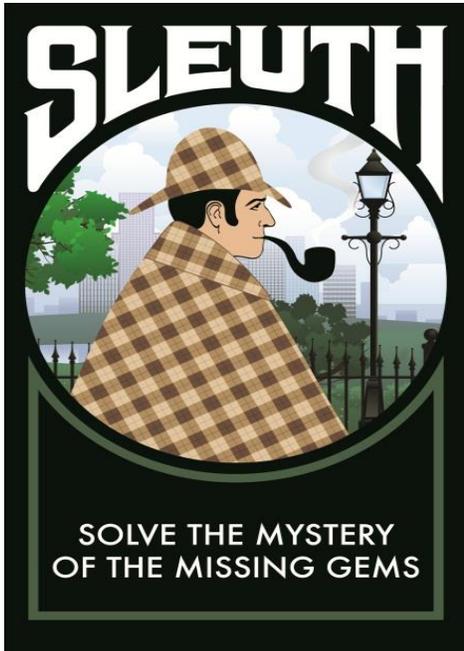


# SLEUTH



## Game Components

- 54 Search Cards
- 36 Gem Cards
- 1 Pad of Information Sheets
- 1 Rulebook

Players:	3 - 7
Playing time:	30 - 45 minutes
Age:	10 and up
Case size:	12 (448 grams/game)

## Sleuth is #15 in the Gryphon Bookshelf Series

The Dealer shuffles the Gem Deck and removes one card, placing it where no player may accidentally see it. This becomes the **Missing Gem**. The remaining Gem cards are dealt evenly to form player's hands. Players record the information from their private cards on their information sheets. Any remaining Gem cards are placed face up for all players to note and record.

Each **Gem Card** has three elements:

- **Gem** (diamond, pearl, or opal)
- **Color** (red, yellow, blue, or green)
- **Type** (solitaire, pair, or cluster)

Players use **Search Cards** to discover and record what their opponents hold in their hands—i.e. if a player had the "Blue Opals" search card, he could request one player to show him all the blue opals in his hand. Other search cards have only one characteristic "element" of a gem—i.e. just opals, or just blues. With these cards, the interrogated player must reveal only the number of these cards that they hold but **not reveal** the cards themselves.

Play continues until one player believes they have solved the mystery. If correct, the player reveals the card and wins the game! If incorrect, the player replaces the "missing gem" card and the game continues. This player must continue answering any interrogations.

*"Sleuth has a time-tested, solid reputation, and both deduction game fans & Sid Sackson aficionados should be very pleased!"* --Ender Wiggins, BGG.com

*"The best of them all; the game I'd save from a burning building."*

—Chuck Uherske, BGG.com

*"A phenomenal game! One of the best of all time."* --Marvin Raab, BGG.com

*"The best deduction game there is!"*

--Mr. Jones, BGG.com

Game designed by Sid Sackson

Published by Gryphon Games

Made in China

Product Code:	101063N
UPC:	609456646543
Size:	8.5" x 6.25" x 2"
MSRP:	\$25.99



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## Target Audience:

- Casual to advanced gamers
- Fans of deductive reasoning games and brain teaser puzzles
- Game, gift, museum and bookstore patrons

## Core Information:

- Classic strategy/deduction game (similar to: *Clue*, *Code 777*, *Black Vienna* and *Mystery of the Abbey*)
- Develops strong logic and deductive reasoning skills
- Exercises memory, advanced planning & flexible thinking skills