



/MOONSTARBOARDGAMES



INTRODUCING

CRIMESCENE

BY SIMON ADAMS



**RULES OVERVIEW
VIDEO**



**DISCOUNTS ON
MOON STAR GAMES**



CHOOSING THE INVESTIGATIONS

IF TWO OR MORE WITNESSES PER TEAM, ASK THE DETECTIVES TO LEAVE THE TABLE, OTHERWISE, THE DETECTIVES MUST NOT HEAR NOR SEE THE FOLLOWING DISCUSSIONS. THE TEAMS OF WITNESSES MAY NOW DISCUSS THE CLUE CARD LAYOUT AND THEIR *INVESTIGATION CARD* OPTIONS.

AS SOON AS ONE TEAM OF WITNESSES HAS CHOSEN **ONE** OF THEIR TWO *INVESTIGATION CARDS* TO PLAY, THE OTHER TEAM MUST IMMEDIATELY CHOOSE THEIR OWN. THE DETECTIVES NOW RETURN TO THE TABLE AND ANY UNUSED *INVESTIGATION CARDS* ARE RETURNED TO THE BOX.

STARTING TEAM

THE TEAM WHO SELECTED THEIR INVESTIGATION CARD FIRST, PLAYS FIRST. DECIDE QUICKLY!

LIMITED COMMUNICATION

EXCEPT TO ANSWER A DETECTIVE'S GUESS OR UNTIL THEY CALL A *HOLD THE PHONE* TIMEOUT, WITNESSES **MUST NO LONGER SPEAK OPENLY NOR PRIVATELY** ABOUT ANY *CRIME SCENE*, *CLUE CARD* OR *EMBELLISHING THE EVIDENCE*. WITNESSES MUST NOT GIVE HINTS TO EACH OTHER BY MAKING REVEALING NOISES OR MOVEMENTS, E.G. WHISTLING, MAKING FACES, ETC. DETECTIVES MUST NOT DISCUSS THEIR *INSIDER KNOWLEDGE* OR WHETHER TO *BUTTON THE LIP* WITH ANYONE.

REVEALING INVESTIGATION CARDS

ON ONE SIDE OF THE INVESTIGATION CARD IS THE *CRIME SCENE*. ON THE OTHER IS THE *CATEGORY*. BY THE END OF SET-UP, AND BEFORE BEGINNING THE GAME, THE FOLLOWING SHOULD BE TRUE:

- EACH TEAM OF WITNESSES KNOW BOTH THEIR OWN AND THE OTHER TEAM'S CRIME SCENES **AND** CATEGORIES
- EACH DETECTIVE KNOWS THEIR OWN TEAM'S CATEGORY BUT **NOT** THEIR OWN TEAM'S CRIME SCENE
- EACH DETECTIVE KNOWS BOTH THE *OPPOSING* TEAM'S CRIME SCENE **AND** CATEGORY

TO ACHIEVE THIS, DO THE FOLLOWING ONCE THE INVESTIGATION CARDS HAVE BEEN CHOSEN:

1. TEAMS OF WITNESSES SHOW THEIR *CRIME SCENE* TO THE OPPOSING DETECTIVE AND WITNESSES. EACH DETECTIVE NOW HAS *INSIDER KNOWLEDGE* ON THE OTHER DETECTIVE'S CRIMESCENE
2. TEAMS THEN SHOW **ONLY** THEIR *CATEGORY* TO THEIR OWN DETECTIVE BY PLACING THEIR INVESTIGATION CARD CATEGORY UP NEAR THEIR INVESTIGATION SKETCHBOARD - *SEE GAME SET-UP, PAGE 2*

INVESTIGATION CARD



CATEGORY SIDE



CRIME SCENE SIDE

GAMEPLAY

TAKING IT IN TURNS, EACH TEAM, AND A NEW WITNESS FROM THAT TEAM, WILL SELECT AND PLACE A CLUE CARD FROM THE 5-BY-4 GRID TO AID THEIR DETECTIVE IN GUESSING THEIR CRIME SCENE.

TURN FLOW

THE FLOW OF A TEAM'S TURN IS AS FOLLOWS:

1. THE CURRENT GUESSING DETECTIVE COVERS THEIR EYES WITH THEIR *SEE NO EVIL* CARD
2. THE CURRENT CLUE-GIVING WITNESS SELECTS **ONE** CLUE CARD FROM THE GRID
3. THE NOW-EMPTY GRID SPACE IS FILLED WITH A NEW CLUE CARD FROM THE CLUE DECK
4. THE WITNESS MAY *EMBELLISH THE EVIDENCE* BY DRAWING ONTO THEIR CLUE WITH **ONE** MARKER
5. THE CLUE IS THEN PASSED TO THE OPPOSING DETECTIVE WHO MAY *BUTTON THE LIP* TO FORCE THE CLUE-GIVING WITNESS TO ERASE THEIR DRAWING FROM THE CLUE
6. THE WITNESS PLACES THEIR CLUE TO **TOUCH** THEIR TEAM'S INVESTIGATION SKETCHBOARD
7. THE GUESSING DETECTIVE REMOVES THE *SEE NO EVIL* CARD AND INSPECTS THEIR SKETCHBOARD
8. THAT DETECTIVE MAKES ONE GUESS, AND, IF INCORRECT, CHECKS A MISINFORMATION BOX

TIP: CLUES CAN BE TURNED OVER, ROTATED, PLACED ON PART OF THE SKETCHBOARD, BEHIND THE SKETCHBOARD, ETC. THE CLUE SIMPLY HAS TO TOUCH THE SKETCHBOARD. GET CREATIVE!



EMBELLISHING THE EVIDENCE

A WITNESS MAY *EMBELLISH THE EVIDENCE* BY DRAWING HELPFUL INFORMATION ONTO THEIR CHOSEN TRANSPARENT CLUE CARD BEFORE PLACING IT. TO DO SO, THEY MAY USE THE PROVIDED DRY-ERASE MARKERS AND MUST FOLLOW THESE RULES:

- THE GUESSING DETECTIVE **MUST COVER THEIR EYES** WITH THE *SEE NO EVIL* CARD AND **MUST NOT** SEE THE CHOSEN CLUE CARD UNTIL IT IS PLACED ON THEIR INVESTIGATION SKETCHBOARD

- ONLY ONE COLOURED DRY-ERASE MARKER MAY BE USED TO *EMBELLISH THE EVIDENCE* OF THE CHOSEN CLUE CARD. THE SAME COLOUR MAY NOT BE USED TWO TURNS IN A ROW

TIP: WITNESSES CAN USE THE PROVIDED WITNESS PALETTES AS A BACKDROP FOR THEIR CHOSEN CLUE CARDS AS THEY DRAW. THIS WILL HELP THEM TO BETTER SEE THEIR CLUE CARD EMBELLISHMENTS



- THE MARKER MAY ONLY TOUCH THE CLUE CARD ONCE. AS SOON AS THE WITNESS'S MARKER LEAVES THE CARD - EVEN IF BRIEFLY OR BY MISTAKE - THE DRAWING IS FINISHED

- THE CLUE-GIVING WITNESS MAY NOW DECIDE TO EITHER:

1. "COLOUR IN" - ANY NUMBER OF PREPRINTED WHITE AREAS MAY BE COLOURED IN SO LONG AS THEY ARE ADJACENT. AREAS MAY BE COLOURED IN PARTIALLY BUT ONLY SHAPES MAY BE CREATED, NEVER LETTERS NOR NUMBERS. TRANSPARENT AREAS OF THE CARD MAY NOT BE COLOURED INTO.



EX 1. YOU MAY COLOUR IN ADJACENT WHITE AREAS PARTIALLY SO LONG AS YOU DO NOT CREATE LETTERS NOR NUMBERS



EX 2. YOU MAY CREATE SHAPES WITHIN THE WHITE AREA BUT YOUR MARKER MUST NOT LEAVE THE CLUE CARD. OTHERWISE YOUR DRAWING IS FINISHED



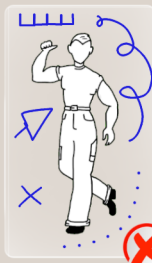
EX 3. YOU MAY ONLY COLOUR IN PRE-PRINTED WHITE AREAS AND MAY NOT LEAVE THE WHITE AREA TO COLOUR OVER ONTO THE TRANSPARENT CARD

OR,

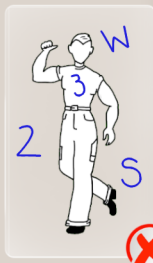
2. "LINE DRAW" - A NEW LINE-DRAWING MAY BE DRAWN ANYWHERE ON THE CARD. THIS LINE DRAWING MAY NOT CROSS OVER ANY PART OF ITSELF NOR GO STRAIGHT BACK OVER ITSELF. LETTERS AND NUMBERS MAY NEVER BE DRAWN.



EX 4. YOUR LINE DRAWING CAN BE AS LARGE OR AS SMALL AS YOU LIKE



EX 5. YOUR LINE MUST NOT CROSS OVER ITSELF NOR GO STRAIGHT BACK OVER ITSELF



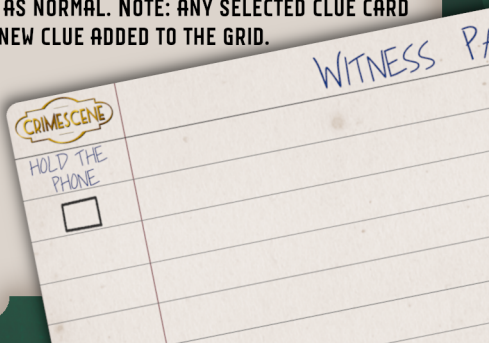
EX 6. YOU MAY NOT CREATE OR COMMUNICATE NUMBERS OR LETTERS

HOLD THE PHONE (TEAMS OF TWO OR MORE WITNESSES ONLY)

ONCE PER GAME, TEAMS OF WITNESSES MAY *HOLD THE PHONE* TO CALL A TIMEOUT TO DISCUSS THEIR PLANS. ANY WITNESS MAY *HOLD THE PHONE* - NOT JUST THE CLUE-GIVING WITNESS - AND THE TIMEOUT MAY BE CALLED AT ANY TIME UNTIL A CLUE IS HANDED TO THE OPPOSING DETECTIVE. WHEN CALLED, BOTH DETECTIVES LEAVE THE TABLE - OR OTHERWISE MUST NOT HEAR NOR SEE THE DISCUSSIONS - AND ONLY THE TEAM WHO CALLED *HOLD THE PHONE* MAY DISCUSS THEIR CLUE, EMBELLISHMENT AND PLACEMENT OPTIONS WITHOUT RESTRICTION. THE OTHER TEAM MUST REMAIN SILENT. WHEN THE TEAM HAS FINISHED THEIR DISCUSSIONS THE DETECTIVES RETURN TO THE TABLE AND THE REST OF THE TURN IS PLAYED AS NORMAL. NOTE: ANY SELECTED CLUE CARD MAY BE REPLACED FOR ANOTHER, INCLUDING THE NEW CLUE ADDED TO THE GRID.

TIP: THE OPPOSING TEAM CAN HOLD THE PHONE ON THEIR NEXT TURN TO DEVISE A PLAN TO SNATCH YOUR CLUE CARDS!

TIP: CHECK THE HOLD THE PHONE BOX ON THE WITNESS PALETTE TO TRACK THE ONE-TIME USE OF THIS RULE



BUTTON THE LIP

ONCE A WITNESS HAS FINISHED *EMBELLISHING THE EVIDENCE*, THEIR CLUE CARD **MUST** BE PASSED TO THE OPPOSING TEAM'S DETECTIVE BEFORE PLACING IT ONTO THEIR INVESTIGATION SKETCHBOARD. THE OPPOSING DETECTIVE, HAVING *INSIDER KNOWLEDGE* OF THE WITNESS'S CRIME SCENE, MAY DECLARE THAT THEY ARE *BUTTONING THE LIP*. THIS ACTION MAY ONLY BE PLAYED **ONCE PER GAME PER DETECTIVE** AND FORCES THE CURRENT CLUE-GIVING WITNESS TO ERASE **ALL** OF THEIR *EMBELLISHING THE EVIDENCE* DRAWING BEFORE PLACING THEIR CLUE.

TIP: CHECK THE BUTTON THE LIP BOX ON THE DETECTIVE'S INVESTIGATION SKETCHBOARD TO TRACK THE ONE-TIME USE OF THIS RULE

DRAWINGS THAT HAVE BEEN REMOVED BY A *BUTTON THE LIP* ACTION CANNOT SUBSEQUENTLY BE REDRAWN IN THE NEXT **TWO TURNS**. IF AN OBJECTIVE BYSTANDER WOULD CONSIDER A DRAWING AS THE SAME IN **EITHER INTENTION OR COMPOSITION** TO A DRAWING REMOVED BY A *BUTTON THE LIP* ACTION, A NEW EMBELLISHMENT MUST BE DRAWN ON THE SAME CLUE CARD. THE OPPOSING DETECTIVE MAKES THIS DECISION. *SEE SECTION 'THE SPIRIT OF CRIMESCENE'*

THE SPIRIT OF CRIMESCENE & FOULS

THE SPIRIT OF CRIMESCENE IS TO BRING PEOPLE TOGETHER TO BE CREATIVE, SOLVE CHALLENGES, LAUGH, AND MAKE HAPPY MEMORIES. WHEN DECIDING WHETHER A CLUE HAS BROKEN *EMBELLISH THE EVIDENCE* OR *BUTTON THE LIP* RULES, IT IS RECOMMENDED THAT FOULS ARE ONLY CALLED FOR OBVIOUS OR INTENTIONAL BREACHES. ERR ON THE SIDE OF FUN. IF REQUIRED, ASK THE CURRENT GUESSING DETECTIVE TO LEAVE THE TABLE TO DISCUSS ANY POTENTIAL RULES BREACH. IF A BREACH OF THE *EMBELLISH THE EVIDENCE* RULES IS AGREED, THE OPPOSING DETECTIVE MAY *BUTTON THE LIP* OF THE PLAYING WITNESS WITHOUT EXHAUSTING THEIR *BUTTON THE LIP* ACTION, AND IF THEY HAVE ALREADY USED THAT ACTION.

GUESSING AND MISCOMMUNICATION

DETECTIVES MUST ALWAYS MAKE **ONE GUESS** WHEN A CLUE CARD HAS BEEN PLACED ONTO THEIR INVESTIGATION SKETCHBOARD. IF THEIR GUESS IS WRONG - ANSWERED BY THE DETECTIVE'S CLUE-GIVING WITNESS SIMPLY WITH "WRONG" - THEIR TEAM'S TURN ENDS **IMMEDIATELY** AND THE DETECTIVE CHECKS **ONE MISINFORMATION BOX** ON THEIR SKETCHBOARD.



WHEN MAKING A GUESS, DETECTIVES MUST **ONLY SAY THEIR ONE GUESS AND NOTHING ELSE**. ANY OTHER COMMUNICATION MAY HELP THEIR WITNESSES HONE IN ON THEIR NEXT CLUE AND SO IS PROHIBITED.

WINNING AND LOSING

EACH DETECTIVE CAN ONLY CHECK **SIX MISINFORMATION BOXES** BEFORE THEIR TEAM LOSES. THIS REPRESENTS SIX CLUES AND SIX FAILED GUESSES. THE TEAM WHOSE DETECTIVE CHECKS THE FEWEST MISINFORMATION BOXES BEFORE CORRECTLY GUESSING THEIR CRIME SCENE IS THE WINNER. IF BOTH DETECTIVES HAVE CHECKED ALL SIX MISINFORMATION BOXES, BOTH TEAMS LOSE - DETECTIVE WORK IS TOUGH!

ONCE ONE DETECTIVE HAS CORRECTLY GUESSED THEIR CRIME SCENE, ALLOW THE OTHER TEAM TO PLAY OUT THEIR GAME TO ITS CONCLUSION. IF BOTH DETECTIVES GUESS THEIR CRIME SCENE AND HAVE CHECKED THE SAME NUMBER OF MISINFORMATION BOXES - I.E. *THEY HAVE RECEIVED THE SAME NUMBER OF CLUES* - THE TEAM WHO PLAYED SECOND BREAKS THE TIE AND WINS.

TIP: IF YOUR DETECTIVE HAS GUESSED CORRECTLY, REMEMBER NOT TO DISCUSS THE OTHER TEAM'S CASE. YOU MIGHT CLUE THEIR DETECTIVE INTO THE RIGHT GUESS ON THEIR TURN AND TIE THE SCORE, POTENTIALLY LOSING THE GAME!

MURDER MYSTERY MINI-CAMPAIGN

IN THE MURDER MYSTERY MINI-CAMPAIGN MODE, TEAMS OF WITNESSES WILL PLAY SEVERAL ROUNDS OF CRIMESCENE TO HELP THEIR DETECTIVES SOLVE A COMPLETE MURDER MYSTERY! THE MURDER MYSTERY INCLUDES *LOCATION, SUSPECT, WEAPON* AND *MOTIVE* ROUNDS, IN THIS ORDER.

TIP: THIS MODE CAN BE PLAYED WITH ONLY ONE TEAM OF WITNESSES AND ONE DETECTIVE FOR A PURELY CO-OPERATIVE EXPERIENCE, PERFECT FOR ODD PLAYER COUNTS!

GAME SET-UP

SET THE COMPONENTS OUT FOR A NORMAL GAME OF CRIMESCENE THEN LAY OUT THE *MURDER MAP*. IF MORE THAN TWO WITNESSES PER TEAM, ASK THE DETECTIVES TO LEAVE THE TABLE. THE TEAMS THEN RANDOMLY TAKE TWO *WEAPON, SUSPECT/LOCATION* AND *INVESTIGATION CARDS*.



MURDER MAP



WEAPON CARD



SUSPECT/LOCATION CARD

BOTH TEAMS NOW DISCUSS AND CHOOSE ONE *LOCATION, SUSPECT, WEAPON* AND *INVESTIGATION CARD*, WRITING THEIR CHOICES ON THE BACK OF THEIR WITNESS PALETTES. KEEPING THEIR *INVESTIGATION CARD* (THE '*MURDER MOTIVE*'), TEAMS RETURN ALL OTHER CARDS TO THEIR DECKS AND THEN LAY THE DECKS OUT ONTO THE TABLE. RECALL THE DETECTIVES. TEAMS NOW PASS THEIR WITNESS PALETTE TO THE OPPOSING DETECTIVE, GIVING THEM *INSIDER KNOWLEDGE* FOR EACH ROUND. DETECTIVES MAY NOT ASK FOR THIS INFORMATION AGAIN DURING THE GAME.

STARTING TEAM

CHOOSE THE STARTING TEAM FOR THE FIRST ROUND RANDOMLY. ALTERNATE THE STARTING TEAM FOR EACH SUBSEQUENT ROUND.



SETUP: AFTER TEAMS OF WITNESSES HAVE DISCUSSED AND WRITTEN THEIR LOCATION, SUSPECT, WEAPON AND INVESTIGATION CARDS, LAY OUT THE MAP AND THE SUSPECT AND WEAPONS CARDS FOR THE DETECTIVES TO GUESS FROM DURING THOSE ROUNDS. WITNESSES PLACE THEIR CHOSEN INVESTIGATION CARD CATEGORY UP NEXT TO THEIR DETECTIVE'S INVESTIGATION SKETCHBOARDS.

PLAYING THE CAMPAIGN

EACH ROUND IS PLAYED LIKE A REGULAR GAME OF CRIMESCENE, WITH WITNESSES SELECTING CLUES, *EMBELLISHING THE EVIDENCE*, AND PLACING THEIR CLUES TO HELP THEIR DETECTIVE GUESS THEIR ROUND'S CARD. *BUTTON THE LIP* AND *HOLD THE PHONE* ACTIONS ARE AVAILABLE EACH ROUND. THE FOLLOWING ARE RULE CHANGES USED ONLY IN MURDER MYSTERY MODE:

- DURING THE **LOCATION, SUSPECT AND WEAPON** ROUNDS ONLY, DETECTIVES MAY ONLY CHECK **THREE** MISINFORMATION BOXES BEFORE LOSING THE ROUND. THEY MAY HOWEVER CHOOSE *NOT TO MAKE A GUESS* ONCE A CLUE HAS BEEN PLAYED - INSTEAD CHOOSING TO "PASS" - THUS AVOIDING POTENTIALLY CHECKING A MISINFORMATION BOX
- THE FINAL INVESTIGATION CARD/MOTIVE ROUND IS PLAYED WITH ALL SIX POSSIBLE GUESSES AVAILABLE TO DETECTIVES, WHO MAY NO LONGER PASS AND WHO MUST GUESS AFTER EACH CLUE
- IF A DETECTIVE CHECKS ALL AVAILABLE MISINFORMATION BOXES - FAILING THE ROUND - THEY ARE TOLD THE ANSWER AND TAKE THE CORRESPONDING CARD. AT THE END OF THE **MOTIVE** ROUND ONLY, DO NOT IMMEDIATELY REVEAL THE ANSWER IF NOT GUESSED WITHIN 6 GUESSES; SAVE IT FOR THE REVEAL! - SEE P.9 *WINNING THE MURDER MYSTERY MINI-CAMPAIGN*
- AT THE END OF EACH ROUND, WITNESSES NOTE ON THE BACK OF THEIR WITNESS PALETTE HOW MANY CLUES WERE PLAYED DURING THE ROUND AND WHETHER THE ROUND WAS WON OR LOST
- HOLD A SHORT PERIOD BETWEEN ROUNDS TO ALLOW THE WITNESSES TO PLAN THE NEXT ROUND. DETECTIVES MUST LEAVE THE TABLE OR OTHERWISE NOT HEAR NOR SEE THESE DISCUSSIONS

WINNING THE MURDER MYSTERY MINI-CAMPAIGN

ONCE THE *MOTIVE* round has been played, the Detectives detail the full nature of their team's murder mystery: "*SUSPECT, IN LOCATION, WITH THE WEAPON, BECAUSE OF MOTIVE*". IF THE TRUE *MOTIVE* WAS NOT CORRECTLY GUESSED, THE WITNESSES WILL NOW REVEAL IT. COUNT UP THE TOTAL NUMBER OF CLUES GIVEN OVER THE ROUNDS, ADDING 3 FOR EACH ROUND LOST. THE TEAM WITH THE LOWEST SCORE IS THE WINNER!

TWO-PLAYER VARIANT

CRIMESCENE CAN BE PLAYED BY TWO PLAYERS IN A COOPERATIVE VARIANT. IN THIS VARIANT, THE PLAYERS WILL EACH ATTEMPT TO GUESS THE OTHER'S CRIMESCENE WITHIN THE FEWEST SHARED CLUES GIVEN.

SET UP CRIMESCENE AS NORMAL. EACH PLAYER TAKES AN INVESTIGATION SKETCHBOARD AND TWO RANDOM INVESTIGATION CARDS, SELECTING ONE EACH. *BUTTON THE LIP* AND *HOLD THE PHONE* RULES ARE NOT USED. MAKING SURE THE OTHER DOES NOT SEE THEIR CRIME SCENE, PLAYERS PLACE THEIR INVESTIGATION CARD CATEGORY UP BY THE *OTHER'S* INVESTIGATION SKETCHBOARD.

THE TWO PLAYERS WILL NOW TAKE TURNS SELECTING CLUES, *EMBELLISHING THE EVIDENCE*, AND PLACING CLUES FOR THEIR CRIME SCENE ONTO THE *OTHER* DETECTIVE'S INVESTIGATION SKETCHBOARD. **PLAYERS MAY EACH ONLY *EMBELLISH THE EVIDENCE* FROM THEIR 4TH CLUE GIVEN ONWARDS.** PLAYERS SHOULD NOT CONFER WITH EACH OTHER AT ANY POINT IN THE CLUE GIVING PROCESS BUT MUST GUESS AFTER EACH CLUE IS PLACED. IF AN INCORRECT GUESS IS MADE, THE DETECTIVES MUST CHECK ONE MISINFORMATION BOX. THE MISINFORMATION BOXES ON THE TWO INVESTIGATION CARDS ARE SHARED, THUS GIVING THE PLAYERS 12 POSSIBLE CLUES TO GUESS *BOTH* CRIME SCENES.

ONCE BOTH CRIME SCENES HAVE BEEN GUESSED CORRECTLY, THE GAME IS WON AND YOUR SCORE IS DETERMINED BY HOW MANY MISINFORMATION BOXES YOU HAVE CHECKED. IF YOU WERE UNABLE TO GUESS BOTH CLUES BEFORE CHECKING ALL 12 BOXES, YOU LOSE. SCORING:

1-3 YOU GOT LUCKY...

4-6 NICE WORK!

7-9 IT'S NOT A RACE

10-12 DETECTIVE WORK IS HARD

(FOR AN INCREASED CHALLENGE, TAKE ONLY ONE INVESTIGATION CARD EACH DURING GAME SETUP)

GAME CREDITS

GAME DESIGN & PRINCIPAL ART : SIMON ADAMS

MURDER MYSTERY CONCEPT : ETHAN CLINE

CLUE CARD ILLUSTRATIONS: AKMAL NSD

A MOON STAR BOARD GAMES PRODUCT

MORE INFO FOR WHOLESALERS, CAFÉS AND OUR DEMO GAME PROGRAM:

WWW.MOONSTARBOARDGAMES.COM

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DESIGNER NOTES

THANK YOU VERY MUCH. MONEY IS A VALUABLE AND SEEMINGLY SHRINKING COMMODITY SO HOW YOU SPEND IT SHOULD BE REWARDED WITH A FANTASTIC EXPERIENCE. MOREOVER, THE GOAL OF EVERY GAME DESIGNER SHOULD BE TO BRING FUN AND HAPPINESS INTO THE LIVES OF OTHERS AND PLEASE REST ASSURED THAT MY LIFE HAS BEEN ENRAPTURED BY THE PURSUIT OF THAT GOAL WITH THE CREATION OF THIS GAME. I HOPE YOU SENSE THE TIME, LOVE AND PASSION THAT HAS GONE INTO CRIMESCENE AND I HOPE IT BRINGS YOU, YOUR FRIENDS, YOUR PARTNERS AND YOUR FAMILIES HAPPINESS. THAT WILL BRING ME HAPPINESS, -SIMON

IF YOU ENJOY THIS GAME, PLEASE LEAVE A POSITIVE REVIEW ON YOUR PURCHASE SITE, FOLLOW OUR INSTAGRAM, AND TELL YOUR FRIENDS AND FAMILY TO PICK UP A COPY FOR THEMSELVES. WE ARE A SMALL, INDEPENDENT DEVELOPER AND YOUR SUPPORT IS GREATLY APPRECIATED <3

EXPANSIONS

GO TO WWW.MOONSTARBOARDGAMES.COM AND JOIN OUR MAILING LIST TO BE NOTIFIED OF FUTURE GAMES AND EXPANSIONS AND TO **RECEIVE 10% OFF!** COMING SOON: 18+ CRIMESCENE NOIR STAND-ALONE GAME AND INVESTIGATION CARD THEME PACKS!



THANK YOU!

WE WOULD LIKE TO TAKE THIS SECTION TO EXTEND OUR SPECIAL GRATITUDE TO INDIVIDUALS AND FAMILIES WHO HAVE HELPED US BRING THIS GAME INTO YOUR HOME, WHETHER BY PLAYTESTING, OFFERING GUIDANCE AND ADVICE, OR BY SIMPLY SHARING CRIMESCENE WITH THEIR FRIENDS AND FOLLOWERS: LOST IN GEEK, TABLETOP VIBES, BOARD GAMES WITH JOE, TERRITORIO HEDWIG, DOMOREBOARDGAMES, THE BOARD GAMING DAD, MEEPLE AMONG PEOPLE, P2 BOARD GAME, BOARD GAME MEEPLE, NUMA GALAXIA DISTANTE, GEEKY GOODIES, 4MEEPLESEN LAMESA THE LEE FAMILY, TERRITORIO OCA, DESVAN LUDICO, CARY ON PUZZLING, BOARD GAME PIXELS, MEEPLEBASE, BRETTSPIELEKURZGEFASST, PLAYING AFTER 40, BEERS BOARDS AND BEARDS, ALEXISPZZELS, TABLETOPE GAMING GUILD, THE WELL BEING GAMER, BOARDGIULIE, NOTGRETAWHODIS, SPELLETJESFANATEN, TABLETOP REVIEW, LES JEUX EN FOLIE BORDEAUX, MAJUEGOS, BOARD GAME BEER GEEK, BOARD GAME PANTHER. THANK YOU SO VERY MUCH <3

ANY USE OF TRADEMARKED TITLES IN CRIMESCENE DOES NOT INFER COOPERATION, ASSOCIATION OR INVOLVEMENT BY MOON STAR BOARD GAMES WITH THE TRADEMARKED TITLE OR ITS RESPECTIVE OWNERS. TRADEMARKS ARE NOT USED IN ANY FIRST-PARTY PROMOTION, AS SUCH, THERE IS NO LIKELIHOOD OF CONFUSION IN THIS REGARD. CRIMESCENE IS AN EXPRESSIVE ARTISTIC WORK MEETING THE REQUIREMENTS SET OUT BY THE ROGERS TEST