



DECEPTION

MURDER IN HONG KONG

BACKGROUND

Over **three rounds**, the **Forensic Scientist** provides information about the **means of murder** and **clues (evidence)**, while **Investigators** debate and present their deductions in **30 seconds pitches**. Stake your detective skills to solve the crime, or lose your badge to the shadow of Hong Kong...

GAME ENDS: all Investigators have used their badges, the third round of clues concludes, or a successful accusation (+ Witness assassination)

COMPONENTS



Hong Kong Police Force

Winning Condition:

Correctly identifies the Murderer, their Means and Clue cards before the game ends

ROLES

GOLDEN RULE:

Players should not reveal what their hidden roles (cards) are until the game is over. They may claim a role without revealing the card.

The Syndicate



Winning Condition:

If the Investigators fail to identify the correct cards by the end of Round 3, (or if the Murderer correctly identifies the Witness after being caught)



- Knows **solution** (Murderer / Means / Clue)
- Gives **clues** only by placing bullet markers on Scene Tiles: cannot gesture, speak clues or hint otherwise.
- Answers only '**Correct**' or '**Incorrect**' on accusations.
- **Replaces Scene Tile** with the start of rounds 2 and 3.



- Analyses clues & **present** your case with **30-seconds**.
- **Accusation:** Has one Badge Token to make a single "Solve the Crime" attempt. If the guess is incorrect, they must surrender their badge and can no longer make official guesses: remains in the game to participate in discussions.



- **Hidden** amongst the investigators.
- Sees the **Murderer** and **Accomplice** during setup but does not know who is who.
- Does **not know** the **solution** (Means / Clue).
- Push the group **toward** the truth without being so obvious that they are "assassinated".



- **Knows** the identity of the **Witness**
- Does **not know** the identities of the Murderer team or the solution (Means / Clue).
- Act as a **decoy**, behaving like the Witness to draw the Murderer's final "kill" attempt.



- Operates during the new "**Allies Phase**" between rounds 1 and 2.
- Selects **one card in play** to have the Scientist confirm if it is part of the solution.
- Must **guide the team** based on this secret info.

- **Hidden** amongst the investigators.
- Secretly chooses one **Means** (weapon) and one **Clue** (evidence) from their **own cards** during setup.
- Can make an **accusation** like any other Investigator.



- If Witness in play, has a final "**Assassination**" phase at the end of the game to identify them and steal the win (discuss with allies prior to accusation).

- **Hidden** amongst the investigators.
- **Knows** the **Murderer** and solution (**Means / Clue**)
- Acts as a "**second voice**" to validate the Murderer's lies or lead Investigators toward dead ends.
- **Assists** the Murderer in identifying the Witness during the final phase.



UNDERCOVER ALLIES

- **Hidden** amongst the investigators.
- Operates during the new "**Allies Phase**" between rounds 1 and 2.

- Can **choose one player** (including themselves) to **lose their Badge Token** before they can guess.

- Does **not know** the **Murderer** or **Accomplice**, requiring them to read the table to find allies.



Game Setup

- **Deal Cards:** Every player (except the Forensic Scientist) receives **4 Means cards (red) and 4 Clue cards (blue)** to be placed face-up in front of them.
- **Assign Roles:** Deal one Role card to each player. The Forensic Scientist must reveal themselves immediately; all other roles remain secret.
- **Case Briefing:** Each player takes a brief turn to quickly read out the names of their cards so everyone is familiar with the evidence on the table before the investigation begins.
- **The Crime:** During the "eyes closed" phase, the Murderer points to one of their own red cards and one of their own blue cards to be the solution.
- **Scene Tiles:** The Forensic Scientist draws the "Cause of Death" tile, one "Location" tile, and 4 random Scene tiles to begin giving clues.

Recommended Role Sets

Players are free to mix and match Roles in any way which is fun for them. The following sets have been tested and work well:

- **6 Players:** Forensic Scientist, Murderer, **Witness, Accomplice**, 2 Investigators.
- **7 Players:** Forensic Scientist, Murderer, **Witness, Lab Technician, Accomplice**, 2 Investigators.
- **8+ Players:** Forensic Scientist, Murderer, **Witness, Lab Technician, Accomplice, Inside Man**, 2+ Investigators.

Initial Setup / The Crime:

1. Everyone place your **hands** on the table and **close** your eyes.
2. Murderer (and Accomplice), **open** your eyes
 - a. Murderer, point to one '**Clue**' and one '**Means**' card.
 - b. [Look at the cards and commit it to memory]
 - c. I **acknowledge** your choice.
 - d. (Accomplice) do you **acknowledge** their choice?
3. Everyone **return** your hands and **close** your eyes.
4. (Witness), **open** your eyes.
 - a. Murderer (and Accomplice), please stick your **thumb / hand** up.
 - b. Witness, did you **see** who the Murder and Accomplice are?
 - c. Murderer (and Accomplice), **return** your thumb / hands.
 - d. Witness, **close** your eyes.
5. (Protective Detail), **open** your eyes.
 - a. Witness, please stick your **thumb / hand** up.
 - b. Protective Detail, did you **see** who the Witness is?
 - c. Witness, return your thumb / hands.
 - d. Protective Detail, **close** your eyes.
6. Everyone **open** your eyes.

Allies Phase

(between round 1 - 2)

(only if using Lab Technician and/or Inside Man)

1. Everyone **close** your eyes.
2. (Lab Technician), **open** your eyes
 - a. **Point to one card** on the table.
 - b. I give **Thumbs up** if the card is part of the solution; / **Thumbs down** if not.
 - c. (Lab Technician), **close** your eyes.
3. (Inside Man), **open** your eyes
 - a. **Point** to one player.
 - b. I **acknowledge** your choice.
 - c. (Inside Man), **close** your eyes.
4. Everyone **open** your eyes.
5. Inside Man has sabotaged [points at person]
 - a. They have been **stripped off** their **Badge [flip token]**.

General Game Master (Forensic Scientist) Tips

- Keep instructions short and simple.
- Keep all roles hidden (Witness, Lab Technician results, Inside Man, etc.)
- Stay neutral – no reactions or tone changes.
- Clues and signals must always be truthful.

- Keep discussion moving; prompt everyone to begin their 30 second presentation.
- Player may forfeit their time if they wish.
- Any interruptions during the 30seconds would add more time to the person presenting.
- Remind players that each badge allows one formal guess, and wrong guesses remove the badge.
- If the Event tile secretly flips your team alliance, you may mislead but must still follow all rules and remain silent.

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Reference designed by: Shooting Sun

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CAUSE OF DEATH 兇殺地點 Surf location 兇殺地點 Sewer / Factory 渠渠 Loss of Blood 失血 Illness / Disease 病發 Poisoning 中毒 Accident 意外	LOCATION OF CRIME 罪案地點 Pub 酒吧 Bookstore 書店 Restaurant 餐廳 Hotel 酒店 Hospital 醫院 Building Site 地盤	CORPSE CONDITION Still Warm 餘溫 Stiff 僵硬 Decayed 腐爛 Incomplete 殘缺 Intact 完整 Twisted 扭曲	A GOOD TWIST 扭轉局勢 The player who correctly accuses the crime last wins. Accusations are made in rounds 2 and 3. If no player is entitled to make an accusation, the Witness identifies the Murderer. The player who identifies the Murderer loses their badge token. 上局成功辯解者即勝利。此遊戲中，辯解者須在第二及第三輪時提出。若無任何玩家有資格辯解，則由目擊者指認兇手。指認兇手者將失去其徽章。
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Hong Kong Police Force

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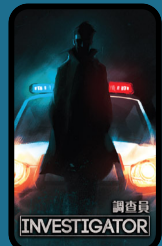


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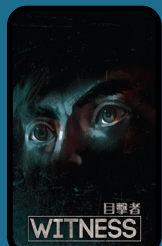
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