

*Alexander Peshkov  
& Ekaterina Pluzhnikova*

# DETECTEAM

**Family**

**ONE EGG TOO MANY**



2-4  
players



7+



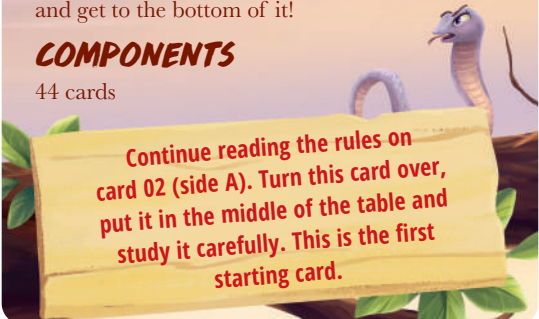
20 min

## **INTRODUCTION**

This is a cooperative detective board game for the whole family. You will literally piece together the event (connect several cards to get the full picture) and attempt to get it right. After the game you are going to answer a few questions and find out what really happened. Play as a team, discuss the story, and get to the bottom of it!

## **COMPONENTS**

44 cards



Continue reading the rules on card 02 (side A). Turn this card over, put it in the middle of the table and study it carefully. This is the first starting card.

CAREE

EGG CARE

**GOOD MORNING!  
HOW WAS THE NIGHT?  
ANYTHING NEW SINCE I LEFT  
YESTERDAY EVENING?**

**THE NIGHT WAS QUIET,  
NOTHING HAPPENED.**

**BUT THERE WERE ONLY  
THREE EGGS YESTERDAY!**

**THIS MORNING**

**A 24/7 EGG CARE HAS OPENED IN THE RAINFOREST!  
THE FOREST INHABITANTS CAN HAND THEIR EGGS  
OVER TO THE CARE, AND ITS CARERS — THE  
PARROT AND THE OWL — WILL LOOK AFTER THEM.  
BUT ONE DAY A NEW EGG APPEARS IN THE CARE  
NEST OUT OF NOWHERE...**



**Continue reading the rules on  
card 03 (side A). Turn this card over,  
put it to the right of the first starting  
card and study it carefully. This is the  
second starting card.**

**OOPS! WHERE DID THE FOURTH EGG  
COME FROM AND WHOSE EGG IS IT?!**

**AND WHICH EGG IS  
THE FOURTH?**



**THIS MORNING**

# GAME RULES

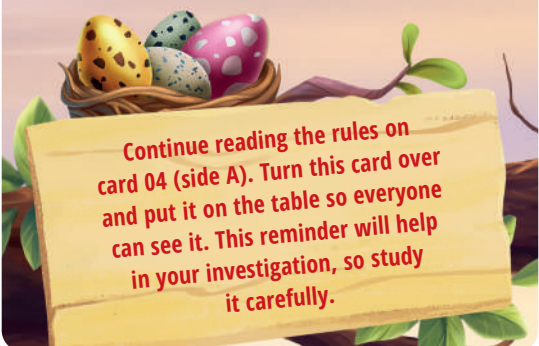
## AIM OF THE GAME

1. **Select the right cards to lay out**, and
2. **find out what really happened.**

## ABOUT THE GAME

The players need to lay the useful cards in a 3x4 grid out on the table. The new cards must be connected to the starting cards (and later on, to other laid-out cards) like a jigsaw puzzle so that in the end there's a complete picture on the table.

The background is the same on both sides of the cards (except for cards 01 and 02), but the back side of the cards does not display any characters or their cues. By the back side of the cards, you can easily guess where each card should be laid out.



Continue reading the rules on card 04 (side A). Turn this card over and put it on the table so everyone can see it. This reminder will help in your investigation, so study it carefully.

- Card numbers are located in the top right corner of each card. There are three cards for each location.
- Starting cards 01B and 02B are located in the middle of the picture.
- The time markers will let you know when each event took place.



- Pay attention to the wide frame along the edge of the picture. The frame will help you lay the cards out correctly. Connect the cards side by side to piece together the whole picture.

*Cards can be useful to solving the case, or can be useless. They all look the same... you have to sort those cards out!*

**Useful cards** let you learn the motives of the culprit, the alibis of the innocent, circumstances of the event, etc. For example, a witness statement: "I saw the parrot leave the nest yesterday evening".

*Remember that all the animals are either telling the truth or are honestly mistaken! Do not seek double meaning or deliberate lies in their words.*

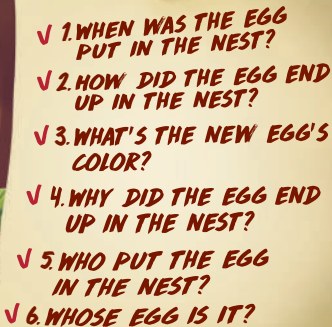
**Useless cards** contain information that has nothing to do with your investigation. For example, a testimony: "Parrots eat fruit".

There are 3 cards in the deck for each slot in the final picture: one useful card and two useless cards. Try to lay out the useful cards and discard the useless ones.

**Continue reading the rules on card 05 (side A). Turn this card over and put it aside so everyone can see it. This memo will help you at the end of the game, but it is still worth reading now.**

At the end of the game you will get points for:

- correctly laid-out **useful** cards;
- correct answers to the following questions:

- 
- ✓ 1. WHEN WAS THE EGG PUT IN THE NEST?
  - ✓ 2. HOW DID THE EGG END UP IN THE NEST?
  - ✓ 3. WHAT'S THE NEW EGG'S COLOR?
  - ✓ 4. WHY DID THE EGG END UP IN THE NEST?
  - ✓ 5. WHO PUT THE EGG IN THE NEST?
  - ✓ 6. WHOSE EGG IS IT?



## GAME SETUP

Put the deck in the middle of the table without shuffling it. Take this card and continue reading.

Take the next 4 cards from the deck and, without turning them over, lay the cards out in a row next to the deck (you should only be able to see parts of the rainforest, no characters).



## PLAYING THE GAME



You are playing as a team with a common goal: investigation of the event. The bravest player starts the game, then the game proceeds clockwise.

On your turn, take any 2 out of the 5 cards available (4 cards next to the deck + the top card of the deck). Look at the character side of the cards without showing them to your fellow players.

*Note: If you are playing with children who are only learning to read, we advise them to keep their cards character side up on the table. Read the cards together and help the children, if necessary.*

### AFTER THAT YOU MAY:

- lay out one card and discard the other one, OR
- discard both cards.

Turn this card over and read  
the text on side B.

When laying out a card, you **must** connect it to the side of a previously laid-out card, animal side up. You **may** also place your card on top of another card. But you **may not** discard a laid-out card or swap the top and the bottom cards. Only the top card is valid.

Cards that were discarded cannot be examined.

**At the end of your turn**, add up to 4 cards from the deck to the row.

**At the end of the game**, you should have a complete picture consisting of 12 cards (side B up). If at the end of the game you have blank spaces in your picture, you will not gain points for missing cards.

***Important:** while piecing together the picture of the event, you may not share any information from the cards that were discarded. But you may (and we strongly advise you) to discuss the laid-out cards each turn, reflect and try to make sense of the whole event! Remember the important facts that you need to find out — see card 04 (side B).*

**Here you go! Put this card away and start playing. The end of the game is triggered when you run out of background cards (A side).**

Have you run out of cards with the background facing up? Then you may continue reading.

## END OF THE GAME

The investigation is now over. Let's draw a conclusion and piece the story together!

Now you need to discuss all the information you've collected, even what you remember from the discarded cards. Get ready to answer the questions\*.



\* If you feel *completely and utterly* at a loss, you may play again, for a penalty. Put cards 06-35 in order and set up the game according to card 05A. But at the end **subtract 5 points** from your final score!

To proceed with the questions, turn this card over and read side B.

Take the next card (37) from the deck. Read the question in the center of the card and then read the **4 possible answers** written on both sides of the card (both the front and the back sides). Place the card on the table with the chosen answer facing up.

Then take the next card (card 38), and choose an answer. Partly cover the previous card so your answer remains visible, and proceed to the next question, and so on.

Overall, you need to answer 6 questions.

**GO AHEAD!**

1.

YOUR  
ANSWER

2.

YOUR  
ANSWER

3.

YOUR  
ANSWER

4.

YOUR  
ANSWER

5.

YOUR  
ANSWER

6.

YOUR  
ANSWERYOUR  
ANSWER

9.



Alexander Peshkov  
& Ekaterina Pluzhnikova

# DETECTTEAM

CHEATING CHAMPIONS

Family



2-4  
players



7+




20 min

## INTRODUCTION

This is a cooperative detective board game for the whole family. You will literally piece together the event (connect several cards to get a full picture) and attempt to get it right. After the game you are going to answer a few questions and find out what really happened. Play as a team, discuss the story, and get to the bottom of it!

## COMPONENTS

44 cards




Continue reading the rules on card 02 (side A). Turn this card over, put it in the middle of the table and study it carefully. This is the first starting card.

**FOUR ATHLETES  
FINISH AT THE SAME  
TIME. HOWEVER,  
THERE'S A REASON TO  
SUSPECT THREE OF  
THEM OF BREAKING  
THE RULES.**



There has been a real sports festival in the forest – a race! The forest dwellers have been preparing for the competition for a long time, the track has been all set. The fans have been greeting the runners at the finish. Four athletes have finished side by side! However, there is evidence that three athletes have somehow broken the rules... And, in fact, there is only one true winner.

## SO, WHO IS IT?



Continue reading the rules on card 03 (side A). Turn this card over, put it to the right of the first starting card and study it carefully. This is the second starting card.



FINISH · FINISH · FINISH ·

**WHO IS  
THE TRUE  
WINNER?**



# GAME RULES


## AIM OF THE GAME

1. **Select the right cards to lay out**, and
2. **find out what really happened.**

## ABOUT THE GAME

The players need to lay the useful cards in a 3x4 grid out on the table. The new cards must be connected to the starting cards (and later on, to other laid-out cards) like a jigsaw puzzle so that in the end there's a complete picture on the table.

The background is the same on both sides of the cards (except for cards 01 and 02), but the back side of the cards does not display any characters or their cues. By the back side of the cards, you can easily guess where each card should be laid out.



**Continue reading the rules on card 04 (side A). Turn this card over and put it on the table so everyone can see it. This reminder will help in your investigation, so study it carefully.**

*Starting cards 01B and 02B are located in the middle of the picture.*

*Card numbers are located in the top right corner of each card. There are three cards for each location.*



*Pay attention to the wide frame along the edge of the picture. The frame will help you lay the cards out correctly. Connect the cards side by side to piece together the whole picture.*

*Cards can be useful to solving the case, or can be useless. They all look the same... you have to sort those cards out!*

**Useful cards** let you learn the motives of the culprit(s), the alibis of the innocent, circumstances of the event, etc. For example, a witness statement: "I saw one of the athletes finish without their bib number!".

*Remember that all the animals are either telling the truth or are honestly mistaken! Do not seek double meaning or deliberate lies in their words.*

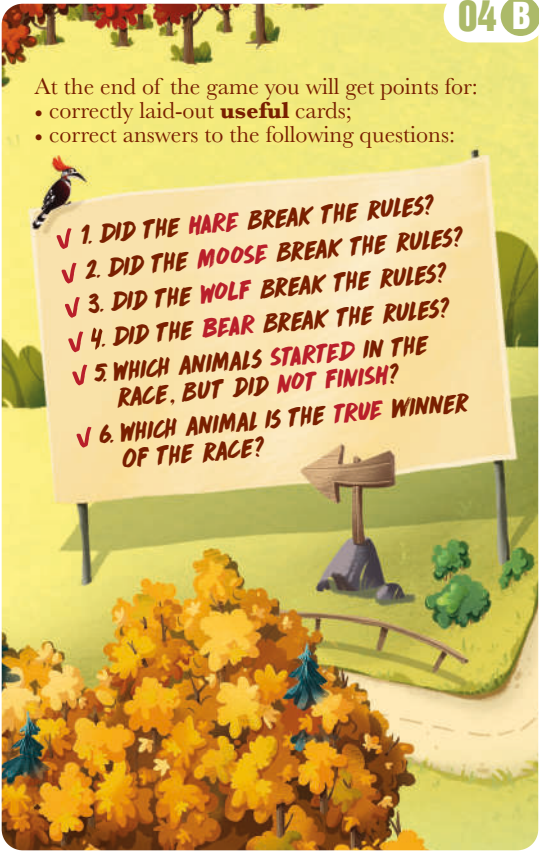
**Useless cards** contain information that has nothing to do with your investigation. For example, a testimony: "Bears like honey".

There are 3 cards in the deck for each slot in the final picture: one useful card and two useless cards. Try to lay out the useful cards and discard the useless ones.

**Continue reading the rules on card 05 (side A).  
Turn this card over and put it aside so everyone can see it. This memo will help you at the end of the game, but it is still worth reading now.**

At the end of the game you will get points for:

- correctly laid-out **useful** cards;
- correct answers to the following questions:

- 
- ✓ 1. DID THE HARE BREAK THE RULES?
- ✓ 2. DID THE MOOSE BREAK THE RULES?
- ✓ 3. DID THE WOLF BREAK THE RULES?
- ✓ 4. DID THE BEAR BREAK THE RULES?
- ✓ 5. WHICH ANIMALS STARTED IN THE RACE, BUT DID NOT FINISH?
- ✓ 6. WHICH ANIMAL IS THE TRUE WINNER OF THE RACE?

## GAME SETUP



Put the deck in the middle of the table without shuffling it. Take this card and continue reading.

Take the next 4 cards from the deck and, without turning them over, lay the cards out in a row next to the deck (you should only be able to see parts of the track, no characters).



## PLAYING THE GAME

You are playing as a team with a common goal: investigation of the event. The bravest player starts the game, then the game proceeds clockwise.

On your turn, take any 2 out of the 5 cards available (4 cards next to the deck + the top card of the deck). Look at the character side of the cards without showing them to your fellow players.

*Note: If you are playing with children who are only learning to read, we advise them to keep their cards character side up on the table. Read the cards together and help the children, if necessary.*

### AFTER THAT YOU MAY:

- lay out one card and discard the other one A side up, OR
- discard both cards A side up.

**Turn this card over and read the text on side B.**




When laying out a card, you must connect it to the side of a previously laid-out card, **animal side up**. You may also place your card on top of another card. But you may not discard a laid-out card or swap the top and the bottom cards. Only the top card is valid.

Cards that were discarded cannot be examined.

**At the end of your turn**, add up to 4 cards from the deck to the row.

**At the end of the game**, you should have a complete picture consisting of 12 cards (side B up). If at the end of the game you have blank spaces in your picture, you will not gain points for missing cards.

***Important:** while piecing together the picture of the event, you may not share any information from the cards that were discarded. But you may (and we strongly advise you to) discuss the laid-out cards each turn, reflect and try to make sense of the whole event! Remember the important facts that you need to find out — see card 04 (side B).*



**Here you go! Put this card away and start playing. The end of the game is triggered when you run out of background cards (side A).**

Have you run out of cards with the background facing up? Then you may continue reading.

## END OF THE GAME

The investigation is now over. Let's draw a conclusion and piece the story together!

Now you need to discuss all the information you've collected, even what you remember from the discarded cards. Get ready to answer the questions\*.



\* If you feel *completely and utterly* at a loss, you may play again, for a penalty. Put cards 06-35 in order and set up the game according to card 05A. But at the end **subtract 5 points** from your final score!

To proceed with the questions, turn this card over and read side B.

Take the next card (37) from the deck. Read the question in the center of the card and then read the **4 possible answers** written on both sides of the card (both the front and the back sides). Place the card on the table with the chosen answer facing up.

Then take the next card (card 38), and choose an answer. Partly cover the previous card so your answer remains visible, and proceed to the next question, and so on.

Overall, you need to answer 6 questions.

**GO AHEAD!**

1.

YOUR ANSWER

2.

YOUR ANSWER

3.

YOUR ANSWER

4.

YOUR ANSWER

5.

YOUR ANSWER

6.

YOUR ANSWER

YOUR ANSWER

9.



*Alexander Peshkov  
& Ekaterina Pluzhnikova*

# DETECTTEAM

**A PIE GONE MISSING**

**Family**



2-4  
players



7+



20 min

## INTRODUCTION

This is a cooperative detective board game for the whole family. You will literally piece together the event (connect several cards to get the full picture) and attempt to get it right. After the game you are going to answer a few questions and find out what really happened. Play as a team, discuss the story, and get to the bottom of it!

## COMPONENTS

44 cards



Continue reading the rules on card 02 (side A). Turn this card over, put it in the middle of the table and study it carefully. This is the first starting card.


**I BAKED A PIE  
THIS MORNING AND LEFT IT  
ON THE KITCHEN TABLE. WHEN I  
CAME BACK, THE PIE WAS GONE!  
IT'S BEEN STOLEN! IT WAS  
SUCH A NICE PIE!**



**THE HEN BAKED A PIE,  
BUT IT DISAPPEARED  
UNDER VERY SUSPICIOUS  
CIRCUMSTANCES...**



Continue reading the rules on card 03 (side A). Turn this card over, put it to the right of the first starting card and study it carefully. This is the second starting card.



**I AM  
WORRIED ABOUT  
MY RECIPE BOOK. IT  
IS MY MOST PRIZED  
POSSESSION.**

**I LEFT THE  
PIE ON THE TABLE,  
LOCKED UP AND LEFT  
FOR THE MARKET  
AT 11.**

# GAME RULES


## AIM OF THE GAME

1. **Select the right cards to lay out**, and
2. **find out what really happened.**

## ABOUT THE GAME

The players need to lay the useful cards in a 3x4 grid out on the table. The new cards must be connected to the starting cards (and later on, to other laid-out cards) like a jigsaw puzzle so that in the end there's a complete picture on the table.

The background is the same on both sides of the cards (except for cards 01 and 02), but the back side of the cards does not display any characters or their cues. By the back side of the cards, you can easily guess where each card should be laid out.



Continue reading the rules on card 04 (side A). Turn this card over and put it on the table so everyone can see it. This reminder will help in your investigation, so study it carefully.

*Starting cards 01B and 02B are located in the middle of the picture.*

*Card numbers are located in the top right corner of each card. There are three cards for each location.*



*Pay attention to the wide frame along the edge of the picture. The frame will help you lay the cards out correctly. Connect the cards side by side to piece together the whole picture.*

*Cards can be useful to solving the case, or can be useless. They all look the same... you have to sort those cards out!*

**Useful cards** let you learn the motives of the culprit(s), the alibis of the innocent, circumstances of the event, etc. For example, a witness statement: "I saw the cat eat from his feeding bowl".

*Remember that all the animals are either telling the truth or are honestly mistaken! Do not seek double meaning or deliberate lies in their words.*

**Useless cards** contain information that has nothing to do with your investigation. For example, a testimony: "Cats eat fish".

There are 3 cards in the deck for each slot in the final picture: one useful card and two useless cards. Try to lay out the useful cards and discard the useless ones.

**Continue reading the rules on card 05 (side A). Turn this card over and put it aside so everyone can see it. This memo will help you at the end of the game, but it is still worth reading now.**

At the end of the game you will get points for:

- correctly laid-out **useful** cards;
- correct answers to the following questions.

- ✓ 1. WHY WAS THE PIE STOLEN?
- ✓ 2. WHAT HAD THE CULPRIT(S) STOLEN BEFORE?
- ✓ 3. WHEN DID THE PIE DISAPPEAR?
- ✓ 4. HOW DID THE CULPRIT(S) END UP IN THE KITCHEN?
- ✓ 5. WHAT HAPPENED TO THE PIE?
- ✓ 6. WHO IS GUILTY?



## GAME SETUP

Put the deck in the middle of the table without shuffling it. Take this card and continue reading.

Take the next 4 cards from the deck and, without turning them over, lay the cards out in a row next to the deck (you should only be able to see parts of the farm, no characters).



## PLAYING THE GAME

You are playing as a team with a common goal: investigation of the event. The bravest player starts the game, then the game proceeds clockwise.

On your turn, take any 2 out of the 5 cards available (4 cards next to the deck + the top card of the deck). Look at the character side of the cards without showing them to your fellow players.

*Note: If you are playing with children who are only learning to read, we advise them to keep their cards character side up on the table. Read the cards together and help the children, if necessary.*

### AFTER THAT YOU MAY:

- lay out one card and discard the other one, OR
- discard both cards.

Turn this card over and read the text on side B.

When laying out a card, you must connect it to the side of a previously laid-out card, **animal side up**. You may also place your card on top of another card. But you may not discard a laid-out card or swap the top and the bottom cards. Only the top card is valid.

Cards that were discarded cannot be examined.

**At the end of your turn**, add up to 4 cards from the deck to the row.

**At the end of the game**, you should have a complete picture consisting of 12 cards (side B up). If at the end of the game you have blank spaces in your picture, you will not gain points for missing cards.

***Important:** while piecing together the picture of the event, you may not share any information from the cards that were discarded. But you may (and we strongly advise you) to discuss the laid-out cards each turn, reflect and try to make sense of the whole event! Remember the important facts that you need to find out — see card 04 (side B).*

**Here you go! Put this card away and start playing. The end of the game is triggered when you run out of background cards (A side).**

Have you run out of cards with the background facing up? Then you may continue reading.

## END OF THE GAME

The investigation is now over. Let's draw a conclusion and piece the story together!

Now you need to discuss all the information you've collected, even what you remember from the discarded cards. Get ready to answer the questions\*.



I HAVE MY  
SUSPICIONS...

I DON'T.  
LET'S DISCUSS IT!

IT'S OBVIOUS! HERE'S  
WHAT HAPPENED...

\* If you feel *completely and utterly* at a loss, you may play again, for a penalty. Put cards 06-35 in order and set up the game according to card 05A. But at the end **subtract 5 points** from your final score!

To proceed with the questions, turn  
this card over and read side B.

Take the next card (37) from the deck. Read the question in the center of the card and then read the **4 possible answers** written on both sides of the card (both the front and the back sides). Place the card on the table with the chosen answer facing up.

Then take the next card (card 38), and choose an answer. Partly cover the previous card so your answer remains visible, and proceed to the next question, and so on.

Overall, you need to answer 6 questions.

## GO AHEAD!



1.

YOUR  
ANSWER

2.

YOUR  
ANSWER

3.

YOUR  
ANSWER

4.

YOUR  
ANSWER

5.

YOUR  
ANSWER

6.

YOUR  
ANSWERYOUR  
ANSWER

9.