What appeared to be another beautiful and sunny day at UNESP in Araraquara would soon become fateful for the iGEM team, victim of a mysterious tragedy. Upon entering the laboratory of the Department of Bioprocess Engineering and Biotechnology, the team realized that a very important strain of its new project, together with other UNESP campuses and laboratories, was ruined. How to proceed? How to continue to compete? It felt like the end of months of research and dedication!

As with the greatest investigative novels ever written, the role of a detective becomes crucial to solving the case. However, as you were also present at the crime scene, in addition to being an investigator of the case, you are also a suspect!

To solve this mystery, enter the most diverse campuses of the University and make your guesses about which strain was damaged. Find out how, where and who committed this heinous crime. It's up to you to help the team solve this case.

Reveal false leads, write down, work as a real investigator. Excitement...suspense...take your various deductions and with each game discover a new mystery.

**ATTENTION:** Read the following instructions carefully.

**Contains:** 18 cards

**Objective:** Unravel the mystery of who was guilty of the crime.

**Preparation:** Separate the suspicious agent cards (cells), weapons, and locations into three piles. Shuffle the piles separately, take one card from each and place it in the guilty envelope.

Deal the rest of the cards with the players.

Have a sheet handy to record any suspicious action!!

Beginning of the game: Each pawn starts on a campus:

| **Suspect** | **Place** |
| --- | --- |
| E. Coli | Rio Claro |
| Bacillus Subtilis | Jaboticabal |
| Cho | Assis |
| Saccharomyces Cerevisae | Botucatu |
| Pichia Pastoris | Bauru |
| Agrobacterium | Araraquara |

The youngest player starts the game by rolling the dice, being able to perform forward, backward, and sideways movements, not being able to use diagonal movements.

Two pawns can never occupy the same space, so if there's a pawn in your path, use the sides to dodge.

You can only enter one of the CAMPUS when there is no other pawn in the door space. However, within CAMPUS there can be more than one pawn.

It is not necessary to draw an exact number on the dice to enter the desired location, for example, if to enter the CAMPUS of Araraquara you need to roll 1 and roll 6, you normally enter CAMPUS.

When he reaches one of the places on the board, he must say a hunch about the crime, for example: “I think it was E. coli, with the alcohol gel at UNESP ARARAQUARA”. When making a hunch about the crime, the player on his left must look at the cards in his hand and reveal if there are any of the cards indicated in the hunch. If not, the next one to the left must do the same.

Attention: the location guess must be made in the corresponding location on the board.

Whenever you have a card that proves the guess is false, you MUST show it. Otherwise, you disturb the game dynamics and will be disqualified. If someone is disqualified, cards must be re-dealt among those who remain in the game.

* The first place you visited cannot be where you started the game.
* You cannot stay in the same spot two rounds in a row.
* If you want to repeat the location, you need to leave in one round and come back in another.
* The accused player must be transported to the location of the accusation; in your turn, you can choose to take a guess or roll the dice normally.

**Tips:**

* You can bluff and disrupt other detectives' investigations by suggesting cards that you are with yourself.
* Be careful not to make it clear how many cards are left for you to unravel the mystery, as this can help your opponents.
* Organize your game and write down all the possible and already revealed information;

**Solving the crime:**

When you find out who is guilty and with what weapon and where he committed the crime, make your accusation. But beware, each player can only make an accusation in his turn to play.

If your accusation is wrong, put the cards back in the envelope and you are out of the game. But if she's correct, you've won the game and proved you're a great DETECTIVE.

Based on: https://estrela.vteximg.com.br/arquivos/Manual-Detetive-Cartas.pdf