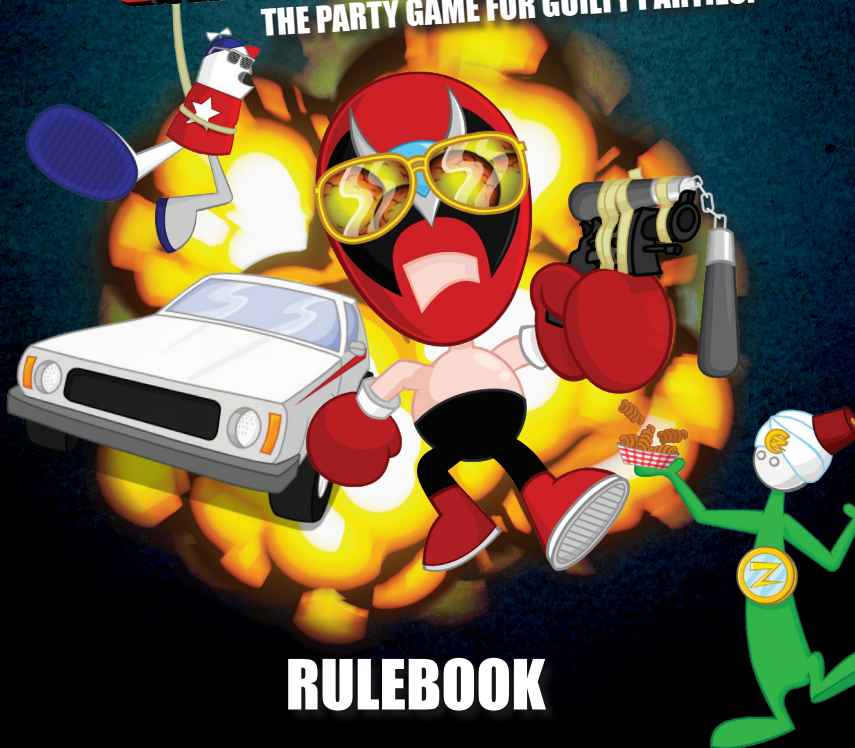


DANGERESQUE PRESENTS...

CRIME SCENE

TAMPERER

THE PARTY GAME FOR GUILTY PARTIES!



RULEBOOK

COMPONENTS

8 Joystick Cards



8 Curly Fries Cards



8 Nunchuk Gun Cards



8 Diskettes Cards



8 DNA Evidence Cards



40 "1 Guilt" Tokens



12 "5 Guilt" Tokens



12 Dangersque Cards



10 Character Cards



1 Dangersque Token



TERRIBLE CRIMINALS

You are some of the worst criminals in Brainblow City. But not worst as in, like, worst offenders... worst as in: you're all terrible at being criminals. And now you've all been caught red-handed at the crime scene. And here comes world famous private eye/crooked cop Dangeresque to investigate. Lucky for you, he likes to monologue. There's still a chance to tamper with the evidence and pin the crime on one of your fellow lawbreakers before he finishes his investigation!

Each player must manipulate the Crime Scene to make another player Guilty while not incriminating themself. A game of Crime Scene Tamperer consists of three (3) scenes, during which you must remain as innocent-appearing as possible. The player with the fewest Guilt tokens at the end of all the investigations is the winner.

Monologuing?!? I don't like to monologue! I was voted Least Likely to Monologue at the academy three years in a row! In fact, they call my office the Succinct Precinct on account of what little monologuing I do. Don't aet me started on duologue



SETUP

- **Players get characters:**
 - Each player chooses 1 character card by any selection process (random, draft, whichever looks coolest, throwing them in the air, etc.), playing it character side-up in front of them
- **Prepare the deck:**
 - Separate all the Evidence cards into groups of 10 Evidence cards with 2 of each type
 - Shuffle together as many groups of 10 Evidence cards as the number of players in the game
 - So, 2 players would be 20 Evidence cards (4 of each type), a 3 player game would be 30 Evidence cards (6 of each type), and a 4 player game would be 40 Evidence cards (8 of each type)
- **Players get evidence:**
 - From that shuffled deck, deal each player 4 cards.
 - Each player plants 1 Evidence card from hand in the Crime Scene, face-down.

- Each player plants 1 Evidence card in the Pants (the play area) of the player to their left, face-up.
- **Add the Dangersque cards** (*if this is your first time playing this game, skip this step*):
 - Split the remaining cards in the deck into a number of roughly equal piles equal to the number of players.
 - So, a 2 player game would result in 2 piles of Evidence cards, a 3 player game would make 3 piles, and a 4 player game would make 4 piles.
 - Shuffle the Dangersque cards and put 1 face-down (without looking at it!) on top of each of the piles.
 - Use only as many Dangersque cards as piles. Return the rest to the box.
 - Shuffle each of those piles separately, mixing the Dangersque card into it.
 - Stack all the piles of cards back into one deck. Do not shuffle that deck.

• **Final Steps:**

- Shuffle all the cards in the Crime Scene, keeping them face-down.
- Plant them all back in the Crime Scene, one at a time, face-down.
- Flip half of them (rounded up) face-up.
- You are now ready to play!

EZ GUIDE TO YELLIN' AT PERPS!



You're (1) _____,
(2) _____ (3) _____ !!

Pick ONE from each column!

①

- Goin' down
- Busted
- Toast
- Mine
- Cooked

②

- Slime
- Trash
- Dirt
- Meat
- Crunch

③

- Bag
- Ball
- Wad
- Wrap
- Face



PLAY

The player who most recently committed grand theft french fry goes first. Put the Dangeresque token in front of that player. He's got his eye on you!

At the start of the game, Dangeresque Investigates the Crime Scene! He plants the top card of the deck into the crime-scene, face-up.

Then, each player takes a turn, playing a card and taking the actions on that card. At the end of each player's turn, they do a Guilt Check to see if the evidence matches up to the crime. If any of the face-up cards in their Pants match any of the face-up cards in the Crime Scene, they are Guilty! This ends the current scene. (See "End of Scene" on page 11.) Otherwise, they draw 1 card from the deck into their hand, and play proceeds clockwise to the next player, moving the Dangeresque token to in front of that player.

EVIDENCE CARDS

Evidence cards have notes on them with icons, indicating which actions to take when you play those cards.



Investigate: Plant the top card of the deck into the Crime Scene, face-up.



Move: Move 1 card from any play area (Crime Scene or 1 player's Pants) to another play area. The card retains its facing. The card cannot move from somewhere to the same place (i.e., from the Crime Scene to the Crime Scene).



Check: Peek at any 1 face-down card in play (Crime Scene or Pants), keeping the information on the card you are checking secret. You may flip that card face-up.



Swap: Swap the location of any 2 cards in play (Crime Scene or Pants). Both cards retain their facing.



Flip: Change the facing of any 1 card in play (Crime Scene or Pants). Flip it from face-down to face-up, or vice versa.

DANGERESQUE CARDS

Dangeresque cards are unique effects that apply to the player who drew that card, or to every player when played as an Investigate. After the card is resolved, discard it from the game.



Whenever a player draws a Dangeresque card instead of an Evidence card, they immediately draw another card, then play the Dangeresque card.

Whenever a Dangeresque card is played by a player because it was drawn at the end of their turn, the card only affects that player. However, when a Dangeresque card is played as a result of an Investigation, the card affects every player: each player follows the instructions on the card, starting with the current player and proceeding clockwise. Either way, after the card is resolved, discard it from the game, then play proceeds as normal.

CHARACTER CARDS

Each player has a character card with an evidence type they can stack and a specialty. Their specialty may be used once per scene during their turn any time before the Guilt Check. Once a player has used their specialty, they flip their character card over to the grey side.

The stackable evidence allows that player to stack all face-up evidence cards of that type in their Pants, treating that stack as a single card. This is only true when that card type is in that character's Pants AND face-up.

Example: Renaldo can stack Curly Fries. This means that no matter how many Curly Fries he has in his Pants, they all stay stacked and count as only ONE card. If they FLIP, they all flip together, then expand into individual face-down cards, as they're only Curly Fries cards when face-up. If they SWAP or MOVE, they expand back into individual cards once in the new location, like a Curly Fries bomb you could drop on the Crime Scene or an opponent.



END OF SCENE

As soon as someone is found Guilty, the current scene is over. But the game is far from done!

- The Guilty player gains 5 Guilt tokens
- Each player (even the Guilty player) gains 1 Guilt token for each face-up card in their Pants that matches a face-up card in the Crime Scene.
 - So, if there is 1 Diskette card in the Crime Scene and you have 2 Diskette cards in your Pants, you get 2 Guilt tokens.
 - However, if there are 2 Diskette cards in the Crime Scene and you only have 1 Diskette card in your Pants, you only get 1 Guilt token.
 - You only get a Guilt token for the number of Crime Scene matching cards in your Pants, not the number of matching cards in the Crime Scene.

If no one was found Guilty, but the deck and every player's hand is empty, the scene has ended without a conclusive accusation! Guilt tokens are still distributed based on what cards are visible in Pants and the Crime Scene, but no one gets the 5 automatic Guilt tokens for being Guilty.

After distributing Guilt tokens, if you have not yet played all three scenes, return to the “Prepare the deck” step of Setup to play out another scene! Set up the game again, but without changing characters, and this time put the Dangeresque token in front of the player with the most Guilt tokens. He’s most suspicious of you!

HOW GUILTY ARE YOU?!



- SuperMax

- Reg'larMax

- SamminMax

- MostlyMax

- JuvieMax

- PartlyMax

- CushyMax

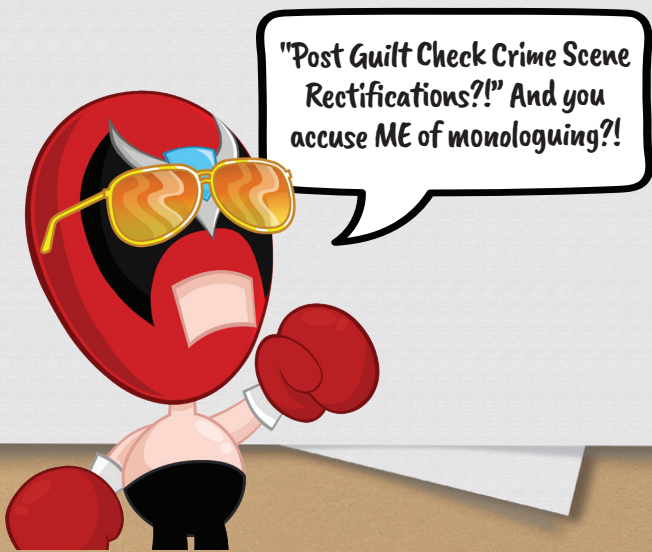
- TaxMax 🌶️🌶️🌶️

🌶️ denotes hot & spicy

POST GUILT CHECK CRIME SCENE RECTIFICATIONS

After doing the Guilt Check, if the Crime Scene is either all face-down or has no cards in it, something must be done!

- If all the cards in the Crime Scene are face-down, repeat the Final Steps of setup (shuffling the Crime Scene, then flipping half of them face-up), then Investigate (planting the top card of the deck in the Crime Scene, face-up).
- If there are no cards in the Crime Scene, each player puts 1 card from their Pants into the Crime Scene, then flip all cards in the Crime Scene face-up.



END OF GAME

After all three scenes have concluded, players add up all their Guilt tokens from the whole game.

- The player with the fewest Guilt tokens gets away and probably retires to a tropical island.
 - In the case of a tie, all players who tied for fewest Guilt tokens retire together.
- The player with the most Guilt tokens goes to a maximum security prison for a long time.
 - In the case of a tie, all players who tied for most Guilt tokens go to prison together, but they're in solitary confinement there, so it's not like they're really together, right?



**End of the Line,
BAGBALL!**

FAQs

- **What is the difference between playing a card and planting a card?**

Playing a card activates the icons or effects on that card, whereas planting just puts that card (face-up or face-down, as indicated) into play without activating any icons or effects.

- **Can I look at face-down cards in my Pants?**

No, the only way for any player to look at any face-down cards is with a "Check" action.

- **What happens if the deck is ever empty?**

If the deck ever has no cards in it then all the cards are in hands, Pants, and the Crime Scene. Continue play as normal, but without drawing any additional cards. Once all players have no cards in hand, the scene ends and Guilt tokens are distributed, even if no one was specifically found guilty.

CHARACTER BIOS



PERDUCCI

Somehow, sitting intimidatingly behind tables and desks has made Perducci a rich and powerful mobster. He runs the city's only "Organized Crime Family Buffet."

KYG comes from a long line of Something-You-Folks. He began as a wee Pinchingyoulad and has slowly worked his way up over the years.



KILLINGYOUGUY



**SULTRY
BUTTONS**

Roguish jewel thief and twin sister of Cutesy Buttons. Skilled in several martial and/or fiber arts. Wants to both date and kinda murder Dangeresque.

The ultra-rich Baron of a cool castle lair somewhere. Or maybe a villa? What's a chateau? Are those cool? Anyways, he's really good at trap doors.



**BARON
DIAMONOCLE**



**PROF.
EXPERIMENTO**

Crazed inventor who works outside of both Nature's Laws and The Law's Laws. Turns to crime to finance experiments like giving himself "Brainducken Surgery."

CHARACTER BIOS



DAGGER SKEW

Infamous Cheatburgler and stabby specialist. His small size means he can squeeze under most laser-tech security systems. Man, those things are awesome!

No one knows what the crap an Un-Dabbler is. But he's an explosives expert who dabbles in volatile chemicals-- Oh wait! Is that where it comes from? But why the UN?



THE UN-DABBLER



PANTS
NAYSMEN

Art thief and counterfeiter. Started out mid-level falutin but now exclusively high-falutes across the globe. BOTH mustaches can be removed and used as poison darts!

Does a mean hurricane kick. Usually a good guy, his naivete can lead him to a life of crime. Like, he regularly falls for that 'what are you eating under there?' joke.



DANGERESQUE
TOO



RENALDO

Normally Dangeresque's sidekick, sometimes he can't deny his pickpocket roots. Once stole JUST the Reesy Cups out of my Reesy Cup Meltshake! HOW?!



CREDITS



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Crime Scene Tamperer

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ROUND TURN SEQUENCE

START OF GAME

- Dangeresque Investigates!

EACH PLAYER'S TURN

- Play 1 card, following all its instructions in the order printed.
- Guilt Check:
 - If Guilty, investigation over.
 - If Not Guilty, proceed.
- If all the cards in the Crime Scene are face-down, repeat the Final Steps of setup, then Investigate.
- If there are no cards in the Crime Scene, each player puts 1 card from their Pants into the Crime Scene, then flip all cards in the Crime Scene face-up.
- Draw 1 card.
- Play passes to the next player, clockwise, until everyone has had a turn this round.

**It's Not a Whodunit,
'Cuz YOU done it!**

