



**RULE BOOK**

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# CONCEPT

**Sun, surf, sand... and serial killers.** It's 1970—something in California, hippy culture is rife, things are getting groovy, and serial murders are at their peak. Public panic is high but arrests are still low, so you and your fellow investigators (or just a bunch of friends) have been tasked with solving these heinous crimes.

## KILLER PROFILES

**“The Red Terror”** - Likely divorced. Working class. Possible foot fetish. Ties a small red bow on the pinky toe of his victims.



**“The Green Slayer”** - Older male. Mid to late 50s. Self-employed. Has a green thumb. Trims topiaries at his crime scenes that depict his crimes.

**“The Blue Butcher”** - Single. White male. Aged between 40-45 years old. Loner. Has a fetish for soft cheeses, particularly Gorgonzola, which he leaves behind in his victims' shoes.




# SETUP

## 1. Pick roles

There are two key roles in Crimewave: the Investigators and the Killers. Throughout the game, one player will control **all three** Killers, while all other players will play as Investigators.

**Suggestion:** We recommend choosing the most organized or experienced player to play as the Killers.

Each Investigator will choose a card from the deck of Role Cards. Role Cards contain the following information:



**ROLE: CRIMINAL LIAISON**

HER JOURNEY BEGINS FROM AN EVIDENCE STORAGE FACILITY IN FRESNO.

HER GIFTS FOR LOGISTICS ALLOWS HER TO TRACK DOWN INCORRECTLY STORED EVIDENCE ACROSS THE STATE. SHE CAN CARRY ANY ONE PIECE OF UNVERIFIED EVIDENCE ON HER TRAVELS AND PLACE IT ON ANY UNSOLVED CRIME SCENE.

HOWEVER, SHE CANNOT VERIFY ANY EVIDENCE HERSELF

The colour of your Player Marker

Your special skills

The starting location of your Marker

Your drawbacks

## 2. Set up cards

Shuffle the Investigator Cards (the purple deck) and deal seven cards to each Investigator. Place the deck within close reach of the Investigators and have space reserved beside it for a discard pile.

Next, shuffle the Killer Cards (the white deck) and deal six cards to the player working as the Killers. Then, give that player one extra card for each Investigator playing. For example, in a game with four investigators, the player controlling the Killers would get 10 Killer Cards.

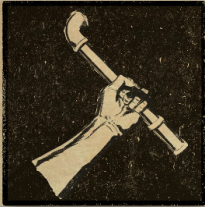
If a Full Moon Card is picked up in this player's initial hand, replace it with another card and shuffle the Full Moon Card back into the deck. Once again, place the deck within close reach of the player controlling the Killers and have space reserved beside it for a discard pile.

\* \* \* \* \*

## 3. Determine each Killer's signature Murder Method

Each Killer will have their own signature murder style, which is determined at the start of the game and whenever a Full Moon Card is drawn.

There are four possible Murder Methods:



Starting from the Red Terror, roll the special Kickstarter edition 8-sided die to determine each Killer's Murder Method. Then, place the relevant Murder Method Tile above their picture on the board.

**Note:** Multiple Killers can share the same Murder Method.

# 4. Set up the board



Place each Killer's signature Murder Method above their portraits

Place Profile Markers over Killers' portraits

Place the Spook Markers at their start positions on the Spook Meters

Place the Investigator tokens at the location listed on each role card

Place the Victim Counter Marker at the first position of the Victim Counter

Place the Public Panic Marker at the first position of the Public Panic Meter

# 5. Select each Killer's secret residence

Each Killer will have their own place of residence somewhere on the map. At the start of the game, these locations will be secretly chosen by the player controlling the Killers. Write down their locations on a concealed piece of paper to ensure you remember where they're hiding. All Killers must live **at least three spaces** away from each other.

Here is an example:

The map shows California with a grid of numbered locations from 1 to 96. Major cities are labeled: REDDING, SACRAMENTO, SAN FRANCISCO, SAN JOSE, SALINAS, FRESNO, BAKERSFIELD, SANTA BARBARA, HOLLYWOOD, LOS ANGELES, and SAN DIEGO. Three killer cards are shown with their secret residences marked: Red Terror (location 41), Green Slayer (location 18), and Blue Butcher (location 3). A 'PUBLIC PANIC' sign is held by a hand at the bottom left. A 'POLICE PATROL' icon is at the bottom center. A 'CASE FILE' section at the top right shows three killer cards with their respective icons: a hand holding a gun, a hand holding a knife, and a hand holding a hammer.

**CRIMEWAVE California**

**1. PICK UP**  
EVERYONE PICKS UP CARDS FROM THEIR REDIRECTOR DECK. INVESTIGATORS HAVE 2 CARDS, KILLER HAS 8 CARDS PLUS ONE BONUS CARD PER INVESTIGATOR.

**2. RELAY CARDS**  
STARTING LEFT OF THE PLAYER CONTROLLING THE KILLER, ALL CLEARWAVE AROUND THE TABLE TAKING TURNS PLAYING A CARD, DO THIS TWICE.

**3. COMMIT MURDER**  
THE KILLER LEAVES A NEW VICTIM ON THE BOARD.

**4. SOLVE**  
EACH INVESTIGATOR CAN TAKE UP TO 5 ACTING POINTS FROM FOR EVIDENCE, CAPTURE & KILLER.

**ITEMS:**  
Worth: 1 point  
Requires: 4 or lower

**BLOOD:**  
Worth: 3 points  
Requires: 5 or lower

**FINGERPRINTS:**  
Worth: 2 points  
Requires: 2 or lower

Worth: 5 points  
Requires: 1

**1** **2** **3** **4**  
POLICE PATROL

**2 3 4 5 6 7 8 9 10**

The Red Terror's secret residence is location 41

The Green Slayer's secret residence is location 18

The Blue Butcher's secret residence is location 3

# 6. Place initial Crime Scenes

Each Killer begins the game with **two** Crime Scenes on the board (six in total). See the 'Setting up a Crime Scene' section below to find out how to set these up.

Here is an example:

**CRIMEWAVE California**

**CASE FILE** (3 cards)

**ITEM:** Worth: 1 point  
Requires: 4 or lower

**BLOOD:** Worth: 1 point  
Requires: 6 or lower

**FINGERPRINT:** Worth: 2 points  
Requires: 6 or lower

**WITNESS:** Worth: 3 points  
Requires: 1

**1. PICK UP**  
EVERYONE PICKS UP CARDS FROM THEIR RESPECTIVE DECKS. INVESTIGATORS HAVE 7 CARDS, KILLER HAS 6 CARDS PLUS ONE BONUS CARD PER INVESTIGATOR.

**2. PLAY CARDS**  
STARTING LEFT OF THE PLAYER CONTROLLING THE KILLER, GO CLOCKWISE AROUND THE TABLE TAKING TURNS PLAYING A CARD, DO THIS TWICE.

**3. COMMIT MURDER**  
THE KILLER LEAVES A NEW VICTIM ON THE BOARD.

**4. SOLVE**  
EACH INVESTIGATOR CAN TAKE UP TO 5 ACTIONS: MOVE, ROLL FOR EVIDENCE, CAPTURE A KILLER.

NOTE: START A NEW ROUND AFTER A TRAIL.

**PUBLIC PANIC**

1 2 3 4

10



# SETTING UP A CRIME SCENE

When it's time to commit murder, the player controlling the Killers must choose a location on the board where they will leave a Crime Scene. A Crime Scene consists of three tiles bunched together over a numbered location. The tiles include a Murder Method Tile, an Evidence Tile and a Victim Tile.

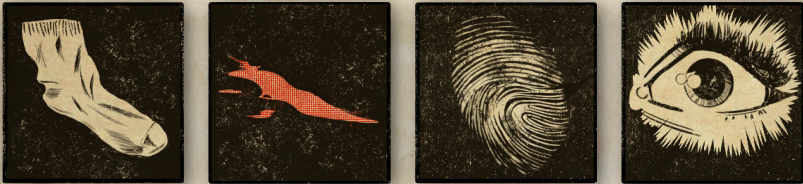
## Murder Method Tile

This tile depicts the type of murder committed and is based on the signature Murder Method of the responsible Killer (at the time when the murder was placed). For example, if the Blue Butcher is responsible for a murder and his signature Murder Method is shooting, then a Shooting Tile will be placed at the Crime Scene.



## Evidence Tile

There are four types of Evidence in the game:



The type of Evidence left at a Crime Scene is randomly selected from the bag of evidence. The side with the black background signifies that it is *unverified* Evidence, while the side with the inverted white background indicates that the Evidence is verified. Evidence begins as unverified and remains so until an Investigator verifies it.

# Victim Tile

Victim Tiles have a white side and a coloured side. The white side represents a murder that is unsolved, while the coloured side reveals the identity of the murderer (for example, the Red Terror would place tiles with red bodies).



The white side is positioned face-up when the Crime Scene is first placed on the board. **Make sure the Investigators don't see the coloured side.** Only when enough Evidence has been verified can the tile be turned over to reveal who the responsible Killer is (but more on that later).

When a murder is being committed, the player controlling the Killers can choose which Killer is responsible. This is as long as the Killer is not incarcerated at the time of the murder and the Crime Scene location is within that Killer's comfort zone. A Killer's comfort zone can be any location within four spaces of a Killer's place of residence.

**E.g.** the below image displays two Crime Scenes left by the Red Terror: one on location 36, which is two spaces away from his residence, and one on location 27, which is four spaces away from his residence.



**Note:** A Killer can place a Crime Scene over their place of residence.

## Random killing

In addition to the three colored Victim Tiles that represent each Killer (red, blue and green), there is also a yellow Victim Tile that represents a random killing. Random killings can occur in several ways, either by a 'Random Killing' card being played, or as an effect from other cards in the Killer card deck.

# ORDER OF PLAY

## 1. Pick up (skip this phase in round one)

The player controlling the Killers will pick up cards from the white deck so they end up with six cards, plus one extra card for each Investigator playing.

**E.g.** if there are three Investigators, the player controlling the Killers should end up with nine cards.

If they draw a Full Moon Card, it must be played immediately before discarding it in the Killer Card discard pile and drawing their remaining cards.

**Note:** It's possible to draw multiple Full Moon Cards in a single round.

Starting left of the player controlling the Killers, each Investigator will pick up cards from the purple deck until they end up with seven cards in their hand. If either deck runs out, shuffle and re-order the discarded cards using the system described in the setup section, and start again.

## 2. Play two cards

Starting left of the player controlling the Killers and proceeding clockwise, each player plays one card from their hand. Go around the table twice. A player can choose to discard up to two cards instead of playing a card (this means you can discard up to four cards per round). All cards should be discarded in their respective discard pile.

### 3. Murder phase

The player controlling the Killers must leave a new Crime Scene somewhere on the board, applying any effects caused during the card phase. They can choose which Killer will commit murder each round, so long as they apply the limits imposed by comfort zones and Neighborhood Watch programs.

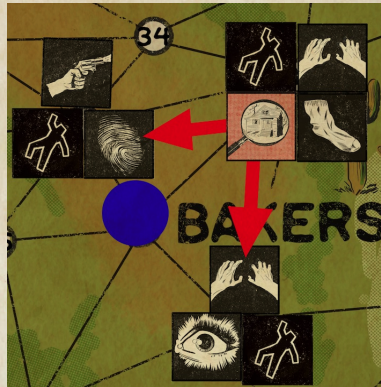
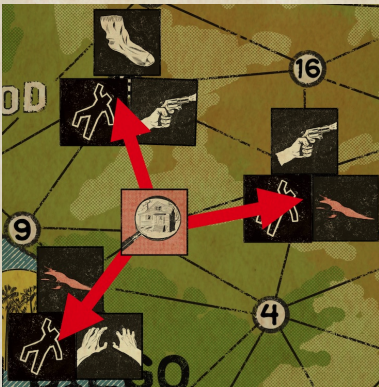


Multiple Crime Scenes can be placed at the same location as long as all previous murders at that location have been solved. In the figure above, there was a murder committed by the Red Terror that has been solved, so now a new Crime Scene can be placed at that location. When a new Crime Scene is placed on the board, increase the Victim Counter by one (more on that later).

### Neighborhood Watch

When murders start popping up around a location, its residents will become very concerned for their location and create a Neighborhood Watch program to protect it. If three or more murders occur directly on or adjacent to a location, the Investigators can place a Neighborhood Watch Tile on that location.

**Note:** Major cities (yellow nodes) can't have Neighborhood Watches placed on them because they lack communal spirit.



**E.g.** Above are two examples of when a Neighborhood Watch Tile can be placed.

When a Neighborhood Watch Tile is placed over a location, it means a Killer is not allowed to travel through that location on their route to commit murder. They must go around it, as illustrated in the image below.

The more Neighborhood Watch programs that spring up, the less freedom a Killer has in choosing their murder sites.

If all Killers are surrounded by Neighborhood Watch programs and are no longer able to travel, then the Player controlling the Killers must expose all three Killers' residence locations to the Investigators (although the Killers are not yet convicted).



**Note:** It's the responsibility of the Investigators to make sure Neighborhood Watch Tiles are placed down. If forgotten, the effects of a Neighborhood Watch Tile are ignored until it's placed down.

**Suggestion:** Assign a sharp-eyed Investigator with the task of placing down Neighborhood Watches.

## 4. Solving phase

Starting left of the player controlling the Killers, each Investigator can take up to five actions on the board (excluding any effects caused during the card phase). Actions include: movement, verifying Evidence and calling in a raid.

### Movement

Investigators can move from their current location to any other neighboring location as a single action (unless their role card stipulates otherwise).

### Verifying Evidence

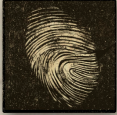
In order to verify Evidence, an Investigator must move to a location containing Unverified Evidence. Once there, they can verify Evidence by rolling a dice, with each roll counting as one action. Each type of Evidence requires a different minimum roll to be verified:



Item Evidence requires rolling a four or lower



Blood Evidence requires rolling a three or lower



Fingerprint Evidence requires rolling a two or lower



Witness Evidence requires rolling a one

**Note:** Roll values may be affected by an Investigator's special skills.

**Note:** When there are multiple pieces of Evidence at a Crime Scene, the Investigator must roll for them in order of lowest-valued Evidence first.

**E.g.** Item Evidence, then Blood Evidence, then Fingerprint Evidence, then Witness Evidence.

Investigators can continue rolling for Evidence until they successfully verify it. Once verified, turn over the Evidence Tile to reveal the side with the white background. Verifying Evidence will provide points for helping to identify (and later, convict) the Killer:



Item Evidence is worth one point of Evidence



Blood Evidence is worth one point of Evidence



Fingerprint Evidence is worth two points of Evidence



Witness Evidence is worth three points of Evidence

A **minimum** of three points of Evidence is required to turn over the Victim Tile and reveal the identity of the Killer.

**E.g.** The figure to the right has three points of Verified Evidence (one point of Verified Item Evidence plus two points of Verified Fingerprint Evidence). This means the Victim Tile is able to be turned over to reveal that the responsible Killer was the Green Slayer.



Once the Killer is revealed, all Verified Evidence from that Crime Scene can be picked up and placed directly into that Killer's Case File. At this point, the Murder Method Tile can also be removed from the board as it's no longer helpful. If there is still Unverified Evidence at a Crime Scene when the Killer has been discovered, it can be verified, although no new Unverified Evidence can be placed there.

## Calling in a raid

As part of their turn, an Investigator can choose to call in a raid. To do so, they must declare the location of the raid and the Killer they are targeting. For example, *"I'm calling in a raid at location 56 on the Red Terror!"*

The player working as the Killers must confirm whether or not the named Killer is hiding there, although they don't have to say if any other Killers are residing there. If the Killer is indeed at the location specified, that Killer will be arrested and their trial will commence immediately. If they're not residing at that location, that Killer's Spook Marker will increase by one, and the Public Panic Marker will move forward one space.

**Note:** An Investigator isn't required to be on the location where a raid is being called.

## Tying together unsolved Crime Scenes

Just before the trial, the prosecuting Investigator can choose to try and tie unsolved Crime Scenes to the Killer on trial. This involves the Investigator choosing an unsolved Crime Scene on the board and declaring that the Killer on trial is responsible for that murder. At this point the Investigator can turn over the Victim Tile to reveal if that Killer is indeed the culprit. If they are, then all Unverified Evidence from that Crime Scene becomes immediately verified and can be added to that Killer's Case File.

However, if that Killer is not responsible, the prosecution's entire case against that Killer will fall apart: all Verified Evidence in their Case File is thrown out, their trial is dismissed and the Killer is set free back to their place of residence. The unsolved Crime Scene will also be removed from the game.

**Note:** There's no limit to the number of unsolved Crime Scenes you can tie to a Killer, but the process must be concluded before the trial can begin.



# TRIAL

The prosecuting Investigator needs a minimum of 10 points of Evidence at the end of a trial in order to convict the Killer on trial. Points are made up of Verified Evidence and Prosecution Cards.

At the start of a trial, the convicting Investigator will secretly choose a number of Prosecution Cards from their hand and place them in a single face-down pile in front of them. At the same time, the player controlling the Killers will secretly choose a number of Defense Cards from their hand and place them in a face-down pile. When both players are ready, they simultaneously reveal their cards to determine the outcome of the trial.

**E.g.** The Blue Butcher is on trial. There are seven points of Verified Evidence in his Case File. The Investigator plays two Prosecution Cards worth four points total. This means the Blue Butcher has 11 points against him. The player controlling the Killers plays one Defense card worth four points, which lowers the number of points against the Blue Butcher to seven. This is not enough to convict him, so he's set free.

**Note:** There's no limit to the number of cards that can be played in a trial, however once they've been revealed, no more can be added.

**Note:** Only the prosecuting Investigator is allowed to play Prosecution Cards in a trial. Prosecution Cards cannot be shared or pooled together amongst players.



$$7 + 1 + 3 - 4$$

If convicted, turn over that Killer's Profile Marker to signify that they are incarcerated. That Killer can no longer be responsible for any new murders that occur (although their previous murders remain on the board).

**If not convicted:**

1. The Killer is released back to their former residence
2. All Evidence used in the trial is thrown out
3. The Public Panic Marker moves forward one space

## OTHER MECHANICS

### Spook Meter

Each Killer has a Spook Meter that represents how nervous they are about being captured. When a Killer's Spook Marker goes up, they'll start taking extra precautions to avoid capture.



When the Spook Marker reaches the first space, that Killer will increase their comfort zone by one location distance.

When it reaches the second space, that Killer will change their murder type to any of their choosing.

When it reaches the third space, they will pack up and move to a new residence. After they've moved, their Spook Marker will be reset. Evidence in their Case File can still be used against them, but Investigators will have to start from scratch in finding out where they're hiding.

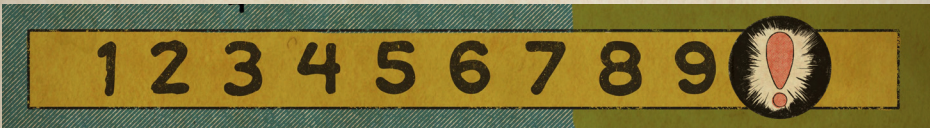
**Suggestion:** When a Killer has changed to a new residence, it's a good idea to remove all of their solved Victim Tiles from the board, as they are no longer helpful in identifying the Killer's residence and will only add confusion in finding their new location.

## Victim Counter and Public Panic Meter

The Victim Counter Marker moves clockwise from node to node by one space for each new Crime Scene placed on the board. When the Marker returns to the starting node, the Public Panic Marker moves forward one space.



The Public Panic Meter reflects the public's current emotional state. When the Public Panic Marker moves forward, the public's panic will grow: they will demand that a raid be called by the Investigator who has called in the fewest raids so far. If the Public Panic Marker reaches 10, then the public will lose patience with the Investigators and throw them off the case, and the Investigator players will lose the game.



## Escaping from prison

When the 'Escape from Prison' card is played, one convicted killer is allowed to re-enter the board to a secret location chosen by the player controlling them. That Killer can then proceed to operate in the same way as the non-convicted Killers on the board, however they can only travel one distance away from their residence when committing murder. Also, if they are arrested, they do not require a trial and can be immediately sent back to prison.

## ***WINNING THE GAME***

The Investigators are working towards a shared victory by having all three Killers behind bars.

The player working as the Killers wins if they can have at least one active Killer on the board when the Public Panic Marker reaches 10.

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