

# LINEUP™

The Memory Game of  
Quick Looks & Tricky Crooks

## Instructions

**2 - 6 players**

**Ages 8 and up**

**Playing time: 20-60 minutes**

### Contents:

1 game board

6 pawns

6 Lineup Count chips

1 die

1 Security shield

16 Bakery Suspect cards

16 Bank Suspect cards

16 Car Lot Suspect cards

16 Pet Shop Suspect cards

16 Warehouse Suspect cards

16 Wharf Suspect cards

10 card stands with stickers

(1 "Guilty," 9 "Innocent")

26 Lucky Break cards

## Object

Be the first player to collect four Suspect cards, each from a different crime scene, by correctly identifying the guilty suspects in police lineups.

## Set Up

Affix the one “Guilty” sticker and the nine “Innocent” stickers to the bottom of the 10 card stands.

Shuffle the six different Suspect decks separately and place them face down on their matching crime scene on the board.

Shuffle the Lucky Break cards and place them face down on the Lucky Break space on the board.

Each player selects a pawn and a Lineup Count chip of the same color.

Place all pawns in the police station.

Place all Lineup Count chips in the “4” space in the police station. (Lineup Count chips determine how many suspects will be in your lineup. All players will start with four suspects in their lineup. Your lineup count can never go below three or above 10.)

The youngest player starts. Play continues clockwise.

## Playing the Game

On your turn, roll the die and move your pawn up to that number of spaces on the board in any direction. Initially, you will want to move toward a crime scene so you can view your first suspect. On subsequent turns, you will alternate between moving to other crime scenes to view more suspects, and returning to the police station to review lineups.

**You do not need to land by exact count to enter a crime scene or the police station.** All crime scenes and the police station should each be considered a single space. Any number

of players may occupy the same space, whether it is the police station, a crime scene, a city street space, or a Lucky Break space.

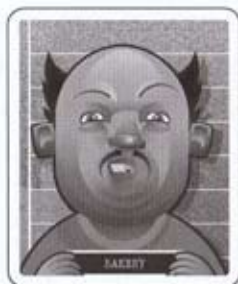
### **On a Lucky Break Space**

Lucky Break cards can help you move around the board, help you identify a suspect or allow you to hinder other players' efforts. When you stop on a Lucky Break space, you may draw one card if you currently have less than three Lucky Break cards in front of you. Read your Lucky Break card silently and determine if you want to use it now or save it for later. Keep Lucky Break cards you are saving face down in front of you. After you play a Lucky Break card, discard it by placing it face down at the bottom of the Lucky Break deck.

### **At a Crime Scene**

There are six crime scenes: the bakery, bank, car lot, pet shop, warehouse, and wharf. When you stop at a crime scene, draw the top card from that scene's Suspect deck to see who committed the crime. You have five seconds to study the suspect's face. Pay close attention to the details because you will need to be able to identify the suspect later during a lineup. Place the Suspect card face down in front of you. Your turn is now over.

On your next turn, you may move toward the police station to request a lineup while the suspect is still fresh in your mind. Or, you may move toward another crime scene if you feel confident that you can remember multiple suspects at the same time. Important: You may not look at any face-down Suspect cards in front of you.



**Draw a Suspect card when you stop at a crime scene.**

### **At the Police Station**

When you stop at the police station, you may request one or more lineups if you have at least one face-down Suspect card

in front of you. After completing the lineup(s), your turn is over. If you are already in the police station at the start of your turn, you may choose to stay there and request a lineup instead of rolling the die.

### Lineups

During a lineup, you will attempt to identify one of your face-down suspects from among innocent bystanders who resemble the suspect.

To set up the lineup, select one of your face-down Suspect cards and have another player place it in the card stand labeled "Guilty." This player will then draw additional suspects from the same Suspect deck and place them in card stands labeled "Innocent." **The total number of suspects in the lineup will equal your current lineup count.**

The player preparing the lineup should keep all suspects behind the Security Shield while being careful that you cannot see any of the suspects. Once all of the suspects for the lineup are in their stands, they should be placed in random order facing you. When the lineup is ready, the player lifts the Security Shield.



**Try to correctly identify the suspect you saw earlier at a crime scene from among innocent bystanders who resemble the suspect.**

Review the lineup carefully. Select one suspect and announce who you think is guilty.

**If you correctly identify the suspect** ("Guilty"), place the Suspect card face up in front of you and move your Lineup Count chip to the next higher number. You will now have one

more suspect in your next lineup. Return the other Suspect cards from the lineup to the bottom of the Suspect deck.

If you have another Suspect card face down in front of you, you may immediately request another lineup. You may continue to request lineups as long as you continue to correctly identify suspects. Once you incorrectly identify a suspect or you run out of face-down Suspect cards, your turn is over.

**If you incorrectly identify the suspect** (“Innocent”), you may look at all the suspects to discover the guilty suspect. Return all the Suspect cards from the lineup to the bottom of the Suspect deck. Move your Lineup Count chip to the next lower number. You will now have one less suspect in your next lineup. You may also need to revisit this crime scene on a later turn to get a new Suspect card for another lineup.

### **Important Notes about Suspect Cards**

- You may never have two suspects from the same crime scene in front of you (either face up or face down).
- If you stop at a crime scene for which you already have a suspect, do not draw a Suspect card.
- You may not look at any of your face-down Suspect cards.

### **Winning the Game**

The first player to successfully identify four suspects wins. This player will have four face-up Suspect cards in front of him or her—each from a different crime scene.

### **Advanced Players**

For players who would like a more challenging game, start the game with Lineup Count chips on “6” and play until one player has successfully identified six suspects—one from each of the different crime scenes.



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