

*Cut off the top strip of your re-usable plastic card pack. Keep cards in pack.*

# LIE DETECTOR

**A SCIENTIFIC CRIME GAME** For 2 to 4 Players ( 8 players can play, two on a team ).

Pieces of the Game: Official Mattel Lie Detector, 4 Arrest Cards, Scoreboard and 4 Score Pegs,

6 Guilty Cards, 24 Suspect Cards, 8 Summons Cards, 10 Secret Information Cards

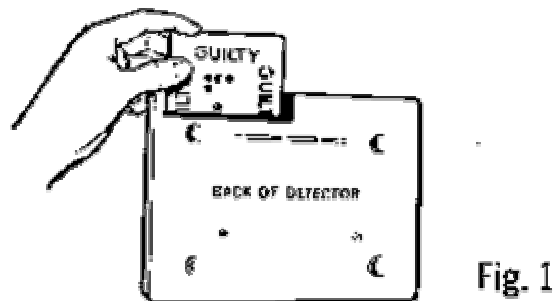
## Playing Directions

### IDEA OF THE GAME:

Here are 24 Suspects...one is guilty of a crime! You are a Detective...you must discover the Criminal by checking the Testimony of Suspects on the Lie Detector. Putting together all your clues, you decide which Suspect is the Criminal... and then arrest him (or her)! If you've arrested the right Criminal... you are promoted. Then a new round is played, with a new Criminal. The first player or "Detective" to become "Chief" is the winner. **Look through the Playing Directions and Playing Hints briefly; then read them once again before playing.**

### START OF PLAY:

Choose a Dealer. The Dealer puts the Lie Detector **face down** on the table. He shuffles all 6 Guilty Cards RED side down. He then takes the TOP Guilty Card, and **without turning it over**, puts it into the back of the Lie Detector, in the slot marked PLACE GUILTY CARD HERE. (see Fig. 1).



BACK OF DETECTOR

Fig. 1

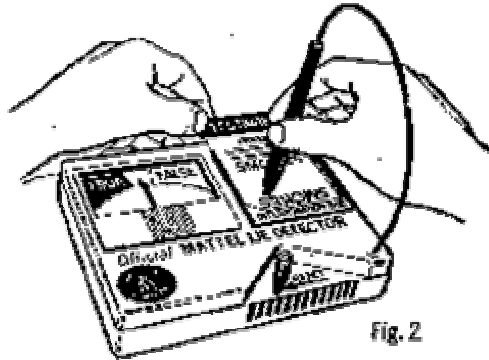
The Guilty Card may go in the slot with any edge uppermost. He pushes the card all the way down. The other Guilty Cards are not used in this round. The Dealer turns the Lie Detector face up on the table. He shuffles all 24 Suspect Cards and deals them out FACE UP, an equal number to each player. (When 4 play, each has 6 Suspects; when 3 play, each has 8; when 2 play, each has 12). Each player also receives 2 Secret Information Cards YELLOW SIDE UP; plus 2 Summons Cards and 1 Arrest Card, COLOR SIDE UP. Players must keep all their Suspect Cards spread out in front of them at all times. Each player takes a Score Peg and places it at START on the Scoreboard. Dealer plays first, then the player on his left, and so on around the table.

### TAKING TURNS:

On his turn to play, each player may give any ONE Suspect that is FACE UP IN HIS OWN HAND a Lie Detector Test. The Lie Detector will tell whether the Suspect's Testimony about the Criminal is TRUE or FALSE. The Testimony is on the back of the Suspect Card, and gives ONE CLUE to the Criminal's appearance, such as a physical feature, a way of dressing, facial expression, etc. (The clue is also printed on the front of the Suspect Card). After he has given his Lie Detector Test, it is the next player's turn.

#### HOW TO GIVE A LIE DETECTOR TEST:

Place the Suspect Card **face down** in the Interrogation Box of the Lie Detector. Read the Suspect's Testimony out loud to the other players. RESET the knob. Hold card firmly. Pick up the Probe, and holding it upright, push it **gently** into the hole in the card (see Fig.2). If what the Suspect says is TRUE, the needle on the Lie Detector points to TRUE (blue). If it's FALSE, the bell rings and the needle points to FALSE (red).



Now all the players know whether that clue is true or false. They should examine their own Suspect Cards closely, and TURN FACE DOWN every Suspect with a clue or trait that was proved **false**. Or if the clue was proved **true**, a player should turn down all his Suspects who do **not** have that true clue or trait. **EXAMPLE: The Playboy testifies that the Criminal wore a UNIFORM. But the Lie Detector proves this is FALSE Testimony. Therefore the players turn face down all Suspects wearing a uniform - the Head Waiter, the Taxi Driver, etc.**

The player keeps the Suspect Card he has just tested - face up or face down, as he wishes - in his own hand. Turning Suspects face down is entirely up to the player's choice. He may turn down any number of Suspects on one turn. He may try to baffle other players by not turning some Suspects face down.

#### SUMMONING SUSPECTS FOR A TEST:

If a player wants to give a Lie Detector Test to a Suspect he has already turned **face down**, he must serve a SUMMONS. He uses ONE of his Summons Cards, turning it green side down beside the Suspect he wishes to "summon." Then he may give that Suspect the Lie Detector Test described above. Each Summons Card can be used only ONCE.

If a player wants to give a test to another player's Suspect, because that Suspect can testify to an important clue, he must serve a SUMMONS. This is true whether the other player's Suspect is face up OR face down. After giving the summoned Suspect a Lie Detector Test, the player keeps this summoned Suspect in his own hand (face up or face down, as he wishes).

#### SECRET INFORMATION:

At any time a player may read **to himself** his Secret information Cards. He can check whether this "secret" information is true or false on the Lie Detector. He may check only ONE Secret Information Card on one turn (and he **cannot** question a Suspect on the same turn). He places the Secret Information Card **yellow side up** on the Interrogation Box, and proceeds with the test as described above. He never tells his secret information to other players.

**HOW TO MAKE AN ARREST:**

Each player has one Arrest Card, so he has only one chance to make an arrest during each round. If, after using the Lie Detector, a player wants to arrest a Suspect he thinks is guilty, he must wait until his next turn.

**BUT, if the Suspect is FACE UP in his own hand, he may arrest AT ONCE!**

To make the arrest, the player simply turns his Arrest Card blue side down beside the "guilty" Suspect, and says, "I arrest this Suspect." He then picks up the Lie Detector, holds it facing him and gently pulls up the Guilty Card. He reads **to himself** the name of the Guilty Criminal from the top edge of the card. If he has arrested the guilty Suspect, he wins that round. He scores 5 points for winning, plus 1 point extra for **each** Suspect that is still face up in the hands of other players. He does not score for the Criminal or for the Suspects face up in his own hand. **(Note:** Players may **not** turn down their Suspect Cards **while** another player is making an arrest .

**FALSE ARRESTS:**

If the player's arrest is FALSE, he does **not** tell the name of the guilty Criminal to the other players. He leaves his Suspect Cards on the table just as they are, **including**, face UP, the falsely arrested Suspect. He removes his Summons, Arrest and Secret Information Cards. He is now out of that round of play. The other players keep playing until someone arrests the guilty Suspect. If all the players but the last player make false arrests, the last player **must** make an arrest.

It may happen that **every** player makes a false arrest. In this case, all the players turn their Suspect Cards face up. The name of the true Criminal is read out from the **Guilty** Card, and the player who held that "guilty" Suspect in his own hand loses 3 points; other players score zero. (If a player's Score Peg is at the bottom of the Scoreboard, it stays there until the player gains points).

**NEW ROUND:**

The player to the left of the Dealer deals the new round. He puts a new Guilty Card in the Lie Detector, after removing the old one; he then deals out new cards.

**WINNER:**

It will take several rounds of play to decide the winner. The first player to reach a top hole on the Scoreboard becomes "Chief Detective" and is the winner of the game.

**PLAYING HINTS:**

Study your Suspects carefully for traits mentioned in the Testimony, like "LARGE EYES," "ANGRY," etc. (check pictures on box for Suspects that are face down). A Suspect with even **one** false trait should be turned face down unless you want to baffle other players. But remember, each Suspect "caught" face up in your hand at end of round scores 1 point for the winner. If you can't arrest a Suspect on **your** turn, don't check the clue that will help another player to arrest that Suspect first.