

- The SET UP -

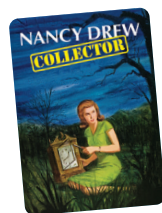


1 Shuffle the **Book Cards** and place 21 of them face up where everyone can observe them. There will be six cards left, put them away for the next game.

2 Separate the 8 **Hypothesis Cards** from the 18 **Collector Cards**. In a 2-player game you will **not** use the Hypothesis Cards. In a 3 or 4-player game, give each player **two Hypothesis Cards**.



3 Give each player a **Record Sheet** and a pencil.



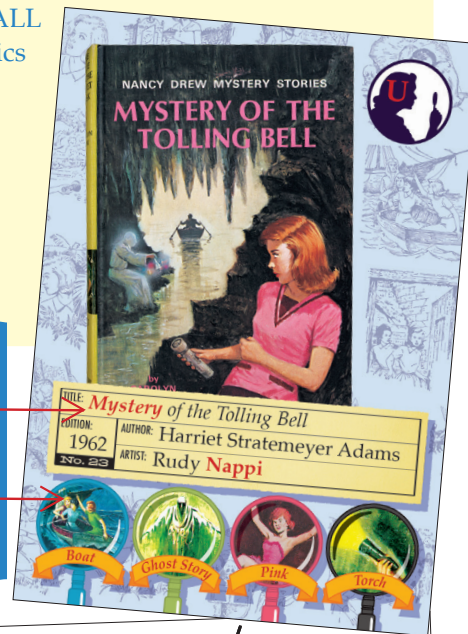
4 Shuffle the **Collector Cards**, and deal one to each player face down. Set the remaining Collector Cards aside without looking at them.

5 Players review their Collector Card and record their book choice on their Record Sheet. **Your choice is a secret!** Don't let other Collectors know what you are after. Note **ALL** the characteristics of your book on the Record Sheet at this time. It will make answering easier later, if you do this now.

Torch Magnate
You are CEO of Torchlight Flashlight Co. You've learned your company's wares are featured on many Nancy Drew covers.
Choose one of the books with the symbol below and record your choice on your score sheet.

Example: This player - let's call her Helen - has drawn the Torch Collector Card. She looks at the books on the table and chooses one with a Torch icon, *Mystery of the Tolling Bell*, pictured below. She notes it on her Record Sheet and checks off **ALL** the other characteristics of this book:

- Boat,
- Ghost Story,
- Mystery,
- Nappi, and
- Pink.



NOTE: On the Record Sheet, if a characteristic is listed without a next to it, then the information is in **red type** in the book description. If there is a next to it, then that characteristic appears in a magnifying glass at the bottom of the Book Card.

NANCY DREW COLLECTOR

NAME: Helen

YOUR BOOK: Mystery of the Tolling Bell

1930s	Bess & George	Boat	Clue	Elderly	Ghost Story	Hat	Jewelry	Mystery	Nappi	Ring of Thieves	Secret	Tandy	Torch	Tree	Window	Wirt
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

- The GAME BEGINS -

The first player (the person that has most recently read a Nancy Drew novel) begins by asking any other player a question about one of the characteristics on the Record Sheet. The other player must be able to answer it with a Yes or a No - though adding some characterization is encouraged. Remember your goal is to deduce from a Collector's answers which novel they are here for.



Sample Question and Answers

NED: "Hannah, darling, that pink sweater you're wearing is divine. Pink must be your favorite color?"



HANNAH: (if her book has a pink magnifying glass) "Why, yes! I surround myself with pink."

HANNAH: (if her book does not have pink) "Not hardly! This old thing is probably the only pink thing I ever wear."

CARSON: "Ned, I understand you to be quite the sailor. Are your interests here nautical?"



NED: (if his book has boat as a characteristic) "Certainly, the sea calls to me, even when on land."

NED: (if his book does not have boat as a characteristic) "Not at all, old chap, boats are for reading on - not reading about."

- Record All Answers -

Players use their Record Sheets to try and keep track of the questions asked and answers given by **all** Collectors. Use the information to correctly identify which books each player is after. Record Sheets are private and players may use whatever method of notation that works for them. Below are some suggestions.

- Make sure to check off all characteristics of your book at the beginning, so you do not need to refer to the Book Card when answering questions later (kinda a giveaway!)
- Record "Yes" answers as check marks and "No" answers as 'x's, or in any manner such that you can differentiate.
- Each Book Card has a letter in the top right corner. To save effort, note this letter on your Record Sheet rather than the full title.



NANCY DREW COLLECTOR

NAME: NED

YOUR BOOK: (THE HIDDEN STAIRCASE

YOUR BOOK: X THE HAUNTED SHOWBOAT

YOUR BOOK: _____

NAME: HELEN

NAME: HANNAH

NAME: CARSON

NAME: _____

NAME: _____

NAME: _____

NAME: _____

NAME: _____

NAME: _____

1930s	Bess & George	Boat	Clue	Elderly	Ghost Story	Hat	Jewelry	Mystery	Nappi	Ring of Thieves	Secret	Tandy	Torch	Tree	Window	Wirt
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>



- QUESTIONS and ANSWERS -

When an answer is "No".

the player who asked does not get to ask another question and their turn is over.

The player who answered becomes the next questioner. They can ask a question of any player, including the one that just questioned them.

When an answer is "Yes".

the player that did the asking may follow up with a guess as to which book the player who answered yes is collecting. They must point to the book on the table and ask - "Is this your book?" (A player must point because there are more than one edition of some titles in the game).

When a guess is wrong.

the guesser's turn is over and the answerer asks the next question.

Note: Bear in mind there is nothing to stop two players from choosing the same book. In fact, selecting a book that has already been exposed may be a clever move.

When a guess is correct.

the player whose book has been unmasked must confess.

The player who has been revealed gives their Collector Card to the player who correctly guessed the book. The unmasked player then takes a new Collector Card (from the stack put aside at the beginning of the game), and chooses a new secret goal book and records its information on their Record Sheet. (Other players should give this "new" Collector a private moment to choose and record their book)

When the "new" Collector is ready, they recommence the game by asking the next question.



- When it's not your turn, but you know the answer!-

HYPOTHESIS CARDS ARE FOR 3 AND 4 PLAYER GAMES

Since turn-order does not move around the table - but travels from player to player through questions and answers - it is possible that you may have the solution, but not be the current questioner. This is where the Hypothesis Cards are used! Each player has two. Interrupt the current turn with your brilliant deduction!



Be fair - you can only interrupt because YOU have solved it - you cannot try to race and touch the book another player is in the midst of guessing. The

game is meant to reward logic and reasoning - not speedy reflexes.

To be more specific, try and use a Hypothesis Card immediately after a "no" answer, and before the next answer is given.

- WINNING the GAME -

The first player to collect 3 Collector Cards from other players, wins the game!



Record Sheets are integral to gameplay. If you run out, please visit www.outsetmedia.com/games/nancy-drew



www.outsetmedia.com
106-4226 Commerce Circle
Victoria BC V8Z 6N6 Canada

It's the premier auction of Nancy Drew novels!

Book collectors of all kinds have gathered to bid on their favorite editions of classic Nancy Drew novels. As you mingle at the pre-auction cocktail party you try to figure out which titles they are here to collect.

- The GOAL of the GAME -

Reveal the target books of your competitors - before they figure out the books you are after. You do this by asking "yes" or "no" questions of your fellow collectors.

