

Create your own case!

Instructions

You will need a pair of scissors, tape, glue and cardboard.

All of the templates are made to be printed on standard A4-sized paper. Print out all the sheets that you'll need for your case and cut out all of the cards and figures along the pre-drawn lines. There are no pictures on these cards; instead, you can create and use illustrations that are appropriate for your case.

Starting clues

Once you've decided on the clues you want to give players when they start investigating your case, write them out on the starting clue cards, on the same side that has the heading printed on it. The fourth card, the blank one, is reserved for the name and description of your case.

Question cards

With these cards, the printed side of these pages represents the cards' back. Write your questions on the other (i.e. the blank) side of the cards. You can write the answers on the (printed) backs of the card; use a turquoise or light-blue fine-liner (felt-tip) pen so it cannot be read. Players can use a transparent red plastic disk or film or a red light to reveal the answer.

Item cards, penalty cards, help cards

Here again, the printed side of the pages on corresponds to the cards' back sides. You can use the penalty cards and help cards from the basic set and/or create new ones to use for your case. Remember that there has to be a clue card linked to every item card that you use.

Clue cards

Only the backs of these cards are printed. On that side, add a number next to words "Clue card" so the cards can be put in order, and draw in the action points corresponding to the figures who are supposed to work on the clue.

If a clue card needs to show a specific item or if a clue card needs a certain item for your case, simply use the cards with empty boxes and draw the item in question in the box.

Figures, figure cards, escalation marker, game board

These templates are part of the basic set that you will also need to investigate your case in the game.