

the card and play passes to the right. The next player selects a new Evidence Card and tries to put that evidence together with a Stolen Location (*this player selects any of the lowest or bottom cards left in the grid under each of the eight (8) B.I.L.E. Henchman Cards.*)

If the answer is Incorrect, according to the Chef, then the Stolen Location Card stays in its current place on the grid. The next player then takes the top card off the Evidence deck and chooses a Stolen Location of his or her choice among the bottom cards of the Grid.

Special Evidence Cards: There are two types of Special Evidence Cards.

Jefferson Sancarlos Cards: When players draw one of these cards, they must take a retrieved Stolen Location Card in their possession and return it to the grid. If players don't have any Stolen Location Cards, then play passes to the right.

Chef Cards: The Chef, fearless leader of the Detectives, has great powers. If one of these cards is drawn, then the gumshoe who draws the card gets to take any card on the grid and win the prison years shown on the back of that card. If that card is the last one in the column, the player nabs the B.I.L.E. Henchman too.

Capturing a B.I.L.E. Henchman: The player who succeeds in retrieving the last Stolen Location below any Henchman, then captures that Henchman. (*Read the back of the card for more clues.*) Once a Henchman is captured, then the available Stolen Locations column is reduced by one. As more Henchmen are captured, the number of choices continues to decrease by one for each Henchman captured.

Ending the Game: The game ends when the first player captures his or her third B.I.L.E. Henchman or when all B.I.L.E. Henchmen have been captured.

Scoring the Game: Each player adds up his or her prison years. Prison years for a specific location double if it is in that Detective's territory (*shown on the back of the Stolen Location Card*). For each B.I.L.E. Henchman captured, a bonus of fifty (50) points is added to the number of prison years.

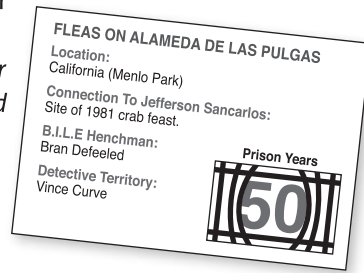
The Winner:

The ACNE Detective with the most total points (in prison years) is the winner.



"Jefferson Sancarlos is a sucker for the semi-colon. Great bait for nabbing him. After all, he is a serial comma-ist."

The Chef



Stolen Location Card (Back)



Ages 14 and Up
2 to 6 Players



INSTRUCTIONS

(Not complete, but pretty close)

Good to know about Jefferson Sancarlos:

- Raised in Maryland, educated in California, imprisoned in Texas
- Finds romance wherever he goes
- Close to Bran Defeeted
- No longer drinks, no longer smokes, no longer eats dessert
- Likes obscure sports like croquet and takraw

Contents:

- 40 Stolen Location Cards
- 6 ACNE Detective Cards
- 8 B.I.L.E. Henchman Cards (*Boys and Girls Involved in Lewd Enterprises*)
- 40 Evidence Cards
- Complete Instructions (*You have them in your hands*)

Overview:

Hello, Sherlock. Here is the scoop. Jefferson Sancarlos, that wily criminal genius, has been stealing locations of international interest (*and some that have no interest, but just hit his fancy*) for years. He has pulled together an international ring of thieves called B.I.L.E. Henchmen to form an unstoppable gang. You need to help the ACNE (*yes, pock-faced*) Detectives round up the locations and catch B.I.L.E. Henchmen. Once a player captures three (3) B.I.L.E. Henchmen the game ends. *Note: When playing with 4 or more, all Henchmen must be captured.*

To Win:

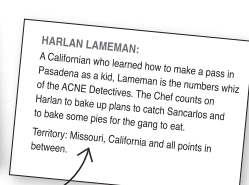
The winner is the player with the most received prison years (*shown on the back of the Location Cards*)—but the main fun is in helping The Chef get back the Stolen Locations.

Setup:

1. Punch out the forty (40) Evidence Cards from the Evidence Sheet and shuffle them. Then place the deck in a place where all players can easily reach them.
2. Separate the other cards into three groups:
Stolen Location Cards (40), ACNE Detective Cards (6), B.I.L.E. Henchman Cards (8).

Let's Play:

1. Select a Chef (moderator). The Chef checks the back of the Stolen Location Card after each turn. The Chef also settles any disputes. The Chef silently determines if the ACNE Detective's answer is correct.
2. Join the ACNE Detective agency:
Players pick one of the six (6) ACNE Detective cards and place it in front of themselves. Players can read the card and refer to it throughout the game. These cards are important, as players will get bonus points if they can retrieve Stolen Location Cards in the working territory of their ACNE Detective.

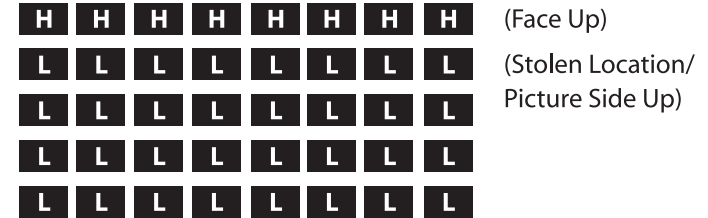


"You gotta know the territory." Meredith Willson

*2-Player Rule:

In a 2 player game, there is no Chef. Both players play as ACNE Detectives and rotate checking the Location Cards for the correct answer. If an answer is incorrect, a new Location Card will replace the current one. Place the discarded Location Card at the bottom of the deck after taking the top card and placing in the open spot on the grid.

3. **Card Grid Setup:** Create eight columns by placing each of the eight B.I.L.E. Henchmen Cards **H** at the top of a column. Then shuffle and place the Stolen Location Cards so that a grid is created that is 8 cards by 5 cards. Each B.I.L.E. Henchmen will have 4 Stolen Location Cards **L** under him or her.



The eight (8) remaining Location Cards will be placed in a deck to the left of the grid. They are not used in this game. (*See 2-player rule**)

Now you are ready to retrieve the Stolen Locations with the ACNE Detectives.

4. The Chef reads all 8 B.I.L.E. Henchmen character backgrounds aloud before starting play.
5. The player who most recently committed a crime goes first by taking the Evidence Card on the top of the Evidence deck. That Player then reads the Evidence Card which will ask for one of the following pieces of information:
 - A. **Location**—The original city, state or country. The more specific the better. If the card says "another turn," then that player gets a second turn if the more specific answer is given. (*The Chef's decision is final.*)
 - B. **Connection to Jefferson Sancarlos**—These may be obvious or obscure. The more you understand Sancarlos and his personal history, the better your chances. (*For example: Hoover Tower connection is the site of Sancarlos' college years since he went to Stanford University.*)
 - C. **B.I.L.E. Henchman**—Identify which Henchman first stole a particular Location.
 - D. **ACNE Detective Territory**—Whose territory is it? Each ACNE Detective has 6 or 7 locations. If it is yours, then you receive double prison years for recapturing the Stolen Location.

(*Prison Years—These vary from 10 to 50 depending on the value of the object to JSC. The higher the number, the more valuable the crime.*)

READ HERE - Very Important

Players select one of the Locations on the bottom row of the grid and use superior detective deductive logic, and some guessing, to give a correct answer to the requested evidence for the chosen Location (see 5. above). The Chef then picks up the card and reads the answer (but not aloud).

If the answer is Correct, according to the Chef, then the ACNE Detective keeps