

# QUICK PLAY

This game is about solving a murder case. One player takes the role of the murderer's **Accomplice** and the rest are **Detectives**. The Detectives need to guess for a combination of **1 room , 1 suspect** and **1 weapon** by interrogating the Accomplice.

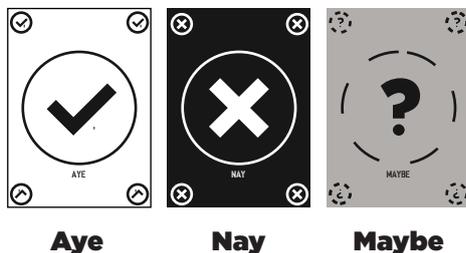
## SETUP

Choose a player to be the **Accomplice**, the rest of the players are **Detectives**

Give 1 **Interrogation card** to each **Detective**

Give the Accomplice all the **Aye, Nay,** and **Maybe** answer cards.

Let the **Accomplice** choose a **room card, suspect card** and **weapon card** to represent the murder mystery. Only the **Accomplice** can see these cards.



## PLAY

The detective to the left of the accomplice goes first.

### QUESTION PHASE

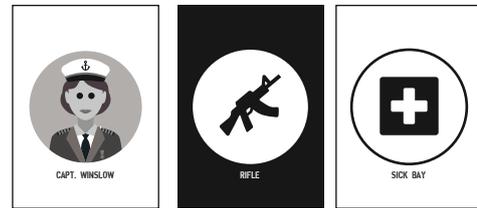
The **Detective** picks a **room, suspect** and **weapon** to question the **Accomplice** about.

### ANSWER PHASE

The **Accomplice** compares these questions to the hidden murder mystery.

The **Accomplice** hands out three **answer cards** (Aye, Nay, Maybe cards) to the **Detective**, as a response to each question. The accomplice must answer truthfully but the cards can be given in **random order**.

Use your **Detective's Note** to keep track of your findings.



**Suspect**

**Weapon**

**Room**

## SABOTAGE

After every Detective has had their turn questioning the Accomplice, the Accomplice has an opportunity to **sabotage** either a room, suspect or weapon. If a detective were to investigate any sabotaged evidence, then the accomplice gets the opportunity to replace the answer card corresponding to the sabotaged evidence with a **maybe card**.

## INTERROGATION CARD

If a Detective got a Maybe Card as an answer, he/she can counter it with an interrogation card (one time use). If this happens, the Accomplice has to hand out the real Aye or Nay card instead.



**Interrogation**

## WINNING

After every **sabotage**, the detectives have a chance to do a **final accusation**. If one or multiple detectives manage to guess the hidden murder **room, suspect** and **weapon**, they win the game. If said detectives guess wrong, they lose and can't continue.

After **the 6th and final sabotage** has been made by the **accomplice**, all the detectives are forced to make a **final accusation**. If all **detectives** guess wrong, the **accomplice** wins the game.



2 - 5 PLAYERS



9+ YEARS



15 MIN

**MURDER  
IN THE  
FLEET**

# MURDER IN THE FLEET



A noir murder mystery game that focuses on cunning and logic.

## PLOT

A murder has taken place aboard the USS Carolina. It's your job to solve the case by figuring out who the killer was, where it happened and what the murder weapon was. Play either as one of the detectives trying to crack open the case through process of elimination. Or play as the murderer's accomplice and sabotage the investigation by giving insufficient testimonies. Use strategy and logic to win the game.

## HIGHLIGHTS

- Play either as detective or murderer's accomplice
- Use process of elimination to beat your opponents
- Dark and intriguing noir setting



## COMPONENTS

- 29 playing cards
- 1 player map
- 1 stack of Detective's Notes



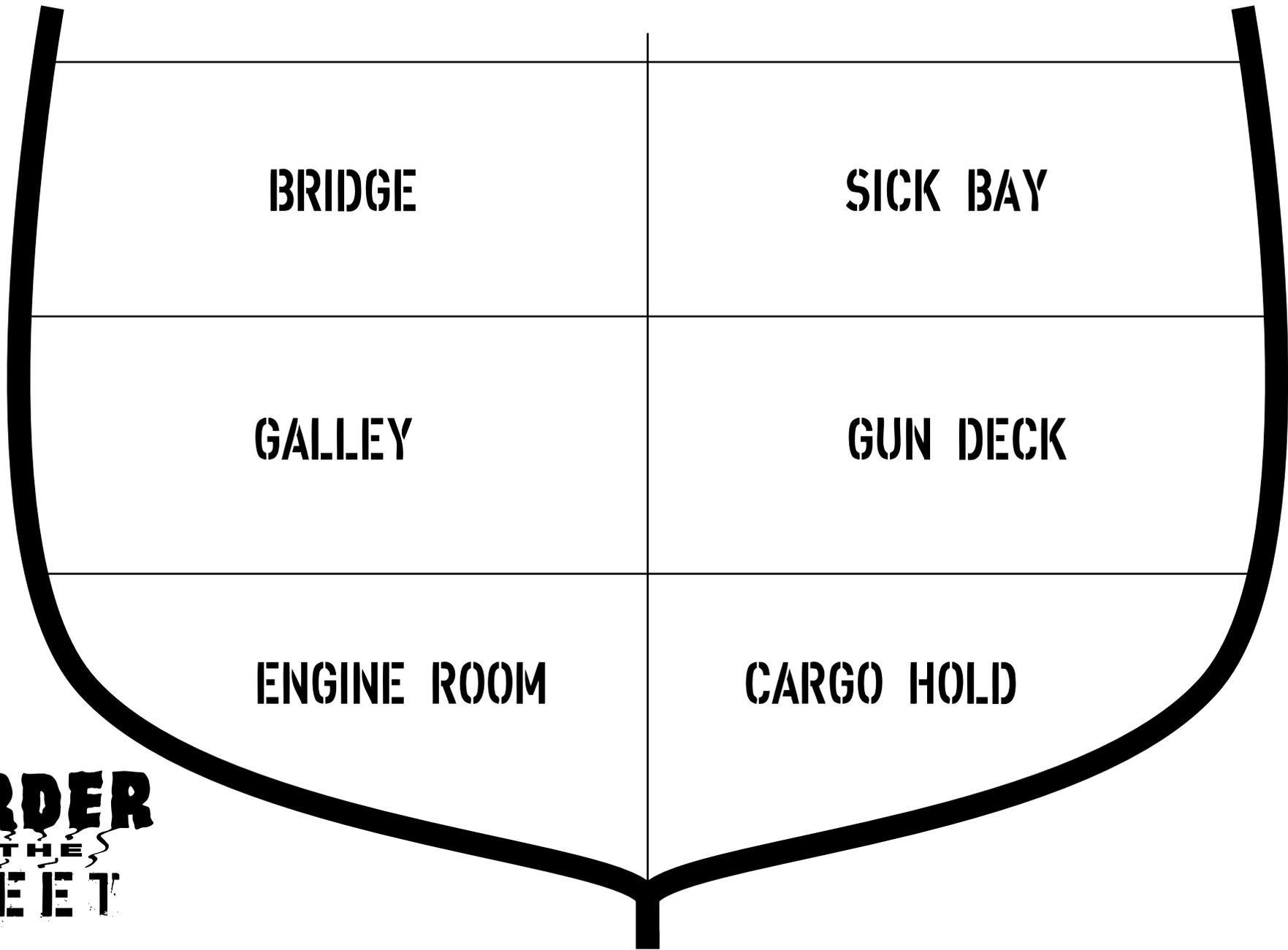
2 - 5 PLAYERS



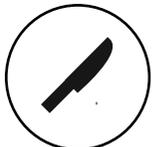
9+ YEARS



15 MIN



# MURDER IN THE FLEET



KNIFE



PADDLE



RIFLE



ROPE



FOG HORN



WRENCH



BETTY



LT. RANDOLPH



TOOTS



THE CONSUL



GREASY



CAPT. WINSLOW

# MURDER IN THE FLEET



15 MIN



9+ YEARS



2 - 5 PLAYERS

## RULES

There's been a murder onboard the ship. It's up to you, as one of the detectives, to solve the case. An accomplice of the murderer has been caught and is in your custody but the real murderer is still on the loose. Take turns in questioning the accomplice to figure out who the murderer was, where the crime took place, and what weapon was used. The detective that reaches the correct conclusion first wins.

## COMPONENTS

**29 Cards** in total divided into:

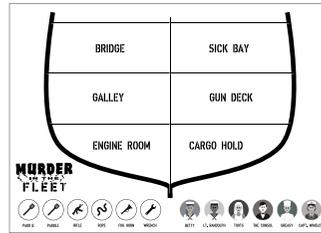
- 6 Suspect Cards
- 6 Murder Weapon Cards
- 6 Room Cards
- 3 Aye Answer Cards
- 3 Nay Answer Cards
- 1 Maybe Card
- 4 Interrogation Cards

**1 Map**

**Detective's Notes**

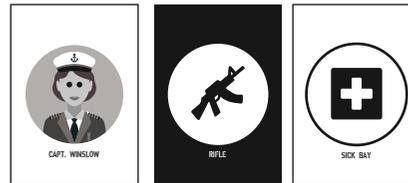
## SETUP

Place the map in the middle of the table.



Map

Designate one player that takes on the role of the **Accomplice**. That person looks through the **suspect, murder weapon** and **room** cards and chooses one of each.



Suspect

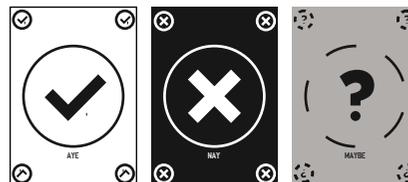
Weapon

Location

The accomplice then keeps the three selected cards and removes the others from the table.

It is important that the accomplice keep the selected cards hidden from the other players as these signify the correct answers to the murder case!

The accomplice also takes all of the **aye, nay** and **maybe** answer cards.



Aye

Nay

Maybe

The other players then take on the role of the detectives. Each detective takes one **Interrogation Card**.

Each player also receives 1 **Detective's Note**.

## HOW TO PLAY

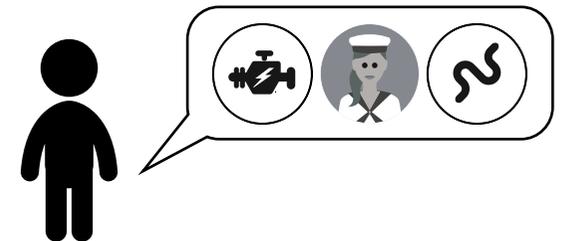
The detectives now take turns in a clockwise order around the table to interrogate the accomplice. The detective to the left of the accomplice goes first.

## DETECTIVE'S TURN

### QUESTIONING PHASE

The active detective chooses a room, a suspect and a weapon that they believe might be associated with the murder.

Example: "I believe that the murder took place in the **Engine Room**. It was **Betty** who did it. With the **rope**."



### ANSWER PHASE

The accomplice then compares the suggestions with their chosen cards (while still keeping them hidden) and hands the active player **3 answer cards**. The accomplice must respond truthfully but the answers do not have to be

given in any specific order. This means that the detectives might get an answer saying that one or more of their suggestions were correct - but not necessarily which were so.

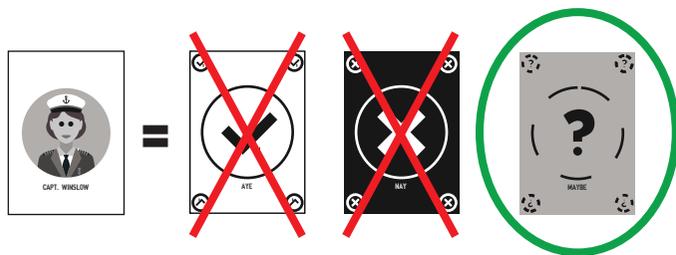
Take notes on each turn to gradually deduce what the correct combination might be.

## MURDERER ACCOMPLICE'S TURN

Once all detectives have had their guesses it's the accomplice's turn to act and try to sabotage the investigation.

### SABOTAGE PHASE

The accomplice can now decide to sabotage one room, suspect or weapon. If a detective were to investigate any of the sabotaged evidence, then the accomplice gets the opportunity to replace the **answer card** corresponding to the sabotaged evidence with the **maybe card**.



If a detective's investigation contains multiple pieces of sabotaged evidence, then the accomplice can only choose **one** piece of the sabotaged evidence and replace its answer with the **maybe card**.

## ACCEPTING FINAL ACCUSATIONS

Following every sabotage phase comes the chance for the detectives to bet one final and complete answer: **Room, Weapon, and Suspect**.

If the accusation is correct, the accomplice confirms it by revealing the cards chosen at the start of the game. The detective that made the correct conclusion then wins the game. However, if any part of the accusation was wrong then that detective is out of the game. If all detectives fail their guesses then the accomplice wins and the game ends. If multiple detectives get the correct answer during a reveal phase then it's a tie and all detectives that guessed correctly win.

After each player has completed **six turns** the game enters one last reveal phase where all remaining detectives are forced to give their final answer to the murder mystery.

## DETECTIVE'S NOTES

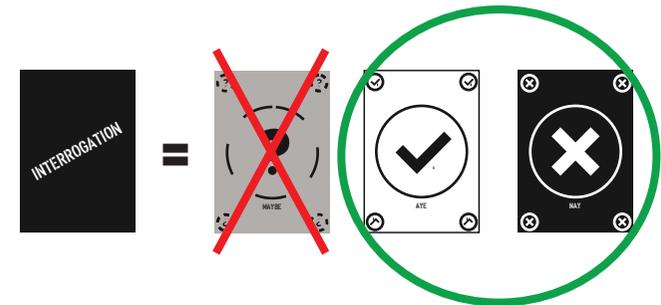
As a detective, it is recommended to use the detective notes to keep track of your findings during the game. Note down the questions you ask and the answers you get and try to solve the mystery!

The accomplice can use his or her Detective's Notes to keep track of which evidence has been sabotaged already, and which can be sabotaged in future turns.



## INTERROGATION CARDS

If the detective receives a maybe card she can revert it by playing an interrogation card. The accomplice is then forced to take back the answer cards and replace the maybe card with a correct aye or nay card, and then hand the cards back to the detective. An interrogation card gets discarded once it's been used. Play it wisely.



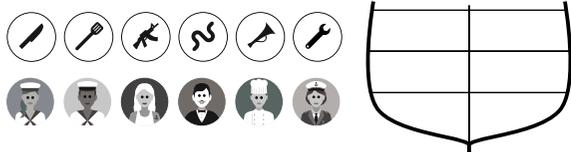
**MURDER**  
IN THE  
**FLEET**

  
2 - 5 PLAYERS

  
9+ YEARS

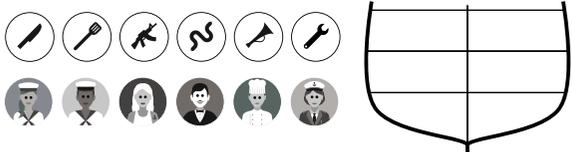
  
15 MIN

ROOM      SUSPECT      WEAPON      ANSWERS

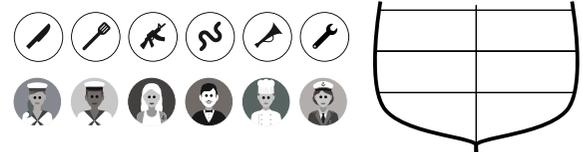
FINAL ACCUSATION

ROOM      SUSPECT      WEAPON      ANSWERS

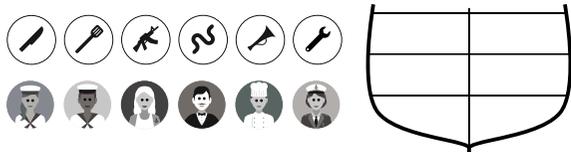
FINAL ACCUSATION

ROOM      SUSPECT      WEAPON      ANSWERS

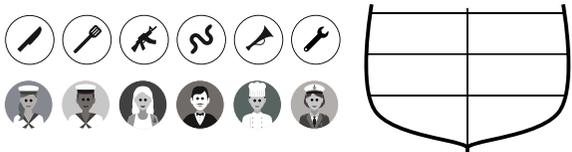
FINAL ACCUSATION

ROOM      SUSPECT      WEAPON      ANSWERS

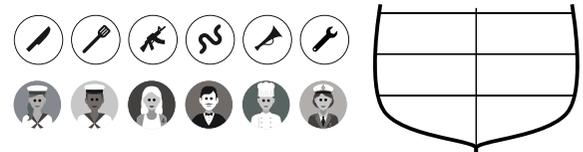
FINAL ACCUSATION

ROOM      SUSPECT      WEAPON      ANSWERS

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FINAL ACCUSATION

**MURDER**  
IN THE  
**FLEET**



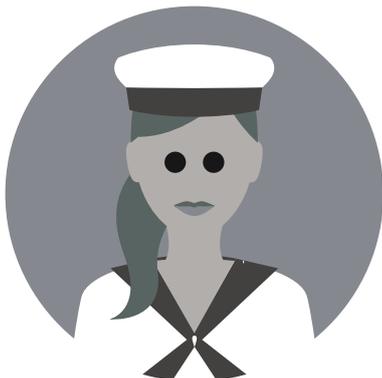
GREASY



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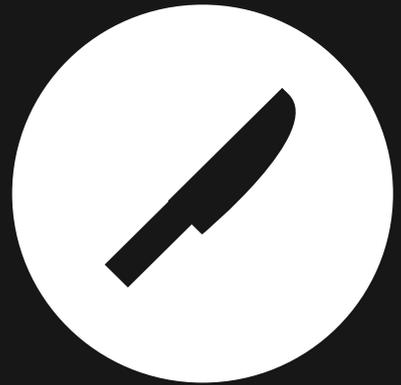
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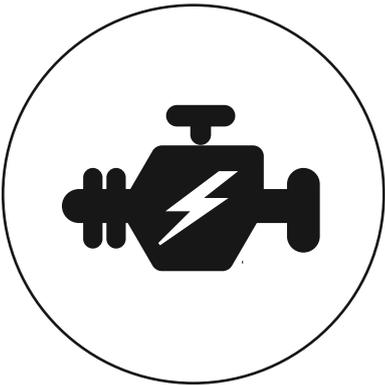
PADDLE



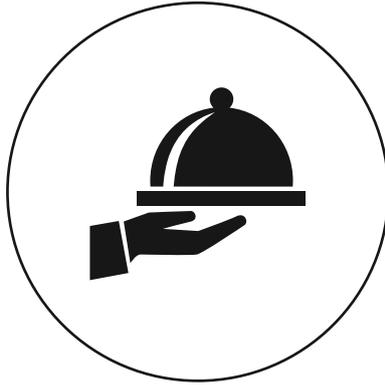
FOG HORN



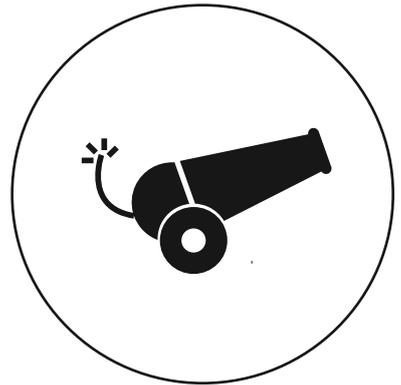
KNIFE



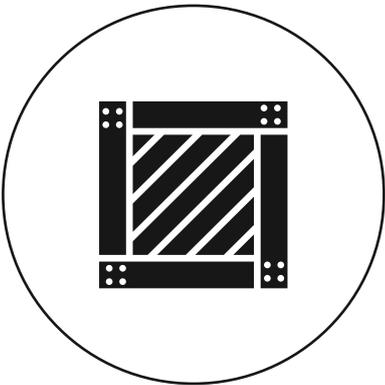
ENGINE ROOM



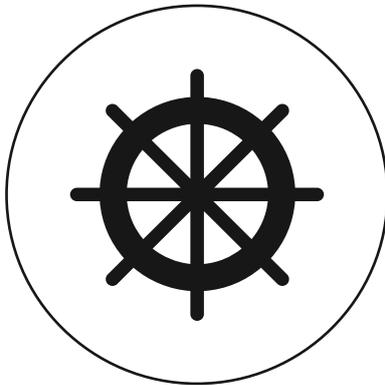
GALLEY



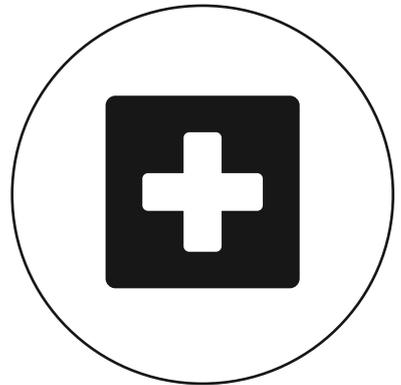
GUN DECK



CARGO HOLD

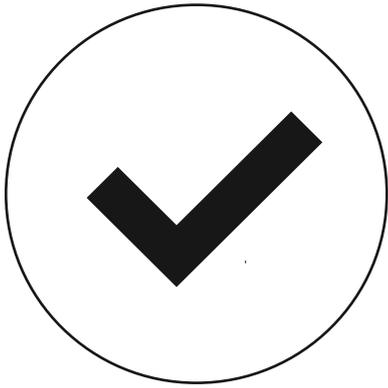


BRIDGE

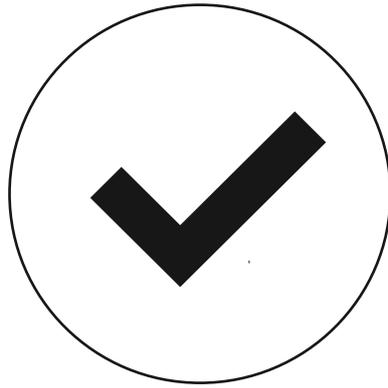


SICK BAY

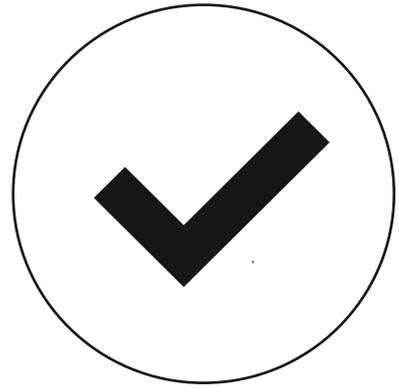
**MURDER**  
IN THE  
**FLEET**



AYE



AYE



AYE



NAY



NAY



NAY



MAYBE

INTERROGATION

INTERROGATION



**MURDER**  
IN THE  
**FLEET**

**MURDER**  
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**INTERROGATION**

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