

PROFILER 當小警和唐老鴨，到底誰是答案？

A game by Romaric Galonnier illustrated by Stivo

For 3 to 8 players, 12 years and over



MATERIAL

- 100

Character cards



- a scale

- 50 **Phrase** cartes



- a score track
(with a Challenge version
on the back)

- 1 pawn



- a set of game rules



- 10 **Number** cards,
including 4 for the Challenge version



- 10 **Number** tiles,
including 4 for the Challenge version



AIM OF THE GAME

To get as far as possible along the score track by working together to find the correct character. This is a cooperative game: all the players are on the same team.

PREPARATION

- Leave the Numbers **7** to **10** in the box (cards and tiles).

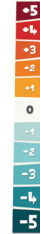


- Shuffle the **Character** and **Phrase** cards separately.

- Line up the 6 tile cards in order on the table.

- Pile the 6 **Number** cards in front of the youngest player.

- Put the scale, the score track (red side) and the pawn (at the start of the track) in the centre of the table.



Score Track

- 0-4** Change job (or let's go for a new game/round)
- 5-9** You'd better instead set up a mini golf team.
- 10-14** Neophytes: You are good to play in the tv serie "Experts: (name of a small city)"!
- 15** Sunday Profilers: At the limit, you can team up with Inspector Gadget.
- 16** Trainees
- 17** Disciples (or: novices, beginners)
- 18** Apprentice Profilers (or: novices, beginners)
- 19** Promising Profilers
- 20** Senior Profilers: We gave you phone number to Sherlock Holmes !
- 21** Professionnals Profilers
- 22** Experts Profilers
- 23** Masters Profilers
- 24** Great masters Profilers
- 25** You are legends of profiling ! Some people talk about a television serie about your team achievement !

A game is comprised of 5 rounds.

The youngest player is the profiler for the 1st round.

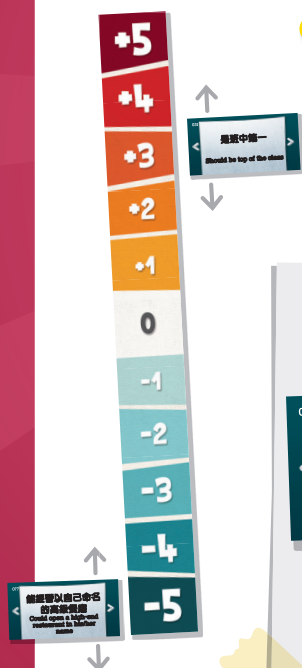
HOW TO PLAY A ROUND

- 1 Take 6 **Character** cards and line them up under the **Number** tiles.



- 2 The Profiler secretly takes a **Number** card at random. This Number corresponds to one of the 6 Characters in play underneath the **Number** tiles.

- 3 The Profiler takes 2 **Phrase** cards at random and puts them next to the scale - one on the left and one on the right, without choosing which side. He carefully places his 2 phrases between **-5** ("Not at all") and **+5** ("Absolutely") on the scale so that his partners can find which Character is being referred to.



EXAMPLE : The Profiler has to get everyone to guess **DRACULA**. He has 2 phrases :

(Should be top of the class) and (Could open a high class restaurant in his name (Chez ...))



- He puts the 1st on **+3** because he believes that Dracula is a cultured count, pretty serious.
- And the 2nd on **-5** because he does not really fancy eating anything cooked by Dracula.

- 4 The other players work together to find the correct Character by process of **elimination**. The Profiler is not allowed to speak or influence them during this time.



The other players discuss amongst themselves and decide which of the 6 Characters **is not the correct one** (is not relevant to the phrases) and then eliminate the **Character card** by rotating it through 90°.

- 5 The Profiler then announces if this is indeed his Character :
- ➔ **If his Character is not the eliminated one: well done!**
The pawn moves forward one space on the track.



The players continue to eliminate the other Characters one by one by discussing and agreeing on each one. If an agreement is hard to come by, take a vote.

The pawn will move one space forward for every correct elimination.

- ➔ **If the Profiler's Character is eliminated :** too bad, the round ends immediately!



EXAMPLE 1 : the first eliminations



We could eliminate Einstein, he's the smartest one. He would be at +5 for "top of the class" instead of +3..

Ok, let's get rid of Einstein !

The players decide to eliminate

ALBERT EINSTEIN : they rotate the card.

✓ OK, the Profiler validates this elimination.

The pawn moves forward one space on the track.

Then we could eliminate the pirate who would probably be bottom of the class.

OK !

Walk the plank pirate !

Then the players decide to eliminate

THE PIRATE : they rotate the card.

✓ OK, the Profiler validates this elimination.

The pawn moves forward one space on the track.



EXAMPLE 2 : the final showdown (Dracula vs a computer science student)



"Could run a restaurant" would be -5 !! Could you think of a worse chef?

The student can only make sandwiches or a bowl of pasta at best.

But Dracula would still be a worse chef. A vampire cannot run a top class eating establishment. I think we should eliminate the student.

OK, so we are eliminating the student! DRACULA is the one we are looking for!!!

"DO YOU HAVE THE TEETH FOR IT?"



The players decide to eliminate **THE STUDENT** : they rotate the card.

- ✓ OK, the Profiler validates this elimination. ?
The pawn moves forward one space on the track.

! WHEN IT DOESN'T GO SO WELL ...

If the players eliminate Dracula,
✗ the pawn remains where it is and the next round begins.

NEW ROUND

- The person to the left of the Profiler becomes the new Profiler for the next round.
- The used **Character** and **Phrase** cards are put aside.

END OF THE GAME

After 5 rounds, the players have scored between 0 and 25 points.

So? What kind of Profilers are you?

(ref: page 2)

TIPS:

- When it is your turn to put 2 **Phrase** cards down, compare the 6 Characters in this round and make sure not to trap your partners.
- Don't hesitate to think outside the box, to imagine the Characters in improbable or anachronistic situations. For example, would Cleopatra give up her seat on the bus for old ladies? Ask yourself if she would be the caring kind or if she would even get on a bus...
- Some cards refer directly to the players around the table. Don't hesitate to replace them if the players do not know each other. You can also replace a **Character** if you do not know who they are.
- Special case: if 2 cards refer to the same player at the table (for example "The oldest player at the table" and "the player to the right of the PROFILER"), then replace one of them.

*An ** on character cards indicates a difference of character between English and Chinese.*



CHALLENGE

VERSION FOR EXPERT PROFILERS

To make things harder, use the following modifications:

- Put the numbers Numbers 7 to 10 (cards and tiles) on the table.
- Put the score track with the "Challenge version" facing up (blue side) and put the pawn on the round 1 (6 Character cards).



1 point is no longer scored per eliminated Character: the aim is to successfully complete as many rounds as possible consecutively (always finding the sought after Character!)

The first round is still played with 6 Characters.

➡ If a round is won

Move the pawn to the next space.

For the next round put 6 new cards on the table, plus an additional Character card: 7 for the 2nd round, 8 for the 3rd round, etc. Continue to add the corresponding Number cards and tiles as you go along.

➡ If a round is lost:

The game is over!

Will you make it to the end of the 5th round with 10 Characters in play?
Good luck...



Cocktail Games
2, rue du Hazard
78000 Versailles, France
info@cocktailgames.com
01 30 83 21 21
www.cocktailgames.com



栢龍玩具有限公司
Broadway Toys Limited
九龍紅鸞閣東街4號恒藝珠寶大廈307室
Room 307, Heng Ngai Jewelry Centre,
4 Hok Yuen Street East, Hunghom, Kowloon, H.K.

Tel: +852 23631998 • <http://www.broadwaygames.com.hk>