

TURBO SLEUTH

RULEBOOK



20min.



Ages 10+



2-8 Players

WIZKIDS™

GAME DESCRIPTION

A murder most foul has been committed! Old Miser McGreedy's body hasn't even been laid to rest, and the murder suspects are already seeking to divide up his fortune. Was it his wastrel of a son? The nervous maid? The shady business partner? Or the oddly nonchalant butler? Can you nab the culprit before time runs out?

Turbo Sleuth is a puzzle speed solving game, where players compete simultaneously to find the solution to the round's challenge. Only the first few players may attempt to solve the case, but rush to a hasty wrong judgment, and the murderer will up the ante for the next round!

VICTORY CONDITIONS

Each round, the first players to lock in their answers get a chance to score. The player with the most points at the end of the game wins.

COMPONENTS

16 Score Tokens

8 Clue Cards

16 Answer Cards

1 Rulebook

GAME SETUP

Each player receives a pair of Answer cards (one with Suspects & Evidence, one with Weapons).

At the start of the Round, place Score tokens (*Light side up*) in the middle of the table. Place one fewer token than the number of players. If there are 5 or more players, place only 4 score tokens.

The amount of Score tokens available for a game are based on player count. Place these to the side. Put any extras back in the box.

2 players: 4 tokens

4 players: 12 tokens

3 players: 8 tokens

5+ players: 16 tokens

BASIC GAME MODE SETUP

The base game is playable with all 8 Clue cards, and only tasks players with finding both the murder Suspect and the murder Weapon.

1. Shuffle the Clue cards, clues side up, then place the top 3 Clue cards on the table.
2. The game starts immediately upon placement of the last Clue card.



PLAYING THE GAME

Each Round is played in 2 Phases:

- **Phase 1: Analysis** - Players compete simultaneously.
- **Phase 2: Solution** - Check for the correct answer.

PHASE 1: ANALYSIS

1. Players compete simultaneously to find the Suspect and the Weapon. The murderer is the most frequently occurring Suspect on the 3 Clue cards. When there is a tie for the most frequently occurring Suspect, the one with the  is the right Suspect.

The murder Weapon is the Weapon that appears on all 3 Clue cards.

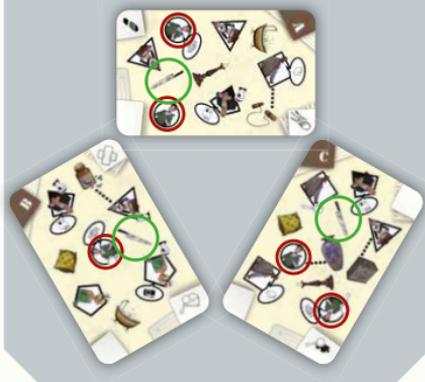
If no such Weapon is found, the murder Weapon is the Weapon that is linked to the identified Suspect by ■■■■■.

2. Using the Answer cards, you must connect your chosen Suspect and the Weapon that was used.
3. After you connect a Suspect and Weapon, grab a Score token and place it in front of you, without flipping it to the other side. Once a Score token is taken, you cannot change your answer.
4. The Round ends once all Score tokens have been taken.

1. Standard Case

Murderer: Son

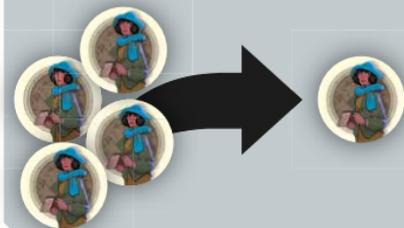
Weapon: Knife



2.



3.



PHASE 2: SOLUTION

1. To find the Solution to the case, refer to the letter in the corner of each Clue card and arrange them in alphabetical order.
2. Find the solution to the case by using the Solution keys found on the backs of Clue cards A, C, or E.
3. Only players holding a Score token can score. If they have the correct answer, they add the Score token to their point pool. Do not flip the token.
4. If the answer was wrong, the outcome depends on whether they were holding on to a Light or Dark Score token.



Light Score tokens are flipped to the Dark side (*which are worth double points if successfully claimed*) and returned to the token pool for the next Round.

Dark Score tokens are discarded; additionally, the Player discarding the Dark Score token must also discard any one of their Score tokens previously earned, if any are held.

5. Add Score tokens to the Score token pool: first, adding any Dark Score tokens from this Round, and then new Light Score tokens. Do not exceed the maximum Score token pool size described in the setup.

ENDGAME AND SCORING

The game ends when there are no more Score tokens to be claimed.

Light Score tokens are worth 1 point, while Dark Score tokens are worth 2 points. The player with the highest total score wins the game.

In the event of a tie, a final tie-breaker match between tied players is played using only one Score token. The player that wins this match wins the game. Repeat another round if there are still ties after this.

ADVANCED GAME MODE SETUP

While you can still play a Basic Game with this advanced setup, the Advanced Game Mode offers other, different cases. However, they all use the same 2 Phases as the Basic Game Mode: Analysis and Solution.

1. Shuffle the Clue cards Solution Key side up, then read the top Case title. For Case G, choose to play either Alibi or Evidence.
2. Flip the whole deck over so that the Clue side is now faceup. Place the top 3 cards onto the table (*for the "Alibi" and "Evidence" cases, place only 2 cards*).
3. The game starts immediately upon placement of the last Case card. **Once all score tokens for the round have been taken, flip the deck back to reference the solution key.**

Shuffle



Read the Case title

CASE D: MISSING EVIDENCE

Find the **MISSING WEAPON** used in the murder.

Flip



Draw 3



ADVANCED GAME MODES

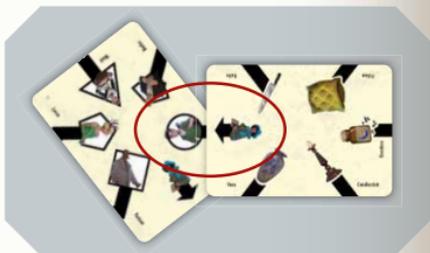
The Witness

Find the WITNESS to the murder.

The Witness is the least occurring Suspect on all 3 Clue cards (*a Suspect that does not appear at all on the 3 Clue cards cannot be the Witness*).

When there is a tie for least occurring Suspect, the Witness is the one with the  icon.

Use the Answer cards to point the Detective at the Witness.



Missing Evidence

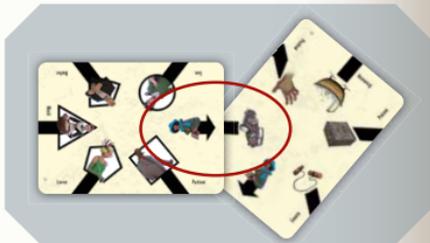
Find the MISSING WEAPON used in the murder.

The murder Weapon is the Weapon (*out of 9 possible Weapons*) that is **missing** from the 3 Clue cards.

Shown to the right, the car is missing from the clue cards. Which means it is the missing evidence.

Use the Answer cards to have the Detective point at the murder Weapon.

If all 9 Weapons are present, then the murderer PUSHED their victim to their death.



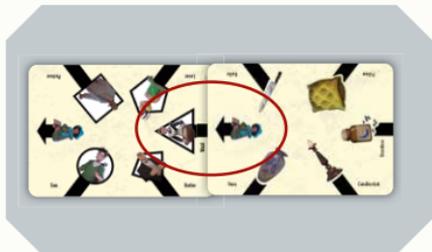
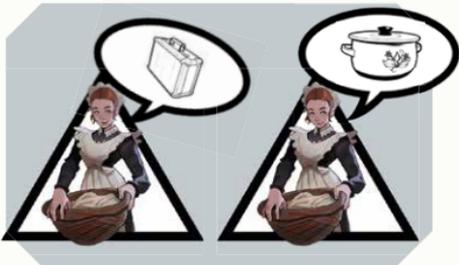
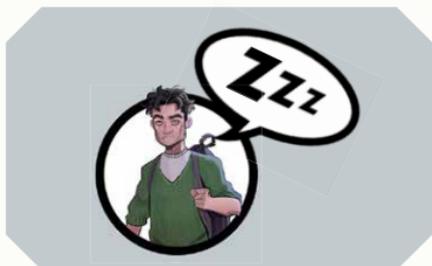
Alibi

Find a SUSPECT with CONTRADICTING or MISSING ALIBI.

Play this case with 2 Clue cards only.

- Alibis are icons in the speech bubbles, showing what the Suspects claim they were doing at the time of the crime. Suspects with a single Alibi are innocent. Alibis can be repeated, as long as they are the same.
- Suspects that give different Alibis are considered to have contradicting Alibis, and immediately become the Lead Suspect (*this takes priority over Suspects with no Alibi*).
- Suspects with no Alibi are considered suspicious, and eventually become the Lead Suspect if there are no Suspects found with contradicting Alibis.

Use the Answer cards to have the Detective point at the Suspect.



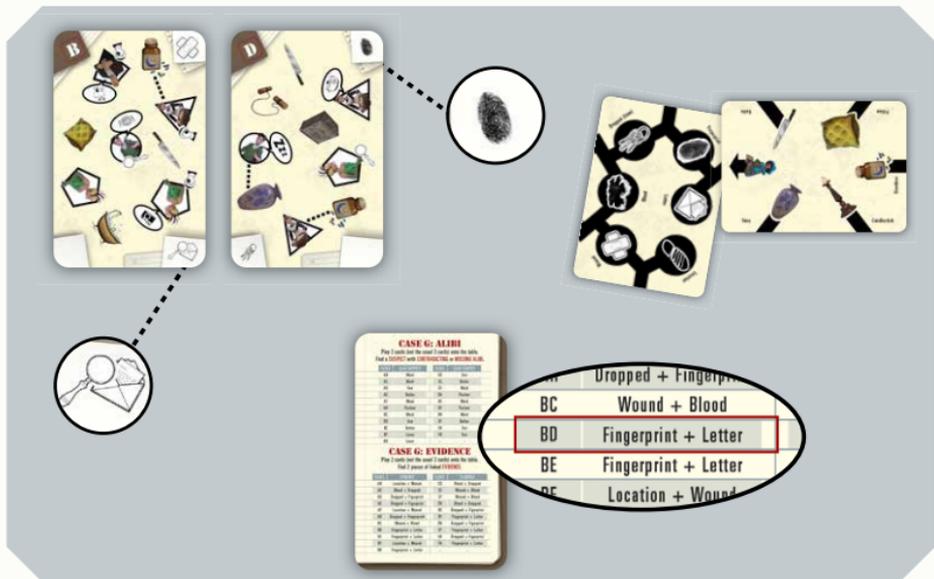
Evidence

Find 2 pieces of linked EVIDENCE.

Play this case with 2 Clue cards only. Also, turn over your Answer card with the Suspects to reveal the linked Evidence. You'll use that and the other Answer card for this case.

The corners of the Clue cards show the Evidence found at the scene of the crime. Your Answer card shows which Evidence is linked together.

When there are multiple pairs of linked Evidence, the piece of Evidence with the  is more suspicious and thus takes priority.



The image displays several game components. On the left, two clue cards are shown, each with a magnifying glass icon in the bottom-left corner. A dotted line connects the magnifying glass on the left clue card to a magnifying glass icon in a circle below it. In the center, a circular inset shows a fingerprint. To the right, two evidence cards are shown, one with a magnifying glass icon in the bottom-left corner. Below these is an answer card titled "CASE G: ALIHI" and "CASE G: EVIDENCE". A red box highlights the "BD" row in the evidence table, which is also circled in an oval. The oval also contains the text "Dropped + Fingerprint" and "Wound + Blood".

CASE G: ALIHI	
Find 2 cards that the suspect found at the scene. Find 2 pieces of linked EVIDENCE that are linked to the suspect.	
Suspect	Evidence
AL	Letter
BE	Letter
BD	Fingerprint
BC	Wound
DE	Letter
DF	Wound
CE	Letter
CF	Wound
AE	Letter
AF	Wound
AD	Letter
AC	Wound
DE	Letter
DF	Wound
CE	Letter
CF	Wound
AE	Letter
AF	Wound
AD	Letter
AC	Wound

CASE G: EVIDENCE	
Find 2 cards that the suspect found at the scene. Find 2 pieces of linked EVIDENCE.	
Evidence	Suspect
BC	Wound + Blood
BD	Fingerprint + Letter
BE	Fingerprint + Letter
DE	Location + Wound

Game Design

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