



FIZZ CREATION SHERLOCK Bones Game Room Instruction Manual

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Sniff out the leads to find the canine culprit who went to the bark side!

You wake up from a lovely nap and head downstairs, you hear the unmistakable sound of your naughty dogs scrambling to hide from you after they have been messing about. It is now your task to uncover what happened in the scenes leading up to your arrival.

Players must use their knowledge and tact to conclusively uncover the truth, but first, all 4 aspects of the crime must be deciphered;

SUSPECT



CRIME



PLACE



MOTIVE



You will be helped in your investigation by our 'Host Dog', Sherlock Bones. You will see him throughout the game

showcasing the aspects of the dog crime.

My name is Sherlock Bones. It is my 'business to know what other people do not know.

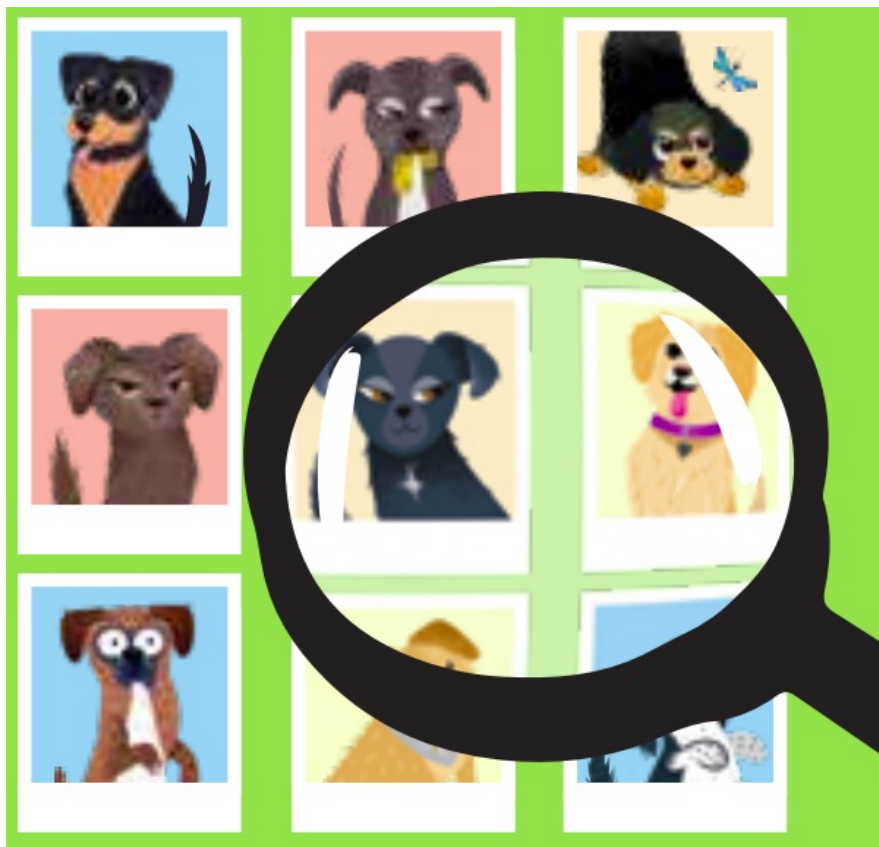


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Aim of the game

Find out what happened! Players must discover all 4 correct aspects of the crime by gradually eliminating incorrect alternatives.



Players

Sherlock Bones is for 3-6 players. There are nine possible outcomes for each of the four categories – meaning that there is over six and a half thousand possible variations of the doggy crime.

The Deal

Divide all the cards into their categories and randomly remove one of each category and put them back in the box. The randomly chosen cards are now the secret details to the crime that you must uncover, so make sure no players take a sneak peek!

Then shuffle the remaining cards and deal them out evenly to all players (so that the game is as fair as possible). If there are any spare cards left over, they should be shown to all players to tick off from their notes.



TOP TIP!

It helps to sort your cards into their categories! Look for the icon in the top left corner of the card.

The Clue Sheet

When the deal is complete, each player can mark off the cards in their hand on their clue sheet; as they are not inside the box.

SUSPECT	CRIME	PLACE	MOTIVE
Betty 	Barking 	Behind another person 	Boredom 
Chokey 	Begging 	Behind a curtain 	For attention 
Freya 	Chewing slippers 	Behind the sofa 	Greed 
Kez 	Digging holes 	In the corner 	Insidious food 
Milo 	Eating the post 	In the garden shed 	Jealousy 
Nacho 	Hiding treats 	In a muddy pond 	Looking for bones 
Red 	Humping legs 	In the washing 	Loneliness 
Roxy 	Stealing food from your plate 	Under the bed 	Selfishness 
Sammy 	Stealing the whole bed 	Under their blanket 	Wanting to play 

Game Play

The player to the left of the dealer takes the first turn in being the detective and challenges one of the other (Gnaser of o shadow players for any two categories S of the crime.



Was it 'Roxy' as the suspect and "boredom" as the motive?



TOP TIP!

It is useful to have a coding system to keep track of your findings on your clue sheet. E.g. a cross for a definite no and a circle for a maybe.

If the detective uncovers a clue, they may have one additional turn at challenging any player TOP T m're with another 2 aspects. If the challenge is unsuccessful and the player has neither of the cards, then this player does not get a second chance to challenge. The person to the left then nave 'becomes the detective and takes their turn to oppererts challenge a player.

TOP TIP!

As you become a more experienced detective, you will realise that bluffing is very useful! This could be asking for cards that you already have to trick your opponents.

Who Wins

As the investigation continues you will gradually find out information and clues 3 sy about the crime. When & player thinks they have solved the crime, they must 'bark' out loud and tell the remaining players the L] details of the crime they have uncovered! This player then checks the cards in the box to see if they are correct and if they are; they win!

"Milo" was IM : "chewing slippers" 'because of "boredom" and they are now hiding "in a muddy pond"

SUSPECT	CRIME	PLACE	Motive
Betty 	Barking 	Behind another person 	Boredom ?
Chokey 	Begging 	Behind the curtains 	For attention ?
Freya 	Chewing slippers 	Behind the sofa 	Greed ?
Kez 	Digging holes 	In the corner 	Inspid food ?
Milo 	Eating the post 	In the garden shed 	Jealousy ?
Nacho 	Hiding treats 	In a muddy pond 	Looking for bones ?
Red 	Humping legs 	In the washing 	Loneliness ?
Roxy 	Stealing food from your plate 	Under the bed 	Selfishness ?
Sammy 	Stealing the whole bed 	Under their blanket 	Wanting to play ?

If they are wrong, they put the crime details back without any player seeing and they reveal their hand to the other players. This player is then out of the game! The game then continues until a remaining player successfully solves the ° ° crime!

Don't Forget

Please tag us in your best crime combinations@the.games.room

If you have any funny dog photos, names, crimes, motives or hiding places, please tell us your suggestions and we'd be happy to include them in expansion packs or even future editions of Sherlock Bones!



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WARNING! Not suitable for children under 3 years. Contains small parts which may cause a choking hazard.

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Documents / Resources



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