

HENRI KERMARREC

# THE CALAVERAS INCIDENT<sup>®</sup>

Trust is not always deserved



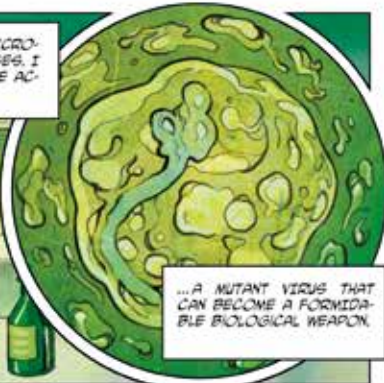
12+

3  
6

25 min



MY NAME IS NICOLE GOMEZ, I AM A VIROLOGIST; A MICRO-BIOLOGIST WHO SPECIALIZES IN THE STUDY OF VIRUSES. I WORK FOR A PRIVATE LABORATORY IN MEXICO. I HAVE ACCIDENTALLY MADE A MAJOR DISCOVERY...



...A MUTANT VIRUS THAT CAN BECOME A FORMIDABLE BIOLOGICAL WEAPON.

I REALIZED THAT MY RESEARCH MUST HAVE ATTRACTED ATTENTION, SO I COULD NOT TRUST MY LABORATORY.



I SHUDDERED AT THE POSSIBILITY THAT SOMEONE MIGHT USE THIS DEADLY CONTAGION!

THAT'S WHY I DECIDED TO STEAL THIS STRAIN OF VIRUS AND COMMUNICATE THESE REVELATIONS TO THE INTERNATIONAL PRESS. I MUST BE VERY CAUTIOUS.



I WASTED NO TIME IN CONTACTING MY FRIEND THOMAS HOWELL, A JOURNALIST AT THE NEW YORK TIMES.



WE HAD AGREED TO MEET HERE IN MEXICO SO HE COULD RECORD MY TESTIMONY AND HELP ME FLEE THE COUNTRY.



GIVE ME SOME TIME TO MAKE A FEW CALLS, I'LL BE ON THE NEXT FLIGHT TO MEXICO CITY!



WHATEVER YOU DO, DON'T TELL ANYONE!



AS SOON AS HE ARRIVED IN MEXICO, WE SET A RENDEZVOUS IN THE GRAND PLAZA. IT WAS TO BE DURING THE DAY OF THE DEAD FESTIVAL AND I HOPED IT WOULD BRING US SOME LUCK.



I FELT LIKE I WAS CONSTANTLY FOLLOWED, MY STOMACH ROLLED WITH FEAR.



FESTIVAL WAS IN FULL SWING...

...BUT NO SIGN OF THOMAS?



I FELT LIKE I HAD BEEN SEEN, SO I HAD TO FIND SAFETY.

I HEADED STRAIGHT TO HIS HOTEL.



I FELT VERY UNEASY WHEN I ARRIVED. SOMETHING WAS WRONG.







## Now it's your turn to intervene!

Each of you plays an agent. You have just arrived in the hotel room, and are trying to convince Nicole to choose your organization to protect her and her virus. There is only one way to do this: gain her trust by designating a scapegoat for the murder of her friend. You are even willing to take the blame yourself if you are sufficiently confident that she will go with your partner.

## CONTENTS



48 Location / Unexpected Development cards



1 board

Innocent Zone (green) on the left  
Suspect Zone (purple) on the right



24 Suspicion tokens  
(values 1 - 3)



6 Character cards  
(3 teams of 2)



1 Nicole standee  
and its wooden base

## GOAL OF THE GAME

The game ends when one of the players is designated as the assassin, with 7 or more suspicion points. You win if your team has Nicole's trust when this happens. Her trust is depicted by the Nicole standee that will move as the game progresses.

Place the board in the middle of the table so everyone can reach it easily. Take the Character cards and form teams of two players each (each team takes a pair of characters belonging to the same organization, see below for rules regarding 3 or 5 players).

Position yourselves so that each team's members sit opposite one another, such that every team has taken one turn before any team takes a second turn. In a 4-player game, partners will be on the diagonals, and in a 6-player game, they will sit as depicted below:



*Example of a 6-player setup*

Shuffle the 48 Location / Unexpected Development cards, and deal 3 to each player. Place the remaining cards face down on the designated location on the board as the deck.

The most innocent-looking player is the first player; place the Nicole standee in front of that player.





Keep the Suspicion tokens nearby.

- For a 3- or 5-player game:** The player with no partner will have a “ghost” partner. Place the ghost partner’s Character card as if they were a normal player. Do not deal the ghost player any cards, but when it is the ghost player’s turn, the ghost player’s partner plays a card from their own hand. Thus, this team’s one human player plays twice per round.



On your turn, you must play one of the cards from your hand, and announce your action. Then the player to your left takes their turn.

The cards represent the locations that are part of the story, places where the agents could have been seen. These locations will sometimes exonerate players, proving their innocence, and sometimes implicate them, helping to determine the culprit at the end of the game.

The different locations are the **Carnival** , the **Hotel** , the **Airport** , the **Phone Booth**  and the **Laboratory** .

The cards depicting Nicole surprised are **Unexpected Development** cards (see p. 10).

To play your card on your turn, you must choose **one of these 4 options**:

● **Play a Location card on yourself**

Place the card face up in front of you, adding it to any you may already have. If you play a card identical to another one in front of you, discard both to the discard pile. You cannot have more than five different Location cards in front of you.



*Example 1:  
Nicolas plays a card on himself and announces, "I went to the Laboratory today."*



*Example 2:  
Julie plays a card on herself that she already has in front of her; so, she discards both of them and protests, "Say what you will, but I did not go to the Carnival."*



● **Play a Location card on another player**

Place the card face up in front of another player (your partner or an opponent). If you played a card that they already have, discard both to the discard pile. You may also play cards on a "ghost" player.



Mary places a card in front of Nicolas and proclaims, "I saw you in the hallway of the Hotel today!"

● **Play a Location card in either the Suspect or Innocent Zone**

Place the card face up on one of these zones. Cards placed to the left of the board exonerate players who have the same card in front of them; cards to the right of the board implicate them (see Designate a Suspect, p. 11).



Example: Paul places a Laboratory card in the Suspect Zone and asserts, "I know with certainty that the killer passed through the Laboratory before the murder."

There cannot be two copies of a card in the middle of the table: If you play a Location card on one of these two zones when another copy is already on EITHER of the zones, both cards are discarded.



*Example: Now it is Nate's turn, and he places another Laboratory card in the Suspect zone, which causes both cards to be discarded: "You lie! You have no proof that the killer was anywhere near the Laboratory."*

### ● Play an Unexpected Development card

When you play an Unexpected Development card (a card with no icons, depicting Nicole surprised), you can move a card that is face up on the table to any other valid zone: from one player to another, from a player to a zone of the board (and vice versa), and from the Suspect Zone to the Innocent Zone (and vice versa). If there is already an identical card there, then the two identical cards are discarded. Finally, discard the Unexpected Development card.



*Example: Nate plays an Unexpected Development card, and moves the Hotel card that was in front of Paul in front of Nicolas. "You need to have your eyes checked: It was William who went to the Hotel, not Elena!"*

When you have finished your turn (or your ghost partner's turn), draw a new card to refill your hand. If the deck is now empty, shuffle the discard to create a new deck.

Now everyone checks whether the card you played permits them to designate a suspect; if so, see Designate a Suspect below. Either way, next, the player to your left takes their turn.

## DESIGNATE A SUSPECT

The Innocent and Suspect Zones allow the investigation to advance.

Playing a card on the Innocent Zone (green side of the board) indicates that **all the players with this Location in front of them are considered innocent.**

Playing a card on the Suspect Zone (purple side of the board) indicates that **all the players with this Location in front of them are considered suspects.**

**Presumed innocent:** You may have cards that indicate that you are innocent, and also cards that indicate you are a suspect. If this happens, innocence always prevails; ignore the cards that make you look suspect.

Several times during the game, the cumulative evidence in front of players and in the Suspect and Innocent Zones will permit a suspect to be designated.

A player is designated as a suspect if one of the following situations occurs:

- **All players but one are innocent**

If **all players but one have Location cards before them that indicate their innocence**, the player that doesn't becomes a suspect by default (even if that player does not have a Location card that makes them a suspect).





*Example: Mary is the only one who does not have a card that exonerates her: She was seen at neither the Airport nor the Phone Booth, so she is declared a suspect.*

● **A single player has more Location cards than anyone else that make that player a suspect**

If someone is the only player who has any Location cards that are also in the Suspect Zone (whether that player is the only one, or the others are exonerated), or if a single player has more Location cards that are also in the Suspect zone than the other players do, that player becomes a suspect.



*Example 1: Only the agents seen at the Hotel are under suspicion. Mary is declared a suspect, because she is the only one who was seen there.*

**Note :** If it is impossible to designate only one player as a suspect, nothing happens and the game continues.



*Example 2: Agents seen at the Hotel, the Phone Booth, and the Laboratory are under suspicion. Some agents were seen at one of these locations, but only Nate was seen at two; he is now a suspect.*

**Important:** In order for a player to be declared a suspect, there must be at least two cards in the Innocent and Suspect Zones (either at least two cards on one zone, or at least one in each zone). If the evidence points to only one player as a suspect, but there is only one card in the middle, the game continues until there are at least two cards in the middle and only one player is clearly a suspect.

## SUSPICION POINTS

When you are designated as a suspect, you take **as many Suspicion Points as the total number of Location cards in the Innocent and Suspect Zones.**

*Example: When the suspect is designated, there are 2 cards in the Innocent Zone and 1 card in the Suspect Zone. The designated suspect therefore takes 3 Suspicion Points and places them on their Character card.*

These points must always be visible to everyone.

Then discard all of the Location cards from the Innocent and Suspect Zones; however, players keep their Location cards in front of them. Now it is the next player's turn (unless someone has accumulated 7 Suspicion Points, in which case see End of the Game, p. 15).

**Note:** Since a ghost player can end up with Location cards in front of them, the ghost player may be designated as a suspect. Place Suspicion points on the ghost's Character card, just like any other player.



Example: Julie is a suspect, because she went to the Carnival and she has no card that proves her innocence. Because there are 3 cards by the board (2 in the Innocent Zone and 1 in the Suspect Zone), Julie takes 3 Suspicion Points, which she places on her Character card. Then the 3 cards by the board are discarded.

## THE TRUST OF NICOLE GOMEZ

Your objective is to gain Nicole's trust, represented by her standee.

At the beginning of the game, the first player has the standee. Thereafter, Nicole always goes to the most trustworthy player. **At any moment** she automatically moves to the player who has the fewest Suspicion Points. If there is a tie, she goes to the tied player with the most Location cards in front of them. If it is still a tie, Nicole stays where she is.

**Note:** Nicole may trust the ghost player most!



Example 1: Logan, with only 1 Suspicion point, is the player with the fewest. Thus, he gains Nicole's trust, and her standee moves to him.





*Example 2: Logan and Mary both have only 1 Suspicion Point, but Mary has 2 Location cards, and Logan only has 1. Thus, Mary gains Nicole's trust, and Nicole's standee moves to her.*

## END OF THE GAME

When someone has accumulated **7 Suspicion Points**, there is no room for doubt: In Nicole's eyes, this is the clear culprit. The Nicole standee moves one final time, and the game ends. The player who has the standee secures Nicole and her discovery for their country. This player and their teammate win, even if the teammate was the culprit – a worthy sacrifice for their homeland!

If you cannot break the ties at the end of the game, and the culprit is the player who has the Nicole standee, then everyone has failed: Nicole can't trust anyone in this room!



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**WARNING !** Not suitable for children under 3 years, because small parts could be swallowed. Keep this information and address for future reference. 03-2019



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### 1. Play a Location card from your hand:

- in front of you
- in front of another player, whether on your team or another.
- beside the board, either in the Innocent Zone (green) to the left, or in the Suspect Zone (red) to the right.

Or

### Play an Unexpected Development card:

You can move any card already in play to another place. Discard the Unexpected Development card.

### 2. Designate a suspect:

This step applies when there are at least 2 cards by the board (Innocent Zone plus Suspect Zone). If there are 0 or 1 cards by the board, skip this step.

A player is designated as a suspect in these two cases:

- They have more Suspect cards in front of them than any other players.
- They are the only one with no cards that show their innocence in front of them.

A player designated as a suspect takes as many Suspicion Points as the number of cards in the 2 zones by the board. Then discard those cards.

**Note:** If it is impossible to designate only one player as a suspect, nothing happens and the game continues.

**Important:** If a player has both cards that show innocence and cards that show they are a suspect, innocence prevails and the suspect cards are ignored.

### 3. Nicole's trust:

At any moment in the game, Nicole moves to the player whom she trusts the most, which is the player who has the fewest Suspicion Points. In a tie, Nicole goes to the tied player with more Location cards in front of them. If there is still a tie, Nicole does not move.

### 4. Draw a card:

Draw to have 3 cards in your hand again. Then it is the next player's turn.

## END OF THE GAME

As soon as someone has 7 Suspicion Points, this player is declared the culprit. Nicole can move one final time, then the game ends. The player who has Nicole's trust wins the game with their partner.