

ALIBIS



COMPONENTS

- A** 91 Word Cards
- B** 1 Perpetrator Board
- C** 48 Heat Tokens
- D** 13 Suspect Boards
- E** 13 Suspect Cards
- F** 6 Alibi Tiles
- G** 6 Deduction Boards
- H** 6 Dry Erase Markers

Solve each player's 1-word clue to figure out which suspects have alibis — and find the one who doesn't!

SETUP

- 1 Each player takes an alibi tile, deduction board, and marker.
- 2 Place the perpetrator board to one side of the play area. Pile the number of heat tokens for your player count next to it (see table).
- 3 Lay out the numbered suspect boards for your player count in the middle (see table). Shuffle the word cards and deal 1 faceup on each suspect board.
- 4 Find the suspect cards matching the numbered boards. Shuffle them and deal 2 facedown to each player. Place the leftover suspect card facedown on the perpetrator board.
- 5 Choose a random first player.



Players	2*	3*	4	5	6
Suspects	1-9	1-13	1-9	1-11	1-13
Heat	20	30	32	40	48

*See pg. 6 for extra setup and special rules with 2-3 players.

OVERVIEW

Alibis is a cooperative game where players come up with **1-word clues** connecting their 2 secret suspects. After hearing all the clues, each player individually tries to work out who has which suspects, and which suspect **no one** gave a clue for. That's the perpetrator!

The more correct guesses players make each round, the more **heat** gets removed from the pile, and the better you do as a group. You have 3 rounds to get rid of as much heat as you can!

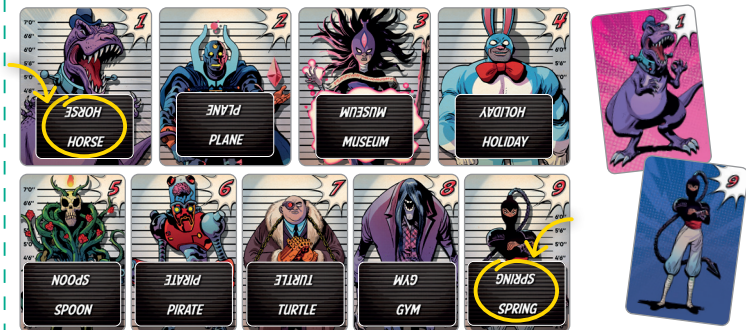
GAME ROUNDS

The game is played over **3** rounds, or until there's no **heat** left. Each round has 3 phases:

- 1 Create Alibis
- 2 Share and Guess
- 3 Reveal and Score

1 CREATE ALIBIS

Each player looks at their cards and finds their **2 suspect words** in the middle. Everyone must then come up with a **1-word clue** that connects their 2 suspect words together. When you have your clue, secretly write it on your alibi tile. This is your **alibi**.



Example: Emily's suspect words are "Horse" and "Spring." She writes "Chicken," since it's found on a farm and "spring chicken" is a common phrase.



2 SHARE AND GUESS

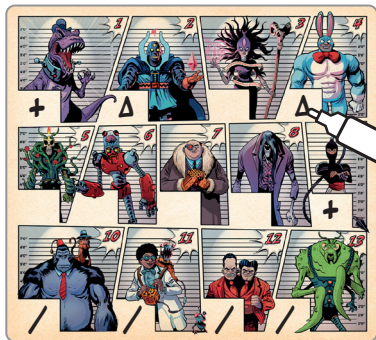
Once everyone has an alibi, each player takes a turn to reveal their alibi and read it out loud. Start with the first player and go clockwise.

As you hear other players' alibis, try to guess **which 2 suspects** each of them has. Secretly mark your guesses on your **deduction board** by drawing players' **alibi symbols** next to the suspects. When you've ruled out all suspects who have alibis, write a **P** next to the suspect you think is the **perpetrator**.

FIGURING IT OUT

During phase 2, you can erase and rewrite your guesses as many times as you like, but **don't** show them or discuss them with anyone. You don't have to make a guess for every suspect, but you **must** choose a perpetrator.

Δ: Luggage



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3 REVEAL AND SCORE

Once everyone has finished guessing, each player takes a turn to reveal their suspects. When you reveal, ask if anyone else correctly guessed **both** your suspects. If **at least 1** player did, you get to remove **1 heat** (total) from the pile.

After all players have revealed their suspects, reveal and confirm the **perpetrator**. Each player who correctly guessed the perpetrator removes **3 heat** from the pile.

✗

Oops.

Chicken was my clue for Horse and Spring.

✓
I guessed it!

✓
Me too!

ROUND END

After scoring, clear all word cards and draw a new word for each suspect. Then shuffle and deal suspect cards as you did during setup. The player to the left of the previous first player is the new first player.

GAME END

The game ends after **3 rounds** or when there is **no heat** left. Count up the heat left in the **pile** to learn how your group did:

Heat Left	Rating
15+	Unimpressive Underlings
10-14	Low-level Lackeys
5-9	Middling Minions
1-4	Smart Sidekicks
0	Marvelous Masterminds

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WHAT'S IN AN ALIBI?

Your alibi can be any English word, proper noun, abbreviation, or acronym. It may not contain any form of any suspect word, or any hyphens or spaces.

Your alibi must relate to the **meaning** of your suspect words, not their length, sound, or spelling, or a suspect's artwork or position.

2-3 PLAYER RULES

With 2 or 3 players, give each player **2 alibi tiles** and deal each player **2 pairs** of suspects (*4 cards total*). Each player writes 1 alibi for each **pair** of suspects. When you reveal suspects, remove 1 heat for each of your alibis that at least 1 other player guessed (*up to 2 total*).

✓
rowing

✓
mussels

✗
PG

✓
plank

✗
ship shape



✗
Jim

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