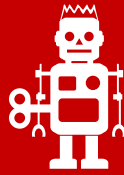


PLANTING EVIDENCE™

card game



TIN ROBOT
GAMES®

Introduction:

Planting Evidence is a card game for 2 to 5 players that pits you against members of your crime syndicate.

Each round, players must choose between planting incriminating evidence on other members, or, use similar evidence to build up their alibis.

Build sets of cards to assemble fingerprints from partials, reconstruct DNA, build a car license plate profile, or submit weapons for review.

Planting evidence is a set collection card game where the highest score determines who was framed for murder when the end game is triggered. The lowest score is the winner and considered the forensic expert! Be careful not to trigger the end of the game unless you have the least evidence against you, or you lose!

Card preparation & set-up:



Remove the “Alibis” (blue), “Evidence” cards (red), and Forensic Expert marker card (thumbprint) from the deck. Place a red “evidence” in front of each player to their left, and a blue “alibi” card in front of each player to their right. These are the markers to let other players know where to place evidence against others and where to build alibis for themselves. The Forensic Expert card should be placed to the side. It will come into play after the first round.

Choose a player to shuffle and deal the cards. Start by dealing 11 cards to each player. Place the remainder of the cards in a face-down draw deck in the center of the play area. Turn one card face up beside the draw deck to form the discard pile.

Draw Pile



Discard Pile

The player immediately to the left of the dealer goes first and will be the scorekeeper.

Use the pen and pad of paper provided to track each player's score after completing each round.

Game Overview:

The goal of the game is to frame other players for murder while having the least evidence against you of any player in the game (making you the forensic expert). The end game is triggered when a player reaches a cumulative score of 300 during end-round scoring. The player with the highest score at that point is framed for MURDER! The player with the LOWEST score is the winner and is considered the Forensic Expert. To reduce total play time, an end-game score trigger of 200 may be played instead.

The playing cards fall into 5 categories:

Wild & Special Cards:



DNA segments:



Fingerprint segments:



License Plate Partials:



Weapons:



Making Sets:

Any card in the deck can form a set (minimum of 3 cards, or 2 plus a wild card) when matched with the same category of card – BUT no duplicates are allowed in a set (i.e., you can't have 2 of the same weapon nor 2 of the same fingerprint segment).

Wild Cards:

Evidence wild cards (red) can only be played on evidence. Alibi wild cards (blue) can only be played on alibis.

Wild cards can represent any card in the deck. The max number of cards in a set is 4. A wild card can be used in place of 1 of the cards in the set. Wild cards cannot be moved once placed.

Evidence Tampering:

The Evidence Tampering card is the card with the scissors in the green circle. A player can place this on any complete or partial set (evidence or alibis) on the board to remove it from play.

Round Overview:

Each new round, the player to the left of the previous dealer deals the cards.



Place the Forensic Expert card in front of the player with the lowest score. This indicates to the other players who is currently in the lead.

On each player's turn, they start by picking up a card and finish by discarding a card face-up on the discard pile.

When picking up a card, the player can choose to pick up from the face-down pile or the top card from the face-up pile. Players do not need to have any cards that match the card on the face-up pile to pick it up, nor do they have to play it right away.

After picking up a card at the start of a player's turn, they can decide to plant evidence AND/OR build alibis, or pass their turn:

Planting evidence on another player:

Place sets on another player's side of the table below their "evidence" marker. These sets count toward their end-round score. At least 3 cards from the same category must be placed down to start a set (sets have a maximum of 4 cards in them – more on that below). Players can add to any evidence sets on the table during their turn. Players cannot plant evidence on themselves.

Building alibis:

Players place sets on their side of the table below the blue “alibis” marker. These cards OFF-SET evidence points against them during end-of-round scoring. However, players can only start building alibis AFTER someone has planted evidence against them. At least 3 cards from the same category must be placed down to create a set. Players can add to these sets any time during their turn (as long as the set doesn’t exceed 4 cards). *Players cannot place cards under other players’ alibi markers.*

Ending a Round:

A round ends when a player can discard the last card from their hand either by placing it on the face-up pile or as part of an evidence or alibi set. *A round cannot end on the first turn. A player can only go out on their second or later turn.*

End of Round Scoring:

Only complete fingerprints, complete DNA segments, and full license plates count toward a player’s score. Even though players can place 3 segments of a category down, the set only scores when it is complete with all 4 cards from that category! The benefit of placing these cards down in a set of 3, even if they don’t score, is that a player is less likely to get caught with them in their hand. Weapons are an exception to this rule. Any weapon set counts whether it consists of 3 or 4 different weapons.

To count a player’s score, add up the points (card values labeled on the card edges) in their evidence pile and add it to the points remaining in their hand. Next, subtract the point value of their alibi pile. This end-round score then gets added to the total game score that each player has achieved so far. Players cannot have a negative score in a

round. If a player's alibis points exceed their evidence points, mark their round score as a zero.

End of Game:

When the cumulative score of any player crosses 300, the game is over.

Special Considerations:

Cards on the table do not move. A card cannot be picked up from a set (such as a wild card) and moved to another set (nor placed back in the player's hand) once it has been played. Changes cannot be made to card combinations that have already been played. Players can add to any sets on the table during their turn.

Stale hands:

It is possible that all cards on the table are composed of complete sets, with players each having 1 card remaining in their hand. This would prevent the ability to form a set or discard to end the round. In this case, if every player in the round has had a turn and no one has placed alibis or evidence down, the hand is considered a stale hand and the round is over. Any cards in the players' hands get added to their evidence points.

Multi-game series:

If playing multiple games in a single seating, each subsequent game performs the following action after dealing the cards but before the first player begins.

1) THE FORENSIC EXPERT from the previous game must give any wild cards that they are dealt in the first hand to the MURDERER from the prior game. THE MURDERER gives the FORENSIC EXPERT any 2 cards of their choice in return.

2) The murderer from the previous game is the first player in turn order in the current game.

Credits:

Designers: James & Adam Staley

Publisher & Graphic Design: TIN ROBOT GAMES

Rules: Steven Hill, Rita & Hugo (Meeple of Liberty)

For more information on rules and videos, visit tinrobotgames.com and follow-us on social media @tinrobotgames

Lead Playtesters:

Steven Hill, Mike Barnett, Sarah Pippy, Lacey MacKay, Alex Young, Rachel Thompson, Rick Somers, Kayla Oliveira, Vicky Russel, Kyla, Emma, Katie, Mara, Ken, Savannah, & Greg Staley

