Deception: Murder in Hong Kong

Overview
A murder has happened. Investigators must utilize the help of the forensic scientist to reveal the murderer.

Setup
Give each player 4 red clue cards and 4 blue means cards, face up, facing opponents. (difficulty: easy 3 cards / hard 5)
Give each player 1 badge token and randomly deal role cards to players:
4-6 players = 1 Murderer, 1 Forensic Scientist, # remaining Investigators
7-12 players = as above with optional Accomplice & optional Witness (if Accomplice used)
(If Accomplice used: announce the job of the accomplice to is distract others away from the murderer.)
Forensic Scientist discards clue/means cards to act as game master and gets 6 bullet markers.

Forensic Scientist:  “Everyone, close your eyes.”
  “Murderer (and Accomplice), open your eyes.”
  “Murderer, point to your Key Evidence and Means of Murder cards and accomplice watches.”
  “Murderer (and Accomplice), close your eyes.”

(if witness used)  “Witness, open your eyes.” (Forensic Scientist simultaneously points to Murderer & Accomplice)
  “Witness, close your eyes.”
  “Everyone, open your eyes.”

Solving the Crime
Once per game, everyone except the Forensic Scientist may make a single attempt to Solve the Crime.
Announce “Let me Solve the Crime!” and point to one clue and means card in front of another player.
If the cards are correct, Forensic Scientist/Investigators/Witness win, game is over.
If either card is incorrect, Forensic Scientist only responds with “No”. Turn in your badge token.
You may not make another attempt to solve the crime but continue to participate in the game as normal.
* If you do not use your badge token before Round 3 last Investigator’s presentation, you cannot use it.

Round 1 - Evidence Collection
Forensic Scientist: display Cause of Death, pick 1 green Location of Crime to display, randomly draw and display 4 orange Scene cards * place first bullet marker on one item on a tile
(variant: shuffle Event cards with Scene cards for Round 2/3)
Everyone except the Forensic Scientist may freely discuss the investigation.
Forensic Scientist proceeds to place the remaining bullet markers, one per tile, based on the discussion taking place. Markers may not be moved. Markers may be placed slow or fast and in any order.
Methods used to place bullet markers may be helpful clues to the Investigators, this is legal.
This step ends when the 6th bullet marker is placed and discussion has stopped.

Round 1 - Presentation (use magnifying glass as presenter marker)
Clockwise from the player to the left of the Forensic Scientist, Investigators present their opinions about the Key Evidence and Means of Murder (about 30 seconds, give or take).
Investigators may not talk unless they are presenting or making an attempt to Solve the Crime.

Round 2 - Evidence Collection
Forensic Scientist randomly draws a new Scene card to replace an existing Scene card.
Forensic Scientist places bullet token onto the new card based on previous discussion.
Forensic Scientist allows time for discussion with new evidence.

Round 2 - Presentation (same as Round 1 - Presentation)
Round 3 - Evidence Collection (same as Round 2 - Evidence Collection)
Round 3 - Presentation (same as Round 1 - Presentation)
The game is over

Witness Reversal: (if Key Evidence and Means of Murder are correct and Witness is in the game)
Murderer and Accomplice may agree to kill one player before their trial.
If they guess the Witness, Murderer and Accomplice escape a conviction to win the game.