

In Saints & Scoundrels, you are an unscrupulous private detective...

You're on the trail of a serial killer, gathering as much evidence as possible. You're also using your contacts in the criminal underground to sabotage the investigations of your rival detectives (other players) to make sure you're the only one who finds the killer and gets the reward.

One man has offered to help you and your rival detectives. His name is Dr. Xyko (aka Dr. Xyko "The Psycho"). He is a brilliant criminal psychologist but also an imprisoned serial killer. Be wary of Dr. Xyko, however. He's bored in jail and would like nothing more than to drive you all insane!

Objective

The detective who finds the most evidence without going insane is the winner.

Components	
- Game Board (3 pieces)	- Case File Cards (20)
- Saints & Scoundrels Cards (49)	- Player Tokens (6)
- Dr. Xyko Cards (36)	- Detective Cards (6)

Figure 1.
Detective Card



Figure 2. Typical Game Set-up

Set-up

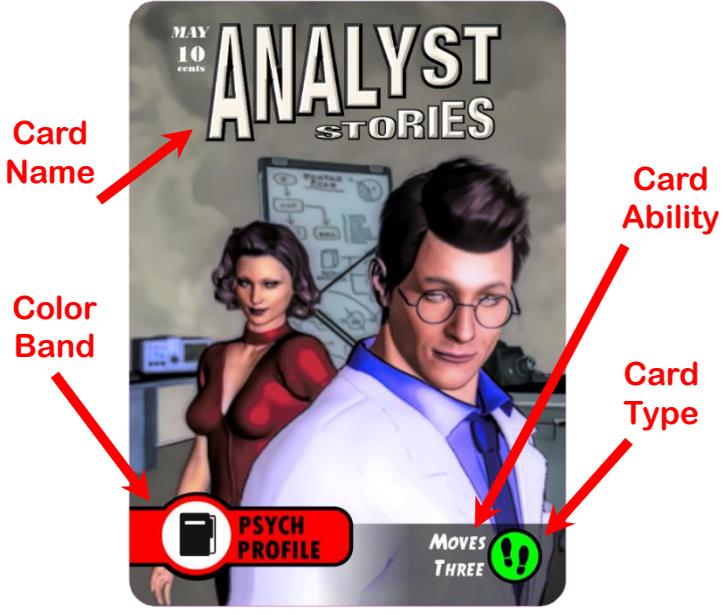
- Assemble the game board in the middle of the table. There are three pieces, each with two sides and a label at the bottom right corner.
 - For a 2-4 player game, use 1A (start), 2A, (middle), and 3A (end).
 - For a 5-6 player game, use 1B (start), 2B, (middle), and 3B (end). The labels are found at the bottom right corner of each piece.

- Each player chooses a color and receives the appropriate token and Detective Card (see Figure 1).

Note that while each Detective card has a different name on them, they all contain the same basic game information. Keep this card in front of you throughout the game so each player knows the colors of the other players.

- Place the player tokens at the space marked "Start"
- Shuffle the Dr. Xyko Cards. Place the Dr. Xyko Cards in one pile near the game board.
- Shuffle the Saints and Scoundrels Cards. Deal two to each player.
- Place the remaining Saints and Scoundrels cards next to the game board.
- See Figure 2 for a 4 player set-up. A 6 player set-up looks similar but the game board will look slightly different

Reading the Saints & Scoundrels Cards



About the cards

ALL Saints and Scoundrels cards are played face down. Players make claims about the card they play. Players can lie or tell the truth. If a player thinks another player is lying, that player may make a challenge. The winner of the challenge (catching someone telling a lie or being accused of lying when telling the truth) gets a bonus of moving forward 1 extra space or moving the other player back 1 space. See Table 1 in the Appendix for more details on the Saints and Scoundrels cards



Figure 4. All Saints and Scoundrels cards are initially played face down

Movement Cards

Use Movement cards to move your token along the game board (also called Evidence Track).

Menace Cards

Use Menace cards to block other players' Movement cards.

Dr. Xyko Combo

Many of the cards have 1, 2, or 3 color bands (blue, red, or yellow). Having 2 cards that share a blue, red, or yellow band is your opportunity to see Dr. Xyko (See Figure 5). Play the 2 cards FACE DOWN and say you have a Dr. Xyko combo. A Dr. Xyko combo allows you to move 7 spaces on the Evidence track (game board). BUT you must take 2 Dr. Xyko cards (see Figure 6) and keep them face down. You can't look at them until the end of the game. 18 Dr. Xyko cards have nothing, 16 have 1 icon, 2 have 2 icons (see Table 2 in the Appendix). At the end of the game, all players reveal their Dr. Xyko cards. Those players that have 3 or more Insanity icons have been driven insane by Dr. Xyko - and they are out of the game. The player furthest along the track at the end of the game WITHOUT going insane is the winner.



Figure 5. Example of Dr. Xyko combo - Two cards share a color band (blue)



Figure 6.



Dr. Xyko Card Back

Dr. Xyko Card Fronts

Grifter Cards

The Grifter cards do nothing. You can lie about the card when played or discard it to move 1 space.

Madman Cards

The Madman cards also do nothing but they have all the color bands. Keep them to create a Dr. Xyko combo.

Case File Cards

You get a Case File Card when you land on a yellow shaded space on the game board. These cards help you. The section named "Case File Cards" on page 3 explains what each card does.

First Player

The player who most recently watched a detective show is the first player.

Turn Order

- Current Player Actions** - The current player must do one of the following:
 - Discard** - Discard a card (place face up in discard pile), move forward one space.
 - Claim to have a Movement Card** - Put down one card, face down, and claim it is a Witness, Analyst, or Informant.
 - Claim to have a Dr. Xyko Combo** - Put down two cards, face down, and claim a blue, red, or yellow Dr. Xyko combo; TAKE TWO Dr. Xyko cards (do this even if Challenged); DO NOT LOOK at Dr. Xyko cards, keep them face down until the end of the game.
- Other Player Actions** - The other players must do one of the following:
 - Challenge** - Accuse the current player of lying about their claimed card(s).
 - Oppose** - put down once card, face down, and claim a "Menace" card (Thug, Saboteur, or Hitman).
 - Challenge (to the Oppose)** - the current player (and only the player) may challenge (accuse the opposing player of lying about their claimed card).
 - Nothing** - A player can choose not to Challenge or Oppose the current player. So once any player Challenges or Opposes, the other players must do nothing.
- Determine Winner of a Challenge** - If there is a Challenge of ANY kind, the card(s) in question is turned face up. The winner of the challenge is the player who caught another player in a lie or tricked another player into making a challenge when they were telling the truth.
- Current Player Movement** - If one of the following happened, the current player moves their token in accordance with the CLAIMED card(s) from Step 1 above,
 - Current player was not Challenged or Opposed.
 - There was a Challenge of ANY kind and the current player won.
- Bonus Movement** - If ANY player was Challenged, the winner of the Challenge can choose to move forward 1 space or move the loser of the Challenge back 1 space (this is in addition to any movement in step 4).
- Dr. Xyko Penalty** - If ANY player Challenged a Dr. Xyko Combo, the LOSER of the Challenge must draw 1 Dr. Xyko card. If the current player is the loser, this is in addition to the 2 Dr. Xyko cards already drawn (3 cards drawn total). Do not look at Dr. Xyko cards; keep them face down until the end of the game.
- Draw Case File Card** - if any player moved forward and ended on a yellow shaded space, they draw 1 Case File card (see "Case File Cards" on page 3). Players moving backward do not draw a Case File card.
- All played Saints and Scoundrels cards are placed on FACE UP in a common discard pile near the game board.
- The Current and Opposing Player (if any) draws up to a total of enough cards to have two cards in their hand.
- Play continues clockwise.

Challenge - Whenever one player accuses another player of lying
Oppose - Claiming to have a card that blocks another card (requires player to put down a card from their hand)

Play Example 1

Current Player: “I have an Analyst.”

Other Player: “I think you’re lying”.

Current Player claims to have an Analyst Card. Another player challenges. Current player reveals card – a Grifter. Other player catches Current Player lying; Other player gets to choose if he/she moves forward 1 space or if the Current player moves back 1 space. If current player revealed an Analyst Card (told the truth), he/she would move forward 3 spaces and choose to move forward 1 more space or move the Other player back 1 space. Current player places the played card, face up, onto discard pile.

Play Example 2

Current Player: “I have a Witness”

Other Player: “I have a Thug”.

Current Player: “I think you’re lying”

Current Player claims to have an Witness Card. Another player claims to have Thug card . Current player challenges other player (says, “I think you are lying and don’t have a Thug). Other player must reveal card. If opposing player is telling the truth, the other player may choose to move forward 1 or move the current player back 1. If the other player was lying, the current player moves forward 2 (Witness Card) and may choose to move an additional space or move the other player back 1 space. If current player did not challenge other player, no player would move.

Play Example 3

Current Player: “Dr. Xyko gave me some Hidden Evidence” or “I have two cards with the blue bands.”

Other Player: “I think you’re lying”.

Current Player claims to have a Dr. Xyko combo, two cards with matching color bands (in this case, blue bands). The current player immediately draws two Dr. Xyko cards without looking at the face values. Other player challenges. Current player reveals both cards – both show a blue banner. The current player moves 7 spaces. The current player may chose to move forward 1 more space or move the other player back 1 space. As an additional penalty for challenging a Dr. Xyko combo (and getting it wrong), the other player must draw 1 Dr. Xyko card.

If the other player catches the current player lying: the other player gets to choose if he/she moves forward 1 space or if the current player moves back 1 space. The current player would draw an additional Dr. Xyko card.

Current player places cards, face up, onto discard pile.

Other Rules

- All cards are played face down; Players claim what cards they are playing
- If an Opposing Player claims to have a Menace Card, the Current Player keeps their played card face down (it is assumed the Current Player is telling the truth)
- If there are no more cards in the draw pile; collect ALL the cards (face up and face down) and shuffle them into a new draw pile
- It is possible to be moved backwards from the Start space into the No Challenge space. Any player in the No Challenge space can not Challenge or Oppose the current player. Also, the other players cannot Oppose the player in the No Challenge space.

End of Game

When any player reaches the “END” spot on the track, the game ends. One at a time, starting with the player furthest from the end, all players reveal their Dr. Xyko cards. Any player with 3 or more “Insanity” icons is out of the game. Of the remaining players, the player who is furthest along the track is the winner. If all the players have 3 or more insanity icons then they have all been driven insane and NO ONE wins – Dr. Xyko is the victor.

In case of a tie between two or more players who have less than 3 insanity icons, the winner is the one with the most Dr. Xyko cards.

Case File Cards

All cards provide some kind of benefit to the player who draws them. So it is advantageous to draw a card when allowed. Some cards must be used immediately while others can be saved for later use. See Step 7 in Turn Actions for more info on Case File Cards

- **Century Oil Company**– (Keep until used) Allows for one “penalty-free” challenge (movement only). May be used during any challenge. Place it face up in front of you when making the challenge. If you catch someone lying, move forward 3 spaces. If you challenged someone who told the truth; you can’t be moved backward. This replaces the normal bonus. If your opponent wins the challenge they do not receive any bonus movement. If you challenge a Dr. Xyko combo, this card DOES NOT prevent you from drawing a Dr. Xyko card.
- **Ace Construction Company**– (Use Now) At the end of your turn, draw enough cards to have 3 in your hand, then discard down to two.
- **Empire Art Gallery**– (Use Now) Move forward 2 spaces (do not draw any additional Case File cards if you land on a yellow space) and you may move any opponent back 2 spaces (your choice) but if you do, you must draw 1 Dr. Xyko Card.
- **Star City Airport** – (Use Now) Move forward 2 spaces (do not draw any additional Case File cards if you land on a yellow space) choose 1 opponent . The chosen player may choose to move forward 4 spaces, but if they do, they must draw 1 Dr. Xyko card.
- **Star City Medical** (Keep until used) – Allows you to check your sanity level; instead of a normal turn, move forward 1 and look at any two of your Dr. Xyko cards. You may draw 1 Dr. Xyko card to replace either card. Place the unwanted card back in the Dr. Xyko deck and shuffle it.

Rule Variants

- **Card Counter's Bane** - At the beginning of the game, remove the top 5 cards from the Saints and Scoundrels deck.
- **High Risk** – Instead of the Challenge winner getting the choice to move forward 1 space or move the loser back 1 space, the Challenge winner automatically moves forward 1 space and also moves the loser back 1 space.
- **Detective Story** – All players role play as private detectives, telling a story with each card they play. At the end of the game, before everyone reveals their Dr. Xyko cards, all players vote on who role-played best. The best role-player can discard 1 Dr. Xyko card.

Appendix

Table 1. Saints & Scoundrels Cards

Card Name	Ability	Type	# in Deck
Analyst	Moves 3	Movement 	6
Grifter	Does Nothing	Special 	18
Hitman	Blocks Informant	Menace 	3
Informant	Moves 4	Movement 	6
Madman	Does Nothing	Special 	4
Saboteur	Blocks Analyst	Menace 	3
Thug	Blocks Witness	Menace 	3
Witness	Moves 2	Movement 	6

Table 2. Dr. Xyko Cards

Card Type	No Icon	1 Icon	2 Icons
Number in Deck	18	16	2

Frequently Asked Questions

Can I look through the discard pile?

No, you can not look through the discard pile.

Do I need to read the case file cards out loud?

Yes, when you get a case file card, you should read it out loud.

If someone opposes the current player, can anyone challenge the oppose?

No, only the current player can challenge the oppose.

If I get a case file card that moves me to another yellow shaded space, do I get second case file card?

No, you don't draw a second case file card. You can only draw one case file card per turn.

If I have a movement card but lie about it, how many spaces do I move after the card is revealed? For example, you put down a Witness card but lied and claimed it was an Informant.

Assuming you didn't lose a challenge or oppose, you move your token according to what CLAIMED the card was (not what it actually was). In the example, you would move as if the card was an Informant.

If I move backward and land on a yellow shaded space, do I draw a case file card?

No, case file cards are only for winners 😊

Can I move backward from the START space?

Yes, you can move backward into the No Challenge space. While in this space, you can not challenge other players. However, other players can't oppose you in this space either.

What happens if a player unintentionally sees one of their Dr. Xyko cards?

Take the seen card and shuffle it back in the deck. Draw a new card.

What happens if all the players go insane?

In this case, all the players lose – Dr. Xyko is the winner!