

A CARNIVORE DID IT!

A crime has been committed in the heart of **Furrow Heights** — and the suspects aren't talking straight. Or rather, they're all talking... just not all telling the truth. One of them is guilty, but who? It's up to you to crack the case! Assist Chief Inspector **Fox Banner** and sift through tangled statements and hidden clues to unmask the true culprits: every lie you uncover and every truth you verify brings you closer to justice. **Can you solve the mystery?**

A Carnivore Did It! is a cooperative game for 1 to 5 detectives where you try to solve investigations and find the Culprit using logic and deduction. Choose a case from a Dossier, prepare Suspects and Statements, and crank your brains into gear!

COMPONENTS



★ 7 SUSPECT CARDS



★ 50 STATEMENT CARDS



★ 1 MAGNIFYING GLASS



★ 20 DOSSIER SHEETS

HOW TO PLAY

There are 2 ways to play *A Carnivore Did It!*: **Open Case** (see page 6), a freeform mode where you tackle a single case of your choice, and **Campaign** (see page 7), where you must solve 8 cases of increasing difficulty in sequence. Both modes follow the same rules for setting up and solving cases.

CHOOSING A DOSSIER (DIFFICULTY LEVEL)

To play a case of *A Carnivore Did It!*, you must first choose a **difficulty level** and take the corresponding **Dossier**. Each Dossier contains 100 cases divided into 4 columns, 2 on each side. Each Dossier is defined by a set of characteristics that apply to all the cases it contains:

SUSPECTS



The number of Suspect cards you will place on the table.

CULPRITS



The number of Culprits you must find.

TRUTHS ✓ or LIES ✗

The number of True or False statements—either fixed or a range (e.g., ✓ 1–2 means “1 or 2 True statements”).

1	2	3	4	x1	2' 4' / 8'
1. 31 · 2 · 10	2. 31 · 1	3. 11 · 12	4. 1 · 4 · 3	28. 4 · 9 · 7	
5. 32 · 31 · 7	6. 28 · 11 · 7	7. 32 · 11 · 10	8. 32 · 2 · 1	29. 32 · 4 · 10	
9. 10 · 11 · 31	10. 4 · 2 · 3	11. 7 · 3	12. 10 · 32 · 31	30. 32 · 11 · 31	
13. 10 · 4 · 3	14. 7 · 35 · 1	15. 1 · 11 · 10	16. 4 · 35 · 7	31. 28 · 2 · 32	
17. 11 · 35 · 2	18. 11 · 3 · 7	19. 11 · 4 · 3	20. 29 · 3 · 10	32. 11 · 4 · 10	
21. 31 · 2 · 7	22. 29 · 4 · 7	23. 29 · 2 · 7	24. 28 · 11 · 3	33. 11 · 31 · 7	
25. 35 · 11 · 10	26. 31 · 11 · 35	27. 31 · 2 · 1	28. 2 · 3 · 31	34. 10 · 2 · 1	
29. 35 · 11 · 35	30. 31 · 11 · 35	31. 11 · 31 · 7	32. 10 · 32 · 31	35. 31 · 11 · 35	
33. 11 · 31 · 7	34. 10 · 32 · 31	35. 11 · 31 · 7	36. 11 · 31 · 2	37. 7 · 2 · 1	
37. 7 · 2 · 1	38. 28 · 11 · 2	39. 4 · 1 · 7	40. 10 · 11 · 31	41. 35 · 11 · 10	
41. 35 · 11 · 10	42. 11 · 31 · 7	43. 1 · 11 · 2	44. 29 · 31 · 7	45. 35 · 11 · 7	
45. 35 · 11 · 7	46. 10 · 11 · 32	47. 28 · 2 · 7	48. 35 · 11 · 1	49. 35 · 11 · 1	
49. 35 · 11 · 1	50. 2 · 3 · 31	51. 2 · 3 · 31	52. 29 · 11 · 2	53. 28 · 11 · 2	

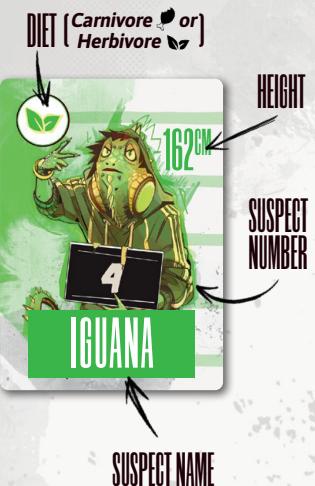
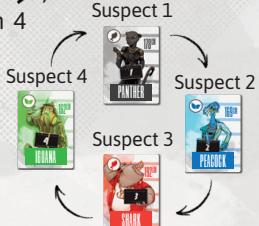
TIME LIMITS

3 lengths of time to evaluate your performance—finish quickly for a 3-star rating, take longer for 2 stars or 1 star. Primarily used in Campaign Mode (see page 7), optional in Open Case Mode (see page 6).

The same information is also indicated at the bottom of each Dossier.

PLACING SUSPECT CARDS

Before playing a case from the Dossier, place the appropriate **Suspect cards** on the table. Starting with **Suspect 1** and continuing in ascending order, take the number of Suspects shown on the chosen **Dossier** and place them on the table in a **circle formation**. For example, if the Dossier shows 4 , use Suspects 1 through 4 and lay them out as shown in the figure.



SETTING UP THE CASE

Slide the **Magnifying Glass** onto the chosen Dossier as shown in the figure until the desired case is visible inside the **selection window** (you can either choose it or determine it at random). You can **rotate** the Magnifying Glass to align the selection window with the column that contains the case you wish to tackle. Once a case is selected, read the **case number** followed by the **numbers of the Statement cards** you will use for that case.



The Statements listed are placed face down next to the Suspect cards **in the indicated order**, from left to right—the first card next to Suspect 1, the second next to Suspect 2, and so on.



When you are ready to start, **flip all Statement cards face up** and start the Investigation.

INVESTIGATION

Your goal is to **find the Culprit** by determining who is telling the truth and who is lying—using **logic and deduction**.

Each Suspect gives a Statement, which may be **true or false**. Each Dossier tells **how many Suspects** are telling the truth—or lying, depending on the Dossier.

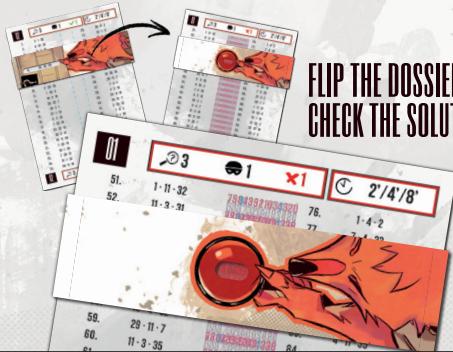
Always keep in mind that:

- The **Culprit may be lying or telling the truth**—guilt and honesty are not mutually exclusive.
- Starting from Dossier 13, the cases will feature **more than 1 Culprit**.
- Each case has **just one unique solution** that satisfies all conditions in the Dossier (number of Culprits, number of lies, number of truths).

If Peacock's statement were true, the other two would have to be false—Peacock would not be Lying, and the Culprit would be taller than 170 cm. Since there must be exactly 1 Lie in a case from Dossier 01, that's impossible. Therefore, Peacock's statement must be false, and the others must be true. Shark didn't do it, someone shorter than 170 cm did it, so the Culprit is Peacock.

CHECKING THE SOLUTION

When you think you have found the solution to the case, taking care not to move the Magnifying Glass, **flip the Dossier** to the other side: the solution will appear in the window of the Magnifying Glass!



FLIP THE DOSSIER TO
CHECK THE SOLUTION

STATEMENTS 101

When **false**, some statements may have unobvious implications. Here's how to handle them:

- “Horse and Bear are lying” is false even if just one of them (e.g., Horse) is telling the truth.
- “Panther or Peacock did it (or both)” is false only if both are innocent.
- “Someone taller than me did it” is false if the suspect making the statement is guilty (and there is only one culprit).

In cases with **multiple culprits**, some Statements only need to refer to **at least one of them** to be considered true.

- “A herbivore did it” is true if **at least one** of the culprits is a herbivore.
- “A herbivore did it” is false if **none** of the culprits are herbivores.

Statements like “A Suspect next to me did it” may refer to both adjacent Suspects in the circle formation. For example, in a case with 4 Suspects, Suspect 1 (Panther) is considered next to both Suspect 2 (Peacock) and Suspect 4 (Iguana).

USABILITY 101

Keeping track of **all the information** can become complicated, frustrating, and overwhelming—especially at higher difficulty levels when you're dealing with many suspects and conditional statements.

Feel free to define your own methods (alone or with your group) to help **visualize your reasoning process**. For example, you might rotate Statement cards horizontally to mark them as false, or do the same with Suspects you believe are not Culprits.

Anything that helps your detective minds stay focused is fair game!

GAME MODES

In *A Carnivore Did It!*, you can warm up and hone your investigative skills with **Open Case Mode**. Choose from **2,000 unique cases**—perfect for a quick challenge or a brain-burning mystery.

For a true detective experience, though, we suggest playing in **Campaign Mode**! Tackle **8 cases in a row**, each one more difficult than the last, as you race against the clock to earn the highest score!

OPEN CASE MODE

To play in Open Case Mode, just pick any case from any Dossier and try to solve it following the general rules for play. You may also apply the rules for *Evaluating Your Performance* or even play the *Competitive Variant*.

EVALUATE YOUR PERFORMANCE (OPTIONAL)

While Campaign Mode has a more structured scoring system using the **Time Limits** shown at the top and bottom of each Dossier (see page 2), you can also use them in Open Case Mode as an informal system to evaluate your performance.

Finish the case within the **first Time Limit** to earn **3 stars**. If you take longer, but finish within the **second limit**, you'll earn **2 stars**. Complete it within the **third limit** to get **1 star**. Exceed all 3 limits or give the wrong answer, and you earn **no stars**.

COMPETITIVE VARIANT

Feeling competitive? Try playing competitively instead of cooperatively. All players analyze the Statements at the same time, just like in a regular game—but without discussing anything. Everyone works independently, thinking through the clues on their own. Each player writes down their own guess—don't forget to note the order in which you do so. Once everyone is ready, check the solution. The player who **wrote down the correct answer first** is the winner!

CAMPAIGN MODE

In Campaign Mode, you'll face **8 cases in a row**, each more challenging than the last. Each case is set up just like in Open Case Mode—but this time, you'll follow a **strict progression** and play with a **time limit**.

Starting with the lowest Dossier of the campaign level you've chosen (see below), you'll play **1 case per Dossier**, climbing through **8 consecutive Dossiers**. Once you solve a case, continue with the **next Dossier** in the sequence. No skipping ahead, no going back—just a steady ascent through increasingly complex investigations.

There are **3 campaign levels**:

NORMAL

Dossiers 01-08.
A perfect starting point to test your logic and deduction skills.

ADVANCED

Dossiers 05-12.
More Suspects, trickier Statements, increasingly tangled cases.

HARD

Dossiers 13-20.
Multiple Culprits and layers of deception—a true test for master detectives only.

Each Dossier has **3 Time Limits** for evaluation, shown at the top and bottom: start a stopwatch as soon as you flip the Statements and solve the case before the **first Time Limit** to earn **3 stars**. If you take longer, but finish within the **second limit**, you'll earn **2 stars**. Complete it within the **third limit** to get **1 star**.

If you take even longer than that or give the wrong answer, the **case fails**—but don't fret! You have **2 Badges** on the campaign sheet that you can spend to skip a failed case. You get no stars for the case on the current Dossier, but you can move directly to a case from the next Dossier. Beware, though: for each Badge you spend, you **lose 1 star** at the end of the campaign. **Cross the Badge out** as a reminder that it has been used.

RUNNING OUT OF BADGES



If you fail a case and have no more Badges available, you are out of attempts—your campaign ends **immediately**. Stop playing at once and calculate your score based on your progress up to that point.

SELECT LEVEL

DOSSIER NUMBER

BADGES

CAMPAIN SHEET

⌚ ★★ / ★ / *

TIME LIMIT
SCORES

DIFFICULTY LEVEL

- Normal (I-8)
- Advanced (5-12)
- Hard (13-20)

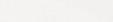
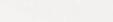
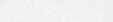
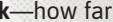
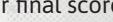
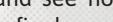
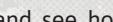
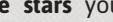
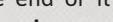
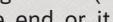
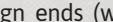
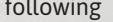
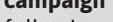
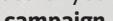
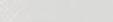
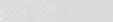
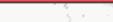
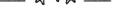
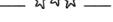
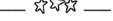
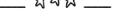
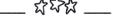
DIFFICULTY LEVEL

- Normal (I-8)
- Advanced (5-12)
- Hard (13-20)

DIFFICULTY LEVEL

- Normal (I-8)
- Advanced (5-12)
- Hard (13-20)

n. ⌚



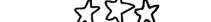
CAMPAGN SHEET

⌚ ★★ / ★ / *

DIFFICULTY LEVEL

- Normal (I-8)
- Advanced (5-12)
- Hard (13-20)

n. ⌚



DIFFICULTY LEVEL

- Normal (I-8)
- Advanced (5-12)
- Hard (13-20)

n. ⌚



DIFFICULTY LEVEL

- Normal (I-8)
- Advanced (5-12)
- Hard (13-20)

n. ⌚



CAMPAIGN SHEET

⌚ ★★ / ★ / *

DIFFICULTY LEVEL

- Normal (I-8)
- Advanced (5-12)
- Hard (I3-20)

n. ⌚

★★★

★★★

★★★

★★★

★★★

★★★

★★★

★★★



□ □
-1★ -1★

DIFFICULTY LEVEL

- Normal (I-8)
- Advanced (5-12)
- Hard (I3-20)

n. ⌚

★★★

★★★

★★★

★★★

★★★

★★★

★★★

★★★

DIFFICULTY LEVEL

- Normal (I-8)
- Advanced (5-12)
- Hard (I3-20)

n. ⌚

★★★

★★★

★★★

★★★

★★★

★★★

★★★

★★★

CAMPAIGN SHEET

⌚ ★★ / ★ / *

DIFFICULTY LEVEL

- Normal (I-8)
- Advanced (5-12)
- Hard (I3-20)

n. ⌚

★★★

★★★

★★★

★★★

★★★

★★★

★★★

★★★

DIFFICULTY LEVEL

- Normal (I-8)
- Advanced (5-12)
- Hard (I3-20)

n. ⌚

★★★

★★★

★★★

★★★

★★★

★★★

★★★

★★★



□ □
-1★ -1★



□ □
-1★ -1★

**DOWNLOAD AND PRINT ADDITIONAL
CAMPAIGN SHEETS!**



CREDITS

Game Design: Urtis Sulinskas, Daumilas Ardictas

Artwork: Cecilia "Lonnie" Petrucci

Development: Hjalmar Hach, Lorenzo Silva, Federico Corbetta Caci

Project Manager: Federico Corbetta Caci

Art Direction: Federico Corbetta Caci

Logo and Graphic Design: Annachiara Rossi

Graphic Identity Research: Dario Maggiore

Rulebook: Alessandro Pra'

Editing: William Niebling

Horrible Guild Team: Davide Amici, Ylenia D'Abundo, Federico "Toy" Dossi,
Giulia Monte, Camilla Muschio, Laura Severino



If you have any issues, please contact us:
horribleguild.com/cc

HORRIBLEGUILD.COM