

# SHERLOCK BONES



Sniff out the leads to find the canine culprit who went to the bark side!

You wake up from a lovely nap and head downstairs, you hear the unmistakable sound of your naughty dogs scrambling to hide from you after they have been messing about. It is now your task to uncover what happened in the scenes leading up to your arrival.

Players must use their knowledge and tact to conclusively uncover the truth, but first, all 4 aspects of the crime must be deciphered;



You will be helped in your investigation by our 'Host Dog', Sherlock Bones. You will see him throughout the game showcasing the aspects of the dog crime.



My name is Sherlock Bones. It is my business to know what other people do not know.

## 1. AIM OF THE GAME

Find out what happened! Players must discover all 4 correct aspects of the crime by gradually eliminating incorrect alternatives.

## 2. PLAYERS

Sherlock Bones is for 3-6 players. There are nine possible outcomes for each of the four categories - meaning that there is over six and a half thousand possible variations of the doggy crime.



## 3. THE DEAL

Divide all the cards into their categories and randomly remove one of each category and put them back in the box. The randomly chosen cards are now the secret details to the crime that you must uncover, so make sure no players take a sneak peek!

Then shuffle the remaining cards and deal them out evenly to all players (so that the game is as fair as possible). If there are any spare cards left over, they should be shown to all players to tick off from their notes.

### TOP TIP!

It helps to sort your cards into their categories! Look for the icon in the top left corner of the card.



## 4. THE CLUE SHEET

When the deal is complete, each player can mark off the cards in their hand on their clue sheet; as they are not inside the box.

SUSPECT	CRIME	PLACE	Motive
Betty	Barking	Behind another person	Boredom
Chocky	Begging	Behind the curtains	For attention
Freya	Chewing slippers	Behind the sofa	Greed
Kee	Digging holes	In the corner	Insatiable food
Milo	Eating the post	In the garden shed	Jealousy
Wacho	Hiding treats	In a muddy pond	Looking for bones
Red	Knapping legs	In the washing	Loneliness
Roxy	Stealing food from your plate	Under the bed	Selfishness
Danny	Stealing the whole bed	Under their blanket	Wanting to play

## 5. GAME PLAY

The player to the left of the dealer takes the first turn in being the detective and challenges one of the other players for any two categories of the crime.

For example, they might say "Was it Roxy" as the suspect and "boredom" as the motive?



### TOP TIP!

As you become a more experienced detective, you will realise that bluffing is very useful! This could be asking for cards that you already have to trick your opponents.



Was it 'Roxy' as the suspect and "boredom" as the motive?

If either one or both cards are held by the player, one of them must be shown secretly to the challenger, who can then record what they have uncovered on their clue sheet.

### TOP TIP!

It is useful to have a coding system to keep track of your findings on your clue sheet. E.g. a cross for a definite no and a circle for a maybe.

If the detective uncovers a clue, they may have one additional turn at challenging any player with another 2 aspects. If the challenge is unsuccessful and the player has neither of the cards, then this player does not get a second chance to challenge. The person to the left then becomes the detective and takes their turn to challenge a player.

## 6. WHO WINS?

As the investigation continues you will gradually find out information and clues about the crime. When a player thinks they have solved the crime, they must 'bark' out loud and tell the remaining players the details of the crime they have uncovered!

This player then checks the cards in the box to see if they are correct and if they are, they win!

"Milo" was "chewing slippers" because of "boredom" and they are now hiding "in a muddy pond"

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If they are wrong, they put the crime details back without any player seeing and they reveal their hand to the other players. This player is then out of the game! The game then continues until a remaining player successfully solves the crime!

### DON'T FORGET...

Please tag us in your best crime combinations @the.games.room

If you have any funny dog photos, names, crimes, motives or hiding places, please tell us your suggestions and we'd be happy to include them in expansion packs or even future editions of Sherlock Bones!

(I've got it!)  
**WOOF!**



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WARNING! Not suitable for children under 3 years. Contains small parts which may cause a choking hazard.



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6 Commerce Way, Lancing, BN15 8TA, UK  
Distributed in the EU by Fizz Creations GmbH  
Stadtwiede 17, Emmerich, 46446, DE  
www.fizzcreations.com  
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