







INTRO

A new space game was delivered to the front door, but now it's gone.

We know that one of the neighbors stole it.

The robots like space stuff.
The pirates steal for a living.
The meeples covet your games.

Narrow the suspects to deduce the guilty culprit.

OBJECTIVE

Win by guessing the most characteristics of the culprit.



SETUP

Shuffle the deck.

Remove one card and place it, unseen, in the wallet.

Deal remaining cards to players until each player has an equal number of cards in his/her hand.

Place leftover cards in a row in the center of the table face down.

All players get a pencil and paper to take notes.



YOUR TURN (Clockwise turn order)

Perform 1 action:

Ask all opponents:

How many _____ do you have?
(1 characteristic)

All must answer truthfully
OR

Ask 1 opponent:

Please show me a _____ (1 characteristic)

S/he must show only you a card
or if has none, say Who Dunit?
OR

Exchange 1 from hand with
a card in the center (same space)
OR



Call for a VOTE
(ending the game)

VOTE

Each player writes
1 Color, 1 Person Type, and 1 Gender
at the bottom of their piece of paper.

Players reveal their guesses.

Reveal the culprit from the wallet
and score:

1 point for each correctly guessed
characteristic.

Ties broken in favor of the
person who called the Vote.
All other ties share the win.

