Detective Graves against The Mastermind
A Deduction based Card Game for Two Sleuths

In Detective Graves against the Mastermind, players create the battle of wits between the sleuth Detective Inspector Daniel Graves and a Mysterious Mastermind. The players will battle it out over the evidence left at five crime scenes, evidence that may reveal the identity of the criminal mastermind behind these dastardly deeds.

Players will use cards at each Location in order to have the highest score at the point where time runs out at the Location, at this point either the Detective Player will win the round, gaining valuable evidence as Detective Graves figures out the clues left behind or the Mastermind Player will win as Detective Graves has left vital clues behind.

Components:

- 1 x 45 Card Detective Deck
- 1 x 45 Card Mastermind Deck
- 12 Large Sized Location Cards
- 5 Mastermind Identity Cards
- 10 Evidence Cards
- 28 Time Tokens (Glass Beads, wood cubes or the similar)

You will also need a pencil/pen and paper to keep track of the scores.

Setup of the Case:

Determine which player will play the Detective and which will play the Mastermind in the first case. Each player takes their corresponding decks and shuffles them.

The 12 Location Cards should be shuffled and 5 of them dealt out in a line between the 2 players. Each Location should have a number of time tokens placed on it equal to the number of clocks pictured on the card. (See Anatomy of Cards at the end of these rules for more information on the details of the various cards).

The Mastermind Player should shuffle up the 5 Mastermind Identity Cards and deal one to him or herself at random, the remaining Identity Cards should be returned to the box without revealing them to the Detective Player.

The Mastermind Player should then take each Evidence card that has on the bottom of the evidence card a matching symbol as their Mastermind symbol for a total of 6 cards. These should be shuffled, 1 is secretly placed facedown under the Mastermind card and the remaining 5 are dealt facedown, 1 onto each Location.

Each player draws a starting hand of 5 cards, they may choose to mulligan this hand (discard all their cards and draw 5 new cards) if they wish.

Play begins at the left most Location (Detective Player's left). This becomes the Active Location and if the Location has an ability that triggers then players resolve it.

The Detective Player will be the first to start playing at this initial Location.

Key Rules and Terminology:

Evidence Piles:
Each Location has an Evidence Pile located at the top and bottom of the Location card, the one nearest to the Detective Player is where the Detective places their cards and the other one is for the Mastermind player.

Important: Cards from Evidence Piles are not discarded once the Location is resolved; they are left in play until the end of the Case (or if discarded/moved by a special card).

Discard Piles:
Each player has their own separate Discard Pile and all cards discarded should be placed in the pile facedown. Keep your Discard Pile turned 90 degrees in order to distinguish it from your draw pile.

Exhausting Decks:
If during play a deck becomes exhausted it is not reshuffled into a new deck unless a player has no cards left in hand. (Exception: if a card tells you to reshuffle your deck you may do so).

The Golden Rule:
If a card's text breaks the rules in this book, the card takes precedence.

Ace Cards:
Aces count as value 10 in this game.

Special Abilities:
The text in the green box on a card

Trump Suit or Trump Card
The Suit indicated on the Location or as determined by play of a deuce.

Lead Player:
The Player who is first to play (or pass) at a Location, this is the Detective Player in the first Location and the winner of the previous Location's Evidence in all other cases.

The Turn:

1. Draw Cards
Each Player draws 2 cards and adds them to their Hand of cards.

2. Play
Starting with the Lead Player for the Location (in the first Location this is always the Detective Player) a player may either play cards from their hand or pass:

2a. Lead Player may Play Cards or Passes
If they choose to play cards they may do either of the following:

a) Play Cards
Place cards into their Evidence Pile for the Location and/or use special abilities

These cards must be either all of the same suit and/or from the location's trump suit. Any special abilities on these cards are ignored unless the card says otherwise (for example when playing a deuce).

Cards with special abilities may be discarded from hand for their effect, if done so they are revealed to the opponent, resolved in full and then placed (facedown) into the player's Discard Pile.

Apart from the restrictions above any number of cards may be played in a turn.

b) Pass
If a player passes, they cannot play any cards, however they may discard 1 card from hand and draw a replacement from their deck.

2b. Second Player may Play Cards or Pass
As number 2 above; however, if both players pass in succession then the Location is considered complete and we proceed to step 5.

For Example: If the Lead Player passes and then the Second Player passes straight afterwards then the Location is finished. Also if the second player passes and then the lead player passes in the following turn the Location is also finished. What matters is not the turn it happens on, but if both players pass in a row.

3. Time Moves On
If there are no time tokens left then proceed to step 4; otherwise remove 1 Time Token from the Active Location, then return to step 1 and repeat the process.

4. Resolve the Location
Players total up the value of all the cards they have played to their Evidence Piles (remembering that Trumps count as double their value) and the player with the highest score wins that Location. (If the result is a draw then the Evidence is discarded (facedown) and neither player gets to see what it was.)

That player takes the Evidence Card for the Location and may look at it (at any time). This evidence will be worth 2 points at the end of the Case.

If this was the fifth Location then the Case is over and the players move to resolving the case, otherwise players start again at the next Location along (moving from left to right from the Detective Player's viewpoint) with the Lead Player becoming the player who just won the Evidence from the current Location.

Resolving the Case:

Once all 5 Locations have been played and resolved then it is time to sum up evidence and score points.

Summing up the Evidence:

Each piece of Evidence collected by a Player is worth 2 points for that player's score.

The Unmasking:

Each player takes all the Evidence they have won during the case. These Evidence cards provide information about which Mastermind would have left a particular clue at the location.

The set aside Evidence Card is not looked at by either player.

First, the Mastermind Player has the opportunity to 'reveal prematurely' their identity, effectively giving themselves up for a softer sentence (only to escape later). If they do this the Detective Player scores 2 points.

If they choose to remain anonymous then the Detective Player reviews the Evidence they have one and states which Mastermind they believe the Mastermind Player was playing. The Mastermind Player must reveal their identity and if The Detective Player was correct then he/she scores 3 points; if the deduction was wrong then the Mastermind Player scores 1 point.

The scores are totalled and recorded, and then a second Case is played using the same Locations as the first Case in the same order, but with the Mastermind and Detective Players swapping roles, the new Mastermind Player drawing a random Mastermind for the Case and then setting up the evidence accordingly as listed during Setup.

End of Game:

At the end of the second Case, the Player with the highest score wins. If the scores are tied, then the Player who had Detective Graves correctly deduce the identity of the Mastermind wins, if both players achieved this then the game is a draw! Congratulations!

Variant Games:

Following are a few variations of the game rules which can alter the experience of playing a little.

The Mastermind Knows All!

In this variant the Mastermind player is allowed to peak at each location's evidence card at any time during play. This allows the Mastermind Player to decide which location is worth fighting for and which can be lost without hurting their case.

If you play with this variant the Mastermind Player may not deliberately Reveal their identity during The Unmasking as they have perfect information about the odds of Detective Graves' deduction.

The Single Case

If you're short for time then a single case can be played. In this situation the points scored are altered as follows:

- Evidence is worth 3 points each.
- The Mastermind may not reveal intentionally
- The deduction is worth 4 points to Detective Graves if correct and 4 points to the Mastermind if incorrect.

The Long Haul

Needless to say it is possible to play multiple cases of the game with the players alternating and accumulating points from one case to the next.

In this situation the locations should be shuffled and randomised after each pair of cases is completed.

Life Is Pain

At the start of each Case the locations are randomised instead of being the same for both sets. This can be used in a 2 Case game or during The Long Haul.

Anatomy of Cards:

Detective Cards and Mastermind Cards:

Above is 1 card from the Detective Deck along with 2 from the Mastermind Deck. Each card has either two or three pieces of information printed on it.

The top left corner designates the rank (value) of the card, which is from 2 to A(10).

The top right corner is the card's suit - there are five suits in the game, magnifying glasses, shoeprints, question marks, note books and briefcases. Each suit has its own colour.

If the card has a special ability, this will be present in the large green box in the centre of the card. With the exception of Deuces (2's), all cards must be discarded from hand to use their special ability. Deuces work when played to a location and are an optional ability.

The bottom of each card has some flavour text; this has no bearing on the game itself but contains either the thoughts from the journal of Detective Graves' partner Inspector Chaplin (Detective Deck) or the thoughts of the Mastermind behind the crimes (Mastermind Deck). They're just for fun and flavour.

Mastermind Identity:

The Mastermind Identity Card contains 2 pieces of information, the name of the Mastermind behind the case and the symbol that represents them. This symbol should appear on the bottom of the 6 evidence cards involved in a Case.

Evidence Cards:

Evidence cards have two pieces of information on them; the top bar contains the 2 suspects that can be eliminated as the evidence clears them from the crime. The bottom bar contains the 3 suspects that are still viable. One of these three suspects will be the Mastermind.

The Locations:

Each Location has three pieces of information on it, the first is the number of clocks (printed on the left hand side) this is the number of turns that will take place at this Location, representing the amount of time Detective Graves has available at the scene of the crime. At the start of the game each location will have a number of time tokens placed on it equal

The second is the trump suit for the Location, this is printed in the top right corner and any cards matching that suit count as double during the resolution stage of the Location. This suit can be changed by players which should be either noted with one of the trump suit change tokens or on a piece of paper.

The third piece of information is the Location special ability; this is written in Chaplin's notebook located at the bottom centre of the card. The abilities of the various Locations are listed in the glossary near the end of these rules.

Location Card Glossary:

The Bank Vault
Time: 5 Turns
Trump Suit: Magnifying Glass
Location Ability: At the start of this location, each player reveals the top card of their deck and places it into the evidence pile.

If a player's deck is empty then no cards can be placed into the pile.

The Library
Time: 5 Turns
Trump Suit: Briefcase
Location Ability: Special Abilities of Cards may not be used while this is the active location.

This includes the ability to change the trump suit which is printed on deuces.

The Palace Grounds
Time: 5 Turns
Trump Suit: Shoeprints
Location Ability: Cards of Value 4 or lower may not be played to this location.

This does stop deuces from changing the trump suit, the royals don't like to be messed around. However it does not stop discarding of cards for special abilities as they are not played to the location.

The Bank Vault
Time: 7 Turns
Trump Suit: Notebooks
Location Ability: The Mastermind Player may not play a non-trump card to this location unless he has a lower number of cards than Detective Graves at this location.

The Mastermind Player should play cards one at a time to this location to ensure that they do not pass the number of cards the detective has. If such an error is discovered then the Mastermind Player must discard the most recent non-trump cards played until the number of cards match.

Trump cards played to this location ignore this rule, but do count towards the total.

The Countryside
Time: 5 Turns
Trump Suit: Briefcases
Location Ability: At the start of this location each player draws 3 cards.

This location ability works once.

The Alley
Time: 5 Turns
Trump Suit: None
Location Ability: Each Player may play a maximum of 3 cards in their evidence pile for this location. To play additional cards a player must first discard one of their evidence cards already in play.

This does not restrict discarding of special cards. The discarded card must come from The Alley.

The River
Time: 4 Turns
Trump Suit: None
Location Ability: At the start of this location Detective Graves may discard his entire hand to draw the same number of cards.

This is an all or nothing ability. Cards can't be kept back from being discarded. Cards discarded have no effect..

The Record Office
Time: 4 Turns
Trump Suit: Magnifying Glass
Location Ability: Ace Cards played at this location are value 12 (instead of 10)

The Trump Ace is value 24 here.

The Park
Time: 3 Turns
Trump Suit: Shoeprints
Location Ability: In order to play a non-trump card of value 6 or higher to this location a player must first discard a card.

The discarded card has no effect and is discarded facedown without revealing what it was to the opponent.

The Station
Time: 5 Turns
Trump Suit: Notebooks
Location Ability: None

The Slums
Time: 4 Turns
Trump Suit:: Question Marks
Location Ability: At the start of this location Detective Graves may add or take away 1 time token from the slums and the location immediately following it.

This can be applied to none, 1 or both locations as desired.

The Museum
Time: 3 Turns
Trump Suit: Question Marks
Location Ability: When drawing players may draw the top of their discard pile instead of drawing from their deck.
Any cards played for their special ability are removed from the game.

Players may not look at the cards in their discard pile before drawing. If any ability causes searching of the discard pile it should be shuffled afterwards.