

CRAZY SHERLOCK

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 3-5  8+  20min

CONTENTS

18 Clue cards
divided up into 5 categories



Front



Back

5 Case tokens



Front



Back

5 Vote tokens



Front



Back

1 Announcement token



PRINCIPLE AND AIM OF THE GAME

A horrible crime has been committed! Sherlock Holmes, who is preoccupied with another case, leaves you to solve this mystery and reveal the circumstances of the tragedy.

Eliminate the obvious clues and the truth will emerge! The first player to announce the location and time of the crime, the culprit's height, eye color and his or her signature accessory solves the case and wins the round. Win two rounds and you win the game!

SET-UP

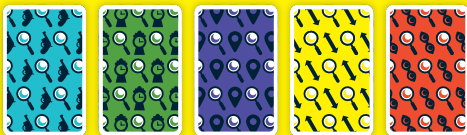
Once you have read the rules, **place the Game Help Sheet on the back of this booklet within reach of all the players.** If you want a more difficult game, don't use the Game Help Sheet.

Place a 15-second timer in the middle of the table (a smartphone, egg timer or simply a countdown out loud by all players).

Place the Announcement counter in front of all the players.



Shuffle the Clue cards and pick one card from each category at random and set them aside in the middle of the table without revealing them. These cards indicate the Culprit and the Circumstances of the Crime.



Shuffle the rest of the cards and deal all the remaining cards to the players as equally as possible. It's possible that some players will have more cards than others.

PLAYING A ROUND

Start the Timer (set for 15 seconds and restarting automatically if possible) to begin the Round. **Each player then looks at their cards** and examines them carefully, trying to memorize them.

When the time is up, each player passes their cards to their neighbor on their left. The timer set for 15 seconds restarts and players can immediately look at the cards they have just been given from the player to their right.

At any moment, a player can pick up the Announcement counter . This action pauses the Timer and all players place their cards face-down. **This player then announces what they think are the 5 Clues** that reveal the Culprit and the Circumstances of the crime. **They then secretly look at the cards set aside** at the beginning of the game to see if they are right or not.

If they are right, the player immediately wins a Case counter  (side 1 facing up). If they already had one, they turn it over  (side 2 facing up) and win the game. Otherwise, a new round begins.

If they are wrong, they lose 1 Case counter if they already had one and are eliminated from the round which picks up where it left off (the timer is restarted, and each player picks up the cards from their hand again). This player continues to pass on their cards. They can look at them if they like but cannot announce anything or give any information to the other players. If there is only one player left at the end of an incorrect Announcement, this player wins the round.

DOCTOR WATSON VARIANT

The set-up is identical to the classic version of the game except **each player also takes a Vote token** in addition to the other elements in the game. The game proceeds in the normal way and only becomes different from the classic game **after one of the players has made an Announcement**.

At that point, **all the other players who have not been eliminated from the Round vote in secret** by placing their Vote token on the side of their choosing:



: if they think the
Announcement is correct.



: if they think the
Announcement is incorrect.

When everybody has voted, the votes are revealed simultaneously. Several scenarios are possible:

A : Everyone has voted



The player who made the Announcement wins a Case token without even checking if they were correct or not. If they like, they can reveal the 5 hidden Clue cards, but they are not obliged to.

B : The announcement was correct but some players voted



The player who made the Announcement wins a Case token. In addition, they must designate one of the players who voted  and this player takes a Case token (or they turn the one they already had over). If nobody voted  or this Announcement, this counter is not dealt.

C : The announcement was incorrect.

The player who made the Announcement is eliminated from the Round and loses a Case token if they had one, just like in the classic version of the game.

All players who voted  are eliminated from the Round being played (without losing a Case token).

All players who voted  win nothing but are still in the Round which continues.

The game ends when a player wins their third Case token. It is possible that two players reach this goal simultaneously, in which case they share the victory!



Collection  **Feux-Follets**



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OU
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CRAZY SHERLOCK is a game edited by GHOST DOG in the FEUX FOLLETS collection.

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GAME AID : THE CLUES

EYES



ACCESSORY



HEIGHT



TIME



LOCATION

