

EI-2901
2-4 Players
AGES 10 to ADULT

TRITECTIVE

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The 3-letter
MYSTERY
word game

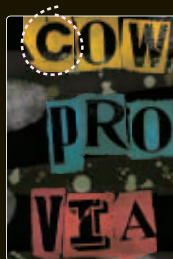
SETUP

- Choose the level of words you'd like to play (yellow – easy, blue – medium, red – difficult).
- Select a player to be the first “spy” and have him or her draw any word card from the deck. The word on the spy card in the color chosen is the “spy word” (only the spy is allowed to see this card).
- The rest of the players are now the detectives. Deal each detective 5 cards face down and stack the rest of the cards in the center of the playing surface.

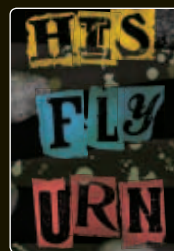
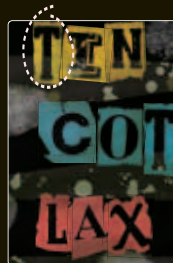


The spy word is “cat.”

“Cow” has one letter in common with “cat.”

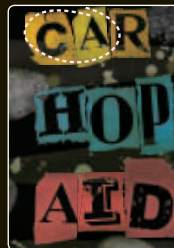


“Tir” has one letter in common with “cat.”



“His” has zero letters in common with “cat.”

“Car” has two letters in common with “cat.”



GAME PLAY

- The detective to the “spy’s” left goes first.
- The detective chooses one of his or her cards and places it face up on the playing surface.
- The “spy” shares, out loud, how many letters the word (in the color chosen) on the detective’s card has in common with the “spy word.”
- The detective may take a guess at the “spy word” if he or she is ready. If the detective does not want to guess, then he or she takes a new card from the deck. If the detective guesses incorrectly, then he or she does not get to choose a new card.
- Play continues to the left until one of the detectives correctly guesses the “spy word.”

STRATEGY

Pay attention to the letters in common! If you need to, write the alphabet on a sheet of paper and cross off letters that are NOT in common with the “spy word.” Use your super sleuth powers of deduction to narrow down the letters and guess the “spy word.” It’s best to not share your progress, so keep your alphabet sheet “under wraps.”

WINNING

The first player to guess the “spy word” wins and becomes the next “spy” for the next round of play.