

RULES FOR PLAYING S. S. VAN DINE'S

Detective Game

PHILO VANCE

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The object of the game is to find and bring a criminal to justice and punishment.

Rules

For Two to Six Players

BRIEF IDEA OF THE GAME

Imagine an ordinarily well-to-do household consisting of the following:

- The Master—Not suspected.
- The Wife—Age 45, young in appearance, had secret correspondence.
- Bond Salesman—Age 28, Hobbies—Photography and Dramatics.
- Social Secretary—Age 21, Betrothed to College Football Star.
- Grandpa—Age 84, Feeble.
- Aunt—Age 67, Maiden Lady, Visiting.
- The Cook—Age 54, likes to travel.
- The Maid—Age 23, Pert, Industrious, Spanish.
- The Butler—Age 56, likes bright colors.
- The Chauffeur—Age 40, true to type.
- The Gardener—Age 29, unmarried.

On the day when we are introduced to this group of people the Master of the Household has just discovered the loss of \$20,000 worth of negotiable securities which had been delivered to him the night before by a young bond salesman. The master, being well acquainted with this young man, had asked him to spend the night, and after examining the securities, had very carelessly placed them in a drawer of the table in the center of the living room. In the morning they were missing. As there is a trespass-proof fence around the property (accepted as **impassable** for the purposes of this game) **no one outside this fence will be suspected**. Immediately after the discovery of the disappearance of the securities the police are called. **Sergeant Heath** takes with him to the scene of the crime, **Medical Examiner Doremus**, **Captain Dubois** (Fingerprint Expert), and **Detective Snitkin**, stopping on the way to pick up **District Attorney Markham** and **S. S. Van Dine**, **Philo Vance** being out of reach at the time.

You, the players of this game, are each to represent one of these six men and **Philo Vance** will appear shortly to assist you in obtaining clues and presenting them to a jury and a Judge in an attempt to **prove guilty** your suspect, whom you will have an opportunity of selecting early in the game **from the characters listed above**, as members of the household. The first player successfully doing this wins the game.

EQUIPMENT:

In this game there is a board having a playing surface representing the grounds of an estate, and the house in which the theft took place. There are spaces over which the players' pieces are moved. These spaces are represented by **squares** marked off in the house, and **concrete sections** and **flagstones** outside. Spaces are marked in various ways, by **dots**, **arrows** and **circles**. All of these markings have certain values in the play of the

game. There are Six Playing Pieces (or men) of different colors; One Judge, Two Philo Vance Pieces, and Two Dice (one White and one Colored). There are 100 Clue Cards and 10 Clue Confirmation Cards, one for each of the Ten suspects. There are also Six Court Cards upon which a jury is illustrated in the spaces provided for the placing of the Clue cards.

PLAYING THE GAME.

TO START:

The 100 Clue Cards should be shuffled and placed face-down on the Garden Space marked "Clue Cards". (As these cards are discarded during the game they should be placed face-up on the garden space marked "Discard"). Each Player should select a **Playing Piece** and a **Court Card of the same color** and should place his Court Card on the table at his side of the board. The Ten **Confirmation Cards** should be laid at one side until they are used, as instructed, later in the game. Players place their pieces at the entrance to the estate on the space marked "Park Here" and throw both dice in turn around the board. The **Player throwing the highest total starts first** and the other players follow him in succession to the left, or clockwise. The first Player throws both Dice and moves a number of spaces equal to the total of the throw **along any pathway he wishes, towards the house, starting to count on the space at the entrance marked "START"**, and trying to be the first to reach the space marked "X" in the center of the room where the securities were left. He may do this in **two ways**: (1) By landing on any Green Arrow Spaces; (2) By exact count of the total of the dice, going along any paths he wishes, or going around the room as many times as he wants to, but **entering only from the Side Squares** where the arrows point in and out. (He may not enter it from the **Diagonal squares** where the arrows point around the room).

MOVING:

Players may move **backward or forward in any direction** on the board but they **must not** split the number of points shown on any throw to move both forward and backward on the same turn. (Example: A Player throwing a Six must move either 6 spaces forward or 6 spaces backward. He cannot move 5 forward and 1 backward.)

GREEN ARROW SPACES:

On some spaces on the board **an arrow in a circle** is shown pointing to the Central Space. Any Player landing his piece on one of these Spots **by exact count at any time during the game must move his piece directly to the "X" space in the center of the room.**

RECEIVING CLUES:

As soon as a Player reaches the "X" Space in the center of the room, he draws 12 Clue Cards from the top of the pile and places them **face-up in order, without sorting**, on the Jury spaces, from 1 to 12, on his Court Card where the 12 Jurors are illustrated. This completes his turn and he may not move until the Dice come around the board to him again. He then throws both Dice as before, **but now moves only the face value of the WHITE one**, (the use of the Colored Die to move the Philo Vance piece and to turn up Clue Cards, which have been turned down, is explained below under "Philo Vance" and "Bumping") with the idea of obtaining as many Clues as possible which apply correctly to any suspect he may plan to arrest. He **obtains Clues by landing his piece on any of the Red Spots on the Board by exact throw of the White Die**. When he does this he may draw a Clue Card and keep it, or discard it, as he wishes. If he keeps it he must discard another Clue which he does not feel is so suitable to his Suspect.

THE CENTRAL or "X" SPACE:

A Player may **never move across** the central "X" Space in the room to reach other spaces. But, if he can reach it **from the sides by actual count of the White Die** he may draw a Clue and have an extra turn (except on the time he first reaches there and obtains 12 Clues). **Doubles do not give extra turns** in this game, but have other values. A Player may have extra turns as long as he can continue to land on the "X" space. As he cannot reverse the direction of his move and as **he cannot enter from the corners** it is obvious that only by throwing a 4 or 6 on the White Die can he continue to receive extra turns and draw Clues.

(The Central Space in the room is of great value throughout the game to any player who moves on to it, but it is a danger spot as well, as is explained below under the heading "BUMPING".)

CLAIMING CLUES:

At any time during the game, **after receiving the 12 original Clues**, a Player, who sees a Clue which he wants, turned up on the Discard Pile, may say "I claim that Clue". In this case, if the Player whose turn it is does not wish to take it, the Claiming Player may draw it from the pile and **place it face-up on the board** in front of him. When it comes his turn he **must take this Clue and no other** if he lands on a Clue Spot, but if he does not land on a

Clue Spot he returns it; if it is exposed another time

BUMPING:

At any time during the game, if a Player's piece occupies by an opponent an adjoining space and a Court Card, thus putting

The only way in which a Player may shake Doubles on the any Clue Card, or a Court Card, is by the number on which the total of the throw is equal to 2, 4 and 1, or any Doubles.

(For example: The total of the throw is 2, 4 and 1, or any Doubles.)

Multiple Bumping is a penalty which occurs when a Player's piece occupies by that of another Player an adjoining space, and so on to the extent that the Player who suffers the penalty of having his piece bumped him.

Any Player's Piece which gives access to the Central Space in this case the Player must **immediately move** his piece to the lower left hand corner of the board to communicate with head of the game. Piece is MOVED to the Space No. 1 are occupying Spaces No. 2 and 3 spaces ahead of them at the Green Arrow Space at the beginning of the game.

A Player whose piece is on the board is automatically suspended from the game above just as if it had been removed. Any Player whose piece is on the board draw a Clue card before

(NOTE: It will be seen that a Player cannot be land on the Central Spot and be bumped on to it.)

SELECTING A SUSPECT:

In choosing your Suspect, you should select a woman (a cigar butt, a lace handkerchief, a ring, etc.) or a man (a lace handkerchief, a ring, etc.) Suspect are quite specific of a general nature which line or feminine.

ARRESTING A SUSPECT:

At any time during the game, on his turn before drawing Clue Cards, on suspicion "naming on" and described briefly or declared, the Player at the board must specify the Suspect. (NOTE: This must be done from the back, not exposing the Clues which he believes the Suspect is. The Player holding his Confirmation Card must be right. If the Player declares a Suspect, he must be told which 4 are correct. If the Player declares a Suspect, he must **face-down** on the space the card toward him, with the word "Successful Declaration". If the Clues he has declared are correct, he may draw a Clue Card from the Draw Pile, taking at random from the top of the pile and place them on his card. If the Clues he has declared are incorrect, in this case, too, he has named, and must try to get a Clue on his next turn of the game. He may not draw a Clue Card unless he has successfully named a Suspect. If he has named a Suspect and he has not drawn a Clue Card, he must provide (the panel on the board) the name of the Suspect in this case with the bottom

NOTE: Duplicate Clues are not counted in the game. Each Clue is counted only once.

A Player may declare a Suspect if he has sufficient Clues, but if he has not drawn a Clue Card, he is out of the game. (NOTE: This is inserted to prevent Players from

Clue Spot he returns it to the Discard Pile and may not claim it again until it is exposed another time.

BUMPING:

At any time during the game a Player who lands his piece on a space occupied by an opponent **may bump** (or move) **the opponent's piece** to any adjoining space and **may turn face-down** any Clue Card on that opponent's Court Card, **thus putting that card temporarily out of play.**

The only way in which a Player can turn these Clue Cards up again is to shake Doubles on the Two Dice on his turn, which allows him to **turn up any** Clue Card, or a total of the Two Dice which adds up to the Juror's number on which the turned down card rests.

(For example: The card on number 5 Juror may be turned up by a throw of 3 and 2, 4 and 1, or any Doubles, while those on Jurors 1, 2, and 12 can only be turned up by Doubles.)

Multiple Bumping is allowed, that is: If two or more pieces are on adjoining spaces, one Player's piece may be bumped on to a space occupied by that of another Player whose piece is automatically bumped to the next space, and so on to the end of the line. **Each Player** bumped in this manner **suffers the penalty** of having his Clue Card turned down **by the Player whose piece bumped him.**

Any Player's Piece which is on **one of the Four spaces** in the room which give access to the Central "X" Space **may be bumped on to that Space.** In this case the Player bumped not only has his Clue Card turned down, **but must immediately move his piece to the blue space on the Radio Car** at the lower left hand corner of the board, where he has supposedly been sent to communicate with headquarters. If the radio car is occupied, the Player's Piece is **MOVED** to the Police Call Box on Space No. 1. If the Car and Space No. 1 are occupied, he is sent to Space No. 2, etc. **Player's Pieces** occupying Spaces No. 2 and No. 3 **may not be moved** off until the numbered spaces ahead of them are cleared; then they start to count on the Green Arrow Space at the beginning of the regular track.

A Player whose piece is **bumped on to any Green Arrow Space** on the board is automatically sent to the Central "X" Space and then is moved as above just as if it had been bumped directly on to the Central "X" Space. Any Player whose piece is bumped on to a Clue Spot may immediately draw a Clue card **before** the player who bumped him does so.

(NOTE: It will be seen from the above that it is greatly to a Player's advantage to land on the Central Spot on his own move, but it is very much to his disadvantage to be bumped on to it.)

SELECTING A SUSPECT:

In choosing your Suspect remember that no typically male Clue applies to a woman (a cigar butt, for instance) and no typically feminine Clue applies to a man (a lace handkerchief, for instance). **Some** of the **Clues** applying to each Suspect are **quite specific** as applying to that individual and **others are** Clues of a **general nature** which may apply to a number of Suspects, either masculine or feminine.

ARRESTING A SUSPECT:

At any time during the game, **after** a Player has received his 12 Clue Cards, on his turn **before** throwing the Dice, he may say "I arrest..... on suspicion" **naming one of the 10 Suspects** (not already spoken for) listed and described briefly on his Court Card at the right. When a Player so declares, the Player **at his left** picks out of the Confirmation Cards the one specified. (NOTE: This player in picking out the card must do so from the names on the back, not exposing the faces). Now, **the Player** making the arrest **names Six Clues** which he believes apply to the Suspect he has just arrested and the Player holding his Confirmation Card checks **silently** to see how many are right. If the Player declaring has named **4 Correct Clues** (he should not be told which 4 are correct) he receives his Confirmation Card and places it **face-down** on the space provided on his Court Card, with the bottom of the card toward him, **without looking at the other side.** This is called a "**Successful Declaration**". If, however, **less than 4 are correct** the Player loses **all** the Clues **he has declared** and places **them face-down at the bottom of the Draw Pile,** taking at random from the top of the Pile Six new Clues to replace them on his card. This is called an "**Unsuccessful Declaration.**" But, in this case, too, he has **committed himself** to the arrest of the **suspect he named,** and must try to prove this Suspect guilty throughout the remainder of the game. **He may not select another Suspect.** To show he has declared unsuccessfully he must place his Confirmation Card **face-down** on the space provided (the panel on the Court Card where the Suspects are described), but in this case **with the bottom** of the card **away** from him.

NOTE: **Duplicate Clues may not be counted separately** in any declaration in the game. **Each clue** declared **must be different** from any other.

A Player may declare **twice more** during the game after he has secured sufficient Clues, but if **he is not successful on the third attempt HE MUST RETIRE.** His Clues are put back face-down at the bottom of the Draw Pile and **he is out of the game.** (NOTE: The above rule retiring a Player from the game is inserted to prevent Players taking a chance and declaring on every turn without using

proper judgment, hoping that each new hand they draw will luckily contain sufficient Clues to make their declaration successful. It may be disregarded if the Players wish.)

PHILO VANCE:

At any time **after** a Player has **successfully declared 4 Clues** which apply to his Suspect (either on his first, second or third attempts) he may bring **Philo Vance** into the game to assist him, by a throw of the Two Dice on his regular turn for a **total of Seven**. When he throws this Seven he moves his own piece, as usual, on the White Die and starts One figure of **Philo Vance** at the space marked "START" **moving him** on the **Colored Die**. He places the other figure of **Philo Vance** on the **left side** of his **Court Card** to show that he is in possession of this piece on the board. On each turn thereafter, he may use the **Two Pieces** to obtain Clues and Bump or be Bumped, moving his own piece on the **WHITE** and **Philo Vance** on the **RED DIE**. The **Philo Vance** piece may be used in every way like the regular piece **except** that it **must remain** on the **Central "X" Spot** on the board if it is **moved** there, and **does not secure another turn** for its owner, although it does secure a Clue by landing there. (If left on the "X" Spot the **Philo Vance** piece may be bumped to the Radio Car or Police Phone by any piece landing there.)

A Player in possession of **Philo Vance** may bump his own piece with it or he may bump **Philo Vance** with his own piece without the penalty of turning down a Clue, but the pieces **must be moved** as if bumped by an opponent. If any other Player **who has successfully declared**, should throw a total of Seven on his regular turn **he immediately obtains Philo Vance** and takes the figure from the card of the former owner, placing it on his own to show his ownership. He then moves the **Philo Vance** figure, that is on the board, on **that throw**, on which he obtained him, the number of spaces shown on his own Red Die.

THE JUDGE:

The Judge is brought into the game whenever a Player, **who has successfully declared** Four correct Clues applying to his Suspect throws **Double Ones** or **Double Sixes**. (The throw of a Player who has not successfully declared Four Clues does not count.) The small figure of the Judge is then placed in **any convenient place** on the Board to indicate the Court is ready to hear the case.

WINNING THE GAME:

Now, the Player who has made a successful declaration may attempt to convict his Suspect **by proving Seven Clues correct**. To do this, when his turn comes, but **before he shakes the Dice**, he states "I wish to convict _____", naming his **own** Suspect. He then turns his **Confirmation Card face-up** and checks this card with the Player on his left to see if Seven of the Clues he has **face-up and in play** on his Court Card are correct. If they are, he convicts his Suspect and **WINS THE GAME**.

Should **less than Seven** Clues be correct, the Player **must continue playing** as before, but he **must now prove Nine Clues**. He has Two advantages that he did not possess before. He has his Confirmation Card face-up and knows all the Clues he wishes to obtain. **Also**, if his own Detective Piece, or **Philo Vance**, (if he owns it at the time) comes to rest on the Central or "X" Spot he **may demand** from the other Players, starting with the One on his left, **any Clue Card** he needs to complete his case. If no one has it exposed, he may ask in turn for any other Clue Card he lacks. If no Player has any Clue he needs he must then draw in the regular way. He **may not ask** in this way for a duplicate Clue, or for one he does not need. As soon as he obtains **Nine Correct** Clues he **WINS THE GAME unless** some other Player gets Nine correct Clues first, or wins by convicting another Suspect by declaring Seven correct Clues.

THE 5-8-10 GAME FOR EXPERTS

If after playing this game Players become at all familiar with the Clues, it is suggested that the original declaration be 5 out of 6 Clues correct, then 8 to win the game, and 10 if you fail on the 8.

EASY GAME FOR CHILDREN

Each player selects a detective and any **one** confirmation card giving the clues to one of the suspected characters and places it face up in front of him on the table. Clue Cards are placed face down on the Draw Pile as in the Adult game. (**The Philo Vance and Judge pieces, and the court cards are not used.**) Players throw the Dice for first turn, the high total winning. The turn passes to the left and the players **move on the total** of the two Dice anywhere on the board. Clue Cards are drawn by any player who lands on a **spot, arrow space** or the **central "X" space** in the room. There are no extra turns and no bumping. No player may land on a space occupied by another. Players **save clues** drawn **until they have ten** in their hand and **then they must discard** a card for each one drawn. **THEY SHOULD NEVER HAVE OVER TEN IN THEIR HANDS AT ONCE.** As soon as one player secures 7 clues which match those on his confirmation card he has proved his suspect and shows his hand and **WINS THE GAME**.