

• **Chaos in Gendarmerie!**

A new case has put the gendarmerie out of the order. The authorities want this case to be solved as soon as possible. Some suspects have been arrested, but we know the main criminal is not among them. You as the officers in the gendarmerie will put together the different evidences and arrest the suspects so you can get the information you need to guide you toward the main criminal.







**Desk cards:**

Desk cards include evidence that are on the gentleman's desk. Every card has one or two evidence about a suspect on the run. If you gather these evidences based on one suspect's information and report it, then you have arrested the suspect. You don't have to know the meaning of the evidence signs. Paying attention to shape of the sign is enough, however, its good to take a look at their meanings below.



Handwritten	Footprints	Footprint	Map	Phone
Mobile phone	Glasses	Map	Shoe	Well-known
Handwritten	Glasses	No Gun	Shoe	Jewelry

**Wall cards:**

Every wall card shows an illustration and characteristics of a suspect. Paying attention to the signs at the bottom of the card is enough.



**Door cards:**

You face the person behind the door and you can only use the chance they provide you at that moment. This encounter will be unpredictable, and the result of the dice is in your favor but sometimes it might cause you disadvantage. Whichever it might be you have to do what the card says.



**Interrogation cards:**

Interrogation cards depict suspect's interrogation papers. Back of the cards have clues on two sides and at the front there is a sign that points to a suspect throughout the game. That suspect is called **jailed**.



*The cards have to read the text on the cards, they also describe the story and explain the signs you find in effort on the game.*

**Medallion card:**

Four of the interrogation cards have a medallion on their front instead of a pointing sign. If you arrest a **jailed** suspect and the interrogation card under it has a medallion it means that you have caught the main criminal which ends the game. This medallion belongs to the last person who reported.





### Game Set up

#### First step:

Pick out the four medallions from the interrogation cards and shuffle them with four other cards. Shuffle the rest of cards and put them on those 8 cards.  
In 3 by 3 rows put down 9 interrogation cards facing down like:

1. They all face the same direction.
2. Around the 3 by 3 square there should be a complete chain border.



The card that does not go with the chain border goes under the interrogation deck.

The middle card can have chains on any side. The corner cards should have the right corner chains and the other four side cards should have chains on one side.

Interrogation room sets up like this:



**Second step:**

Shuffle the wall cards and place 2 of them on the side interrogation cards. At the beginning of the game the middle interrogation card stays empty and no cards get placed on it. Shuffle rest of the cards and place them side facing down.



Accordingly we will be generating will

**Third step:**

Shuffle the deck cards. Put four deck cards in the shelves facing down. Divide rest of cards into two decks and put them on their spots facing up. Now the gendarmery deck is complete.



Gendarmery deck has 4 decks of cards



**Fourth step:**

Shuffle the door cards and put them near the wall cards, beside two decks of seek cards. The door cards should be facing down.

Turn the interrogation card in the middle and it will point to the 'wanted'.



And the officers' mission begins.



### How to Play

First player will be the winner of the last game or the tallest person. Every turn a player can do one of these three tasks:

1. Take one of the top cards from the two deck decks and add it to your hand.



2. Put one of your cards on the archive pile facing down. And then take the top card from the door deck and do what it says immediately.



3. Report! Claim that you collected enough evidence to arrest a suspect.



**How to report:**

Collect characteristics of a suspect to make a case for him/her. If the evidence in your hand match one and only one of the 3 suspects on the wall you can report and spread his/her. Show your hand and take that suspect card from the wall and put them aside.

**Reporting Rules**

- You should have a claim nose without extra cards.
- If evidence in your hand match more than one suspect you cannot report either of them.
- You don't need to have all of the characteristics to report a suspect.
- You can report a suspect with just one card.
- It doesn't matter if you have two or more of the same evidence.
- If a player wants to report and walk up get successful, their turn is over.



In this example all suspects have at least one of these characteristics but not one of them has all 3 signs





**After reporting:**

After reporting and collecting points, fill the empty space with two new cards. An interrogation card from its deck gets placed in the empty space facing down. Pay attention to the chain border: it should be complete. Then take one wall card and place it on the empty interrogation card.

If you run out of interrogation cards or you don't find any card that matches the chain border, the empty space will stay empty and no card gets placed there.



Fill the empty space with an interrogation card and a wall card unless you have to break the chain border rule.

If you are out of wall cards, shuffle them and put them back in the game.

If one of your decks runs out, replace it with a deck of cards from the opposite side of the most cards.

#### End Game

The game comes to an end in two ways:  
1. The main criminal gets arrested.  
That means the interrogation card  
under the wanted suspect that a  
player reported has a medallion.  
2. The burned interrogation card  
points to an empty space.



Scoring and the winner:  
The player with most cards in  
the winner and the chief of the  
gendarmery.  
All cards have 'one' point.  
Every Medd wall and interrogation  
card has one point, but door cards do  
not have a point.  
If one of the other players gets the  
medallion, chief cannot lose that  
player around.

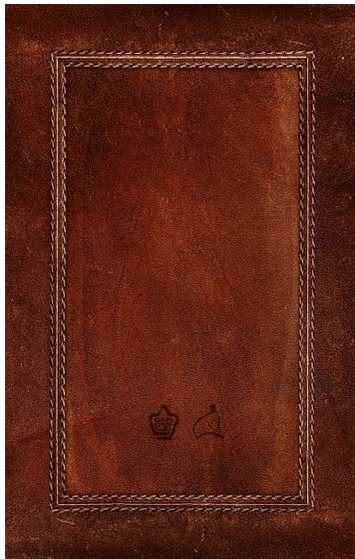




**Design & Production Jockey**

Mohammad Sarefi  
Sohrab Mostafaei  
Reza Agharakhani  
Savad Akhavan  
Suzan Barfani  
Ali Faghihi  
Mohammadreza Yousefi  
Babak Ghaseini  
Majid Ghazemi









### Report Guide

#### Incorrect Report

Suspect 2 & suspect 7 both have 3 sign out of these 4: "Woman", "Foot print", "Redhead" and "Reddy". So you can't report either of them.



Suspect 4 has all the characteristics that suspect 5 has, so you can't report him even if you have all of his signs. In this situation, you can report him with the "Foot print" card.

#### Correct Report

You can report suspect 1 with just one "Bear" card. He is the only suspect among these 3 that has a Bear sign.



You may have duplicate evidence while reporting. You can report suspect 2 with a "Woman" and a "Redhead". He is the only suspect with these characteristics on the wall.