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French Detectives

3-5 Players

**A game of art theft
and deductive reasoning**

Summary:

Each player has stolen a valuable portrait. Follow the evidence to match each suspect to their portrait and the value of each piece while you try not to get caught for your own crime!

The Object:

Be the first to determine the rank and suit of the portrait cards and value cards that the other players hold to earn points. Can you pull off the perfect art heist by keeping your crime secret?

The Deck:

Separate the face cards (Kings, Queens and Jacks) from the pip cards (Aces through Tens) with the French Detective Deck. Shuffle each set and place face down.

Each player will also need a pencil and a Detective Note Pad. Detective Note Pads can be downloaded at: www.jankendeck.com/detective. Print as many as you need.

The Deal:

Each player draws one card from the face card set. This is their Portrait Card and represents their stolen portrait. Kings have beards and robes, Queens are in dresses, Jacks have short coats and tights.

Each player draws one card from the pip card set. This is their Value Card and represents the cash value of their portrait. Aces are worth 1, tens are worth 10. The cash value of each pip is shown on the bottom of the detective note pad. When you make an accusation, you may describe the value by currency, or by the card suit, whichever is more fun for you.

Your Portrait Card and Value Card are your secret cards. Keep them face down on the table in front of you. You can look at them during the game, but do not show them to any other player until another player can correctly guess the rank and suit of both.

After each player has drawn their portrait card and value card, shuffle the remaining cards. Deal the rest of the cards to the players until none are left. It is ok if some players get one more card than others.



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The Play:

All of the pip cards have a set of directions instructing players to show or pass cards from their hand based on the ranks and suits of their Portrait and Value cards. Use your Detective Note Pad to keep track of which cards players show and play. Don't let the other players be tempted to peek at your notes.

Use the grid on the left side of the pad to check off cards from your hand, and cards that are played or shown. And on the right, take notes on specific suspects as you narrow down the possibilities of what their portrait and value cards might be. Remember, any card that is played or shown is not any player's Portrait or Value card.

Players take turns acting as the detective. Play starts with the player to the left of the dealer and goes around the table clockwise.

The Detective plays one card from their hand face up in the center of the table (the discard pile) and reads the directions on the card out loud. The other players follow the directions.

If the directions say "One suspect show a card to the detective", the detective chooses one player to pass them an appropriate card from their hand in secret. The detective returns the card to the suspect. If the directions say "Everyone pass a card", then all players (including the detective) pass an appropriate card to the left or right as directed. Players keep the cards passed to them (do not pass them back).

If the directions say "Everyone show a card", then all players, including the detective, put an appropriate card face up on the table for everyone to see. After everyone has finished taking notes, players can put the cards back in their hands.

When you are directed to show or pass a card, you must show a card from your hand that fits the description based on your own portrait or value card- unless you do not hold a card that fits the description.

If you do not have any cards that fits the description, show or pass a different card, but knock on the table as you do. Knocking on the table tells everyone that your card is false evidence and that you did not have a matching card in your hand. You may be selective about which evidence you show, but you must always show the correct evidence if you have it.

If you are directed to show a face card or a pip card, you must show one if you have one. For example: You need to show a face card with the same suit as your value card. Your only face card is a different suit, but you do have a pip card with the correct suit. You must show the face card and knock on the table because the suit is incorrect. If you do not have any face cards in your hand, you may play any pip card (in any suit) but still knock on the table because it is not a face card.



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Pip cards each have directions written on them, but the face cards do not.

When a detective plays a face card, they may direct any one player to show them:

One Face Card OR Pip Card

With the same Suit OR Rank

as their Portrait Card OR their Value Card.

As before, if the detective asks for a face card or pip card, the suspect must show one if they have it.

The Accusation:

At any time during the game, if you have solved a crime, point to the suspect and call out "J'accuse!" (French for "I accuse!"). Then announce which portrait they stole, and its value. If you have correctly guessed the rank and suits of both the Portrait and Value cards, the accused must show their cards. The accused and the accuser both stay in the game to solve other crimes. Points are given to the detective who solved the crime based on the value of the portrait and how many crimes have already been solved so far. More valuable portraits offer bigger rewards!

But if any detail of the accusation is incorrect, the accused keeps their cards secret. A player who makes a false accusation is penalized and may not accuse that suspect again for the rest of the hand.

The End:

The game ends when there is only one suspect left. Even though you do not play any more cards, detectives have one last chance to accuse the final suspect. If no detective can correctly solve the last crime, then the final suspect has pulled off the perfect art heist and gets bonus points!

Tally the scores to determine the winner! Highest score wins.

1st crime solved: 10 points plus one point for each Value Card pip.

2nd crime solved: 7 points plus one point for each Value Card pip.

3rd crime and up solved: 5 points plus one point for each Value Card pip.

A Perfect Heist: 10 points plus one point for each Value Card pip.

A false accusation: 8 points subtracted from the accuser's score.

For example: If the player solves the first crime and the value card for that crime was the 7 of spades, the detective earns 17 points for solving the crime.

If you pull off a perfect heist, and your value card was an Ace, you earn 11 points at the end of the game.

House Rules:

During the game players are allowed to look through the discard pile for evidence they might have missed. More experienced players may choose not to allow this for a more challenging game.