Accuse!

https://tekeli.li/rogers-rules/

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Setup

Place Centre cards (suspect/weapon and suspect/location) in a line in suspect name order.

Give each player a Trap card and a Player Aid card.

For each deck in (Suspect, Weapon, Location), shuffle it; remove and set aside on card, and keep them with the Accusation cards.

Deal each player 1 Suspect, 1 Weapon, 1 Location.

Shuffle all remaining cards together.

Draw 3 and play them face-up in their corresponding locations (among the 12 spaces on either side of the centre line).

②-③: Deal remaining cards to players.

All Suspect, Weapon and Location cards dealt to players, along with the Trap, form that player's hand.

Choose a first player and play turns in rotation. At any time, on your turn or not, you may make an Accusation.

Turns

If you do not have any cards in hand: choose a face-down card on the table and flip it face up. If it's not in the right location, move it there. If it's a Trap, return it to the box.

If you have at least one card in your hand, play it face down in one of the 12 spaces.

Other players may challenge a card that has just been played. Reveal the card:

- If it is a Trap, challenger must play a card from their hand face-up. Return the Trap to the box.
- If it is the card that the active player claimed, challenger must give a card from their hand to the active player.
- If it is *not* the card that the active player claimed, the challenger takes the card into their hand.

Accusation

When you think you know which Suspect, Weapon and Location have been set aside, on your turn or not, use the Accusation cards to indicate your guess. Then take the set-aside cards and privately check them. If they are correct, you win the game.

Otherwise, all players take one last look at their hands and then place them face down on the table. The first accusing player is eliminated. Each other player simultaneously bids (with fist/fingers on the table) the number of extra cards they wish to see before making their own Accusation; this can be zero. Break ties in favour of the first player in turn order after the eliminated player.

In that order, each player turns up the number of cards they bid (minus the number previously turned; if the first bid is 2 and the second is 5, first player turns 2, second player turns 3 more) from the central area or players' hands. They then make an Accusation as above, and privately check the set-aside cards. If they are correct, they win; otherwise continue to the next player. If no player makes a successful accusation, all lose.