime File cards and the Hint cards from A to I.
2. Lay out all four decks and the Crime Scene image.
3. Make sure you have a pen and paper handy for making notes.
4. Pick a person to read the first part of the story and hand them the Case Folder.

HOW DOES THIS WORK?

The story included in the game sets you up at the scene of crime and provides you with an idea of what you're walking into. Listen carefully, because the details in the story will come up later on.

The Crime Scene image is divided by a grid, with a number in each cell. During the game, you are guided to look for details in the Crime Scene image – and to take note of the number of the cells they're in.

These numbers guide you to certain Evidence Cards, which in turn may guide you to look for other things in the Crime Scene image. Look for underlined words on the cards and solve the puzzles, which take you to your next task.

To begin, read Part 1 of the story.

Make sure you listen carefully, because the details in the story will come up later on.

Place the Evidence Cards you have found face up on the table. Connected by red, green, blue and yellow rosary beads, they form your Evidence Board.

Always place the cards on the Evidence board horizontally.

LET'S START...

Once you've read Part 1 of the story from the book, take the Evidence Card marked **Start**. **This is the first card on your Evidence Board and where your work begins.**

Turn the card. Read the text snippet and find the underlined word. Now look for a matching object in the Crime Scene image.

See it? Take the Evidence Card that matches the number of the cell the object is in. Make sure you've got the right card by matching the coloured rosary beads on the

front of the Evidence Card marked "Start" – but don't rotate any of the cards to make them fit. If the strands of rosary beads match, it's time to solve the first puzzle.

If the strands of rosary beads don't match, put the card back, and go back to the Crime Scene image and try to find another Evidence Card.

To read more about what to do, see 'Solving the puzzles.'

EXTRA CARDS


Are there black-and-white rosary beads on the puzzle side of the Evidence Card? **Then you need to look for more Evidence Cards.**

How many strands of black-and-white rosary beads can you see? That's how many extra cards you need to find to solve the puzzle. The picture and rosary beads on the original Evidence Card give you a clue about what you're looking for. Think logically and follow your instincts – what in the Crime Scene image could be connected to the image on the card?

If there are black-and-white rosary beads on an Evidence Card with a part of the story printed on it, they always concern the **underlined word** on the card!

Check that you've found the right cards by matching the black-and-white rosary beads on the extra cards with the rosary beads on the Evidence Card.

If they don't match, or the numbers on the grid tell you to find Evidence Cards that have already been used, check again what you're looking for.

If you see this symbol on the Evidence Card , you don't need to find any extra Evidence Cards. Just add up the numbers in the cells the cards guide you to look for.

Once you've solved the puzzle, place the extra Evidence Cards aside – they don't stay on the Evidence Board.

Some puzzles need extra cards to be solved. If there are black and white rosary beads on the puzzle side of the cards, you need to look for more Evidence cards.

The number of black-and-white rosary beads tells you how many extra Evidence cards you need.

SOLVING THE PUZZLES

You've found the right Evidence Card – now it's time to solve the puzzle.

Some puzzles are more difficult than others, so approach them from different perspectives. Just remember – **the solution to every puzzle is a series of numbers!**

When you think you've got the right answer figured out, write it down and check the Crime File card with the letter that matches the letter on the Evidence Card. If your solution is among the options (A-D) on the Crime File card, you can move on to the next stage.

Next to the answer on the card you'll find a series of numbers (like this: xx-xx-xx). They tell you to go back to the story you've read in the story book, and to look for a numbered paragraph, a line and a word. The word or



Are there black and white rosary beads on the puzzle side of the Evidence Card?
GO TO
'EXTRA CARDS.'

Can't figure out
what to do?
GO TO 'IF YOU
GET STUCK.'



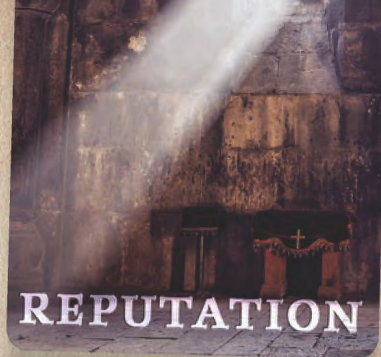
NOTE

Keep
and
You
the i

CRIME SCENE



The numbers on a Crime File Card tell you to go back to the story you've already read, and to look for a paragraph, a line and a word.



IF YOU GET STUCK

If you realize you're stuck with a puzzle, you can check the Hint Card for that puzzle (A-I), but you lose a **Reputation Card** for using it, so set the top Reputation Card aside from the game. **The Hint Card** contains a clue that helps you figure out what to do to solve the puzzle. If you had NO use of the hint, you can place the Reputation Card back on top of the pile.

If the word you end up finding in the story is not an object or number of some kind, check the paragraph, line and word again. If the word is still wrong, you've solved the puzzle wrong. For the mistake, you lose a Reputation Card.

Go back and see where you might have gone wrong. You know the correct solution has to be one of the options on the Crime File Card. Try to find out which one it is.

For the solutions to all of the puzzles in the game, visit CrimeScene.net.

number you find in the text guides you to the next object or number you need to look for in the Crime Scene image. Even though the word you found in the text may refer to several objects (e.g. loaves), you may still need to find just one item in the image (e.g. a loaf).

For example: 15 – 5 – 3 means the 15th paragraph, the 5th line of that paragraph, and the 3rd word on that line.

Take the card that matches the object or number you found in the story after the previous puzzle and see where it takes you.

If the word you found in the story is not an object or a number, you came up with the wrong answer for the puzzle. Go back to the puzzle and try to solve it again.

Can't figure out what to do?
READ ON FOR
'IF YOU GET STUCK.'

Did you solve the last puzzle?

GO TO 'MAKING THE FINAL DECISION.'

NOTE!

Keep the case folder and box lid handy.

You will need them during the investigation.



MAKING THE FINAL DECISION

After you've solved all the puzzles you are presented with a choice.

If you choose right, you have successfully finished the case.

When prompted, turn over all your remaining Reputation Cards and arrange them according to number.

Leave a blank space for each missing card. The cards spell out a hunch that will help you make the right choice

about what your last move should be. The more Reputation Cards you've lost, the weaker your hunch will be.

Then it's up to you to read your hunch right and make the correct choice! Take the card that matches your choice and read in the story how the case ends.

The crime is waiting to be solved.

It's your move.

