

ALIBI

Object: To earn as many points as possible by solving the murder of Brenda, a 1940s Hollywood starlet.

Cards: Four types with subcategories:

Suspects and time	Weapons and types
Places and locations	Emotions and motives

NOTE: Icon boxes in upper left corner of cards coordinate with the check boxes on the scoresheet.

During Each Turn:

Ask a question of another player that can be answered with a number. Examples:

- How many *Slim Slant* cards do you have?
- How many *Weapon* cards have you seen?
- I think Brenda was murdered by *Slim Slant* in the *morning* in the *front seat* of her *auto* with a *pillow*. How many of those cards have you seen?

We're using the honor system, people. Please answer truthfully to these questions.

Passing Cards:

- At the end of each round of play (when everyone has had a chance to ask a question), cards are passed. After the first round, everyone passes one card to the player on the left. After the second round, two cards are passed. The third, three; and so on.
- Pass cards face down.
- You must pass cards before looking at those you receive.
- If you have less cards than the round requires, you must pass all the cards in your hand.

Melding Sets:

- If you have a set of three cards in your hand, i.e. all of Mona Byrd, you can place the set on the table and claim the points involved. This does reveal the cards to everyone, but it also earns you points.
- The number of points depends on the round of play (see scoresheet).
 - Mona Byrd revealed in round one nets six points.
 - Mona Byrd revealed in round two nets four points.
 - Mona Byrd revealed in round three or later nets three points.
- Circle the points on your scoresheet, and remember to count them when the hand is done.
- Card sets may be melded at any time - even out of turn.

Ending the Game:

- The game ends when a player makes an accusation.
- It must be the "First Accuser's" turn.
- No more melding is allowed.
- The First Accuser must name the suspect and at least three out of the remaining seven details of the murder i.e. "*Andy Anderson at night* because of *jealousy* motivated by *envy of Brenda's wealth*"
- All other players fill in accusations to score more points,
 - can lose points if in error, so you don't have to guess on any or all accusations
- After all have designated their accusations on the forms, take out the cards and start scoring.

Scoring:

- The First Accuser earns a seven point bonus.
- For each correct accusation, player earns points indicated on scoresheet for that accusation.
- For each incorrect accusation, player loses those points.
- Incorrect suspect automatically results in incorrect time.
- First Accuser loses double points on all incorrect accusations.

Winning the Game:

Person with the most points at the end of the session wins.