



*“Any truth is better than indefinite doubt.”*

—Sherlock Holmes, *The Adventure of the Yellow Face*



A SHERLOCK-STYLE GAME FOR TEENS AND ADULTS

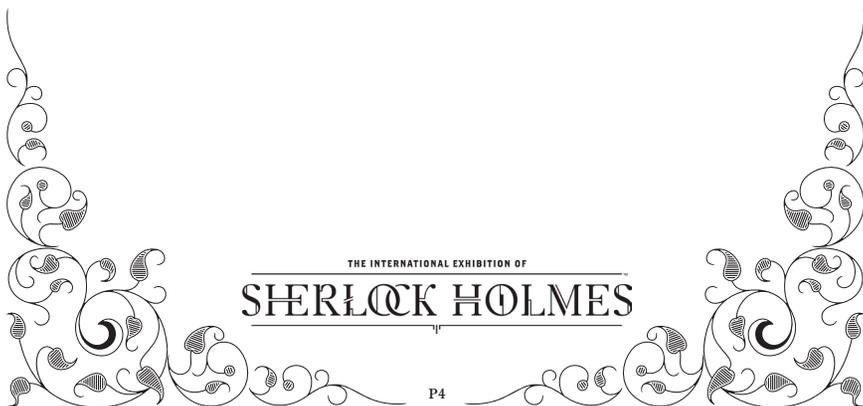
*5+ players recommended*

*“How often have I said to you that when you have eliminated the impossible, whatever remains, however improbable, must be the truth?”*

—Sherlock Holmes, *The Sign of the Four*

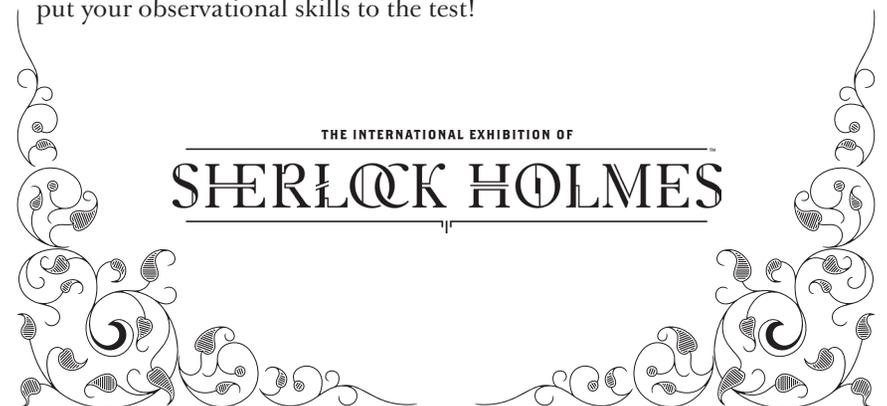
Sherlock Holmes must often interrogate suspects and determine whether or not they are telling the truth. His mastery of observation allows him to distinguish between the twitches, darting eyes, and nervous ticks of a liar, and the honest and natural mannerisms of someone who is telling the truth.

Want to find out which of your friends is the best liar? Do you think you can spot who is telling the truth? It's time to don your deerstalker hat and put your observational skills to the test!



THE INTERNATIONAL EXHIBITION OF

SHERLOCK HOLMES



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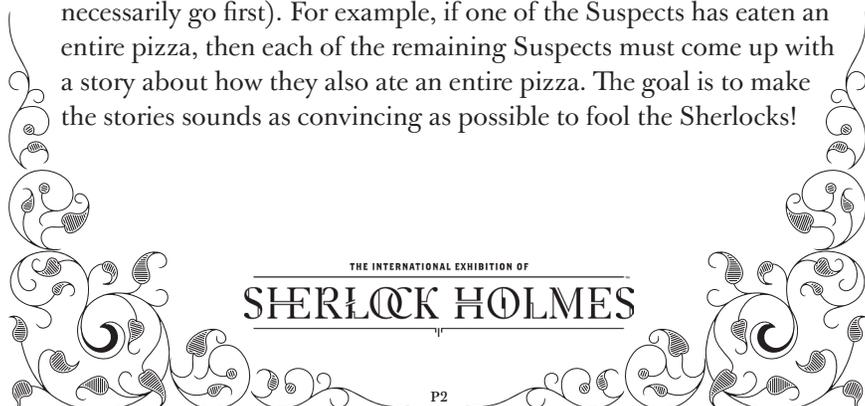
SHERLOCK HOLMES



## *The Game is Afoot!*

*Choose two to four players to act as the "Suspects." The rest of the group will be the "Sherlocks." The Suspects will need to find a spot where they can discuss the next step in secret.*

- 1** Each member of the Suspects will share a little-known truth about themselves—for example, "I once ate an entire pizza all by myself." It's best if the truth is somewhat unusual and requires a short explanation. The Suspects will decide which one of these true facts to use for the round. Make sure the Sherlocks can't hear you!
- 2** The person whose truth is chosen by the Suspects simply re-tells his or her story to the main group. However, the other Suspects also have to tell the story in their own words (in any order; the truth-teller shouldn't necessarily go first). For example, if one of the Suspects has eaten an entire pizza, then each of the remaining Suspects must come up with a story about how they also ate an entire pizza. The goal is to make the stories sound as convincing as possible to fool the Sherlocks!



## *Then What?*

The Suspects will share their stories, and the Sherlocks will decide, as a group, who they think is telling the truth. The Sherlocks should pay close attention to inconsistencies or anomalies in the stories, and watch for "tells" like excessive eye contact, an insincere smile, or a stiff upper body. If the Sherlocks guess who is telling the truth, their team receives a point. If they chose incorrectly, the Suspects receive the point. The teams then switch roles, and the Sherlocks become the Suspects. The teams continue switching until one team reaches ten points.

To make the game more challenging, the Sherlocks can question the Suspects about their stories, forcing them to create more elaborate lies. Participants can also play individually: successful liars stay on the "Suspect" side until they are caught, and successful detectives stay on the "Sherlock" side until they guess incorrectly. This version can be played elimination-style, with the best liar (who will tell either a truth or lie) and the best detective (who must guess which it is), ultimately facing off.

