

HOW TO PLAY DETECTIVE GAME



GAME OVERVIEW

In this detective adventure for 1–4 players, you join a team of **Detectives** represented by characters from A.A. Milne’s timeless stories, beloved by both children and adults. It is a cooperative game, so all players act together. Only well-organized teamwork and careful coordination can help you achieve success.

Inside the box, there are three complex **Cases** to solve. They take you to different places and time periods. **Be sure to tackle the Cases in order!**

Location cards form the play area. You lay out several Location cards during setup, and the rest are added during the game. Each Location features **Investigation Points**. You interact with them using **Action dice** to reveal more and more **Plot cards** which represent key aspects of any detective work, such as testimony, observations, and puzzles.

Your adventures are shaped by **Event cards**, which add unexpected plot twists and signal when the game is nearing its conclusion.

To succeed, you should plan every move carefully and use the most of your abilities as a team. If you do not work together efficiently, you might run out of time and fail to complete your Main Mission. Remember: Solving the Case is the ultimate **goal of the game!**

COMPONENTS



Rulebook



Start with the Case No. 1. Do not start a new Case until you have finished the previous one!

3 Case deck boxes



5 Shared dice



8 Personal dice (2 for each player)

13 Action dice



4 Detective boards



5 Detective standees with bases



85 Case tokens



12 Note tokens



11 Clover tokens



27 Finished Investigation tokens (9 of each type)

50 Common tokens

SETUP

1. Take the Case deck out of the box and place it in the center of the table, with the "STOP" sign down. **Do not shuffle or look through the cards!**
2. Take the Case tokens for the current Case and place them face down next to the Case deck. **Do not look at the face of the Case tokens!**
3. Take the Shared dice and set them aside.
4. Place the Common tokens to the supply: Clover tokens (4a), Note tokens (4b), and Finished Investigation tokens (4c).
5. Each player chooses a Detective and takes all corresponding components: Detective board (5a), Detective standee (5b), and 2 Personal dice (5c).
6. Determine the first player in any way you like.
7. Draw the top card of the Case deck. The first player reads it aloud and follows all its instructions.



CASE DECK

In each box, there is a Case deck. Gameplay instructions on the cards are marked in **blue** and **red**. If a card has a delayed or permanent effect, that effect is marked by vertical lines to the left of the description. Case cards come in the following colors:

- **Brown cards** form the core of the Case deck.
- **Yellow cards** contain the Case's possible endings.
- **Grey cards** are usually the Event cards (*see below*).
- **Blue cards** represent different Items. *For more details, see "Item tokens" on p. 5.*
- **Purple cards** have delayed effects, indicated by vertical lines to the left of their description.
- **Green cards** introduce new Missions or announce their successful completion. It is best to place these cards in the center of the table, next to the Case deck.



IMPORTANT: *The Mission is considered complete only if a card with such an instruction is revealed.*

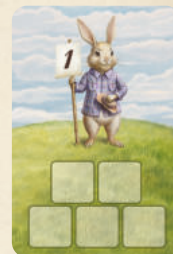
Each Case deck has several types of cards:

Introduction and Setup cards

These cards are at the top of each deck. The Introduction cards tell you the beginning of the story. Also, there is a Main Mission on them. The Setup cards contain special instructions on preparation for the current Case.

Event cards

These cards act as a countdown timer, determining when the game ends. The back of each Event card shows the Event number and has 5 spaces for **unused Shared dice**. Once all Shared dice are removed from the top card of the Event pile, you are instructed to reroll them and put on the next card. Revealing the last card of the Event pile ends the game.



Plot cards

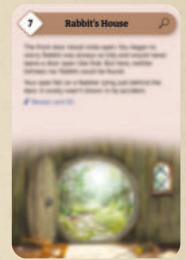
During the game, you reveal Plot cards with specific numbers when performing actions or following instructions from other cards. The back of each Plot card shows its number, while the face shows its number and name.

If you are instructed to **reveal a card**, first look through the Case deck face down and find the card with the corresponding number. Then flip that Plot card, read it aloud, and follow all the instructions on it in order, from top to bottom. **All instructions must be followed by the active player unless otherwise specified.**

If you are instructed to **remove a card from the game**, return the corresponding card to the game box regardless of where that card is. If such a card has not yet been revealed, do not look at its face.



Back side



Face side

IMPORTANT: If you accidentally shuffle the Case deck or want to put cards back in order after finishing a Case, simply arrange the cards in the order of the numbers printed in the bottom right corner on the back of each card to restore the deck to its original state.

Location cards

These cards form the play area. Arrange them on the table adjacent to each other according to the **diagram** shown on the cards. Some Locations are double-sided—do not flip them until you are instructed to.

Each Location has **Investigation Points**. In all Cases, you encounter the following types of Points:

Examination (🔍): Allows you to search or pick something up.

Conversation (🗨️): Lets you start a dialogue with a character.

Observation (👁️): Gives you a chance to discreetly observe what is happening around you.

The **number** next to each Investigation Point corresponds to a Plot card with the same number.

If you are instructed to **cover an Investigation Point**, cover it with a Finished Investigation token of the corresponding type. A covered Point cannot be investigated again (see “Actions” on p. 6).



Special cards

Some Cases include additional unique cards. Their description and instructions on how to use them are detailed on the Setup cards of the corresponding Case deck.

ACTION DICE



Shared dice (white)

These dice feature the Examination, Conversation, and Observation icons, which match the Investigation Points in Locations and on tokens (see “Case tokens” on p. 5).

Only the Shared dice have a face with the ★ icon. Its effect varies in different Cases and is explained on the Setup cards of the corresponding Case deck.



Personal dice (colored)

Each Detective has 2 Personal dice, which color matches the color of the Detective board. These dice also have the Examination, Conversation, and Observation icons on their faces.

Some faces feature icons that allow you to perform **Detective Special actions**. (For more details, see “Detectives” on p. 7.)

CASE TOKENS

These tokens are divided into 3 separate sets—one set for each Case.

Investigation tokens

Each Investigation token has a number on its back and an Investigation Point on its face.

As you play, Plot cards instruct you to place tokens with specific numbers on the Location cards. Place such a token **face up** somewhere on the specified Location card, creating a new Investigation Point.

After finishing the investigation of the Point, **remove** the corresponding token from the game.

If you are instructed to remove a token from the game, return the corresponding token to the game box regardless of where that token is. If such a token has not yet been placed in the Location, do not look at its face side.




Back side



Face side

Item tokens

These tokens have an Item picture and a pocket icon . You gain Items by following the instructions on the Case cards.

At any moment during your turn, you can pick up an Item from the current Location (where your Detective is) and place it in an empty **pocket slot** on your Detective board, or vice versa—leave an Item from your pocket in the current Location. If you are in the same Location as another Detective, you can freely pass Item tokens to each other.

Special tokens

Some Cases include additional unique tokens. Their description and instructions on how to use them are detailed on the Setup cards of the corresponding Case deck.

COMMON TOKENS

You need these tokens in each Case.

Finished Investigation tokens

You use these tokens to cover Investigation Points in Locations.



Note tokens

You can use these tokens to mark cards that you consider important. Also, some cards instruct you to place Note tokens in the Locations.



Clover tokens

A Clover is an Item, so you must place it in an empty pocket slot on your Detective board.

At any moment during your turn, you may spend a Clover token from your Detective board (return to the supply) to change the result of one of unused Shared or your Personal dice.



DETECTIVE BOARDS



Each Detective board has the Detective's portrait (1), name (2), and quotation (3). It also features two slots (4) for Personal dice, a unique icon (5) with a brief description (6) of the Detective Special action, and three pocket slots (7).

Each Detective has a unique ability that reflects their personality. *For more details, see "Detectives" on p. 7.*

GAMEPLAY

Players take turns in order, starting with the first player and proceeding clockwise. On your turn, you **must** use 1 Shared die and **may** use up to 2 your Personal dice to perform possible actions (*see below*). You can perform any actions in any order. Each die allows you to perform only 1 action, so you can perform no more than 3 actions per turn. You can use the dice in any order.

Some actions can only be performed using a die with a specific icon result. Remove the used Personal die from the Detective board and place it next to the board. Remove the used Shared die from the top card of the Event pile and place it next to the pile.

If you do not want to perform an action with a Shared die, you **must discard** it—remove from the event pile without performing an action. Such a die is considered used.

IMPORTANT: Any game effect is only applied to the Detective who triggered it unless otherwise specified.

ACTIONS

Movement action

Use any die to move your Detective to an adjacent Location. Adjacent Locations are those that share a side (but not just a corner).

Investigation action

Use a die with a corresponding icon result to interact with an Investigation Point. First, choose the Investigation Point in the current Location and use a Shared or your Personal die with the same result. Then, cover that Investigation Point. (If you chose a Point on the Investigation token, **remove that token from the game** instead.) Finally, reveal the card with the number shown on that Investigation Point.

A 2-icon Point requires 2 dice (one with each corresponding result) to investigate it. You can cover such a Point with either of the two appropriate Finished Investigation tokens.



Change Die Result action


Use your Personal die to change the result of any unused Shared die or your Personal die. You cannot change the results of other players' dice.

Detective Special action

Use your Personal die with the unique icon result to perform your Detective Special action. *For more details, see "Detectives" on p. 7.*



Case Special action

Use a Shared die with the  icon result to perform a Case Special action. Its effect varies in different Cases and is detailed on the Setup cards of the corresponding Case deck.



END OF YOUR TURN

After performing all actions, take the following steps in order:

1. Reroll your **used Personal dice** and put them on your Detective board. For **unused Personal dice**, you may choose to either reroll them or leave them in their current state. **Do not reroll a used Shared die!**
2. If no Shared dice remain on the top card of the Event pile, flip that card, read its instructions aloud, and follow them.

Now, your turn ends, and the next player starts their turn.

END OF THE GAME

You will know when to end the game from the text on one of the revealed cards. Otherwise, the game ends when the last card of the Event pile is revealed.

SOLO MODE

In step 5 of the game setup, choose and take 2 Detective boards. You play the chosen Detectives in turns. The rest of the game rules remain unchanged.

DETECTIVES

Winnie the Pooh

Detective Special action. Winnie the Pooh can use the die with the **honey pot** icon result to make any Detective (including Winnie the Pooh himself) perform any action, **except** for a Detective Special action or investigating a 2-icon Point. Winnie the Pooh decides what action the Detective will perform. Any effects that follow this action (for example, caused by a revealed card) are followed by the Detective who performed the action. After that, Winnie the Pooh continues his turn.



Winnie the Pooh can use the die with the honey pot result to investigate a 2-icon Point in the current Location. But, in this case, Winnie the Pooh must also use the second die with the appropriate result.

Kanga and Roo

Kanga and Roo are represented by two Detectives controlled by one player. Kanga and Roo share one Detective board, but have different pockets for Items, so they can pass tokens to each other only in the same Location (see p. 5). Kanga and Roo have a total of three actions, and one Personal die each. Kanga can only use the dark green Personal die, while Roo can only use the light green one. Either of them can use the Shared die. Each of these two Detectives can only apply the Clover token to a Shared die or their own Personal die.



When one of these Detectives performs a movement action, the other Detective can move at the same time without using a die. If Kanga and Roo are in the same Location, they can combine their Personal dice to investigate a 2-icon Point.

If it is impossible to determine which of these two Detectives triggered the effect or should gain an Item, choose one of them to affect. Effects which apply to all Detectives in the Location are applied both to Kanga and Roo.

Detective Special action. Roo can use the die with the **Roo** icon result to investigate in the current Location. Consider the Roo icon to be any one icon required for this investigation.



Piglet

Detective Special action. Piglet can use the die with the **double** icon result to investigate either a corresponding 2-icon Point or a Point with the  or  icon.



Tigger

Detective Special action. Tigger can use the die with the **paws** icon result to perform 2 movement actions. Tigger cannot use another die between these 2 movements, but can activate effects along the way, as well as pass Items, pick them up, or leave them in Locations.



Some stories stay with us from childhood. We remember them, love them. And as we grow up, we read them to our children—and later, to our grandchildren.

Winnie the Pooh by A. A. Milne is one of those stories. It might seem that the author wrote it just for his son, seamlessly weaving the real Christopher Robin into a magical fairy-tale world created just for him. But as our parents read it to us, they (and later we ourselves) began to notice deeper meanings, clever wordplay, and subtle references to values common to all mankind. All delivered gently, without edification. And that's what made us fall in love with the book all over again.

We decided to build on that approach as if alongside a teenage Christopher Robin. Intelligent, well-read, dreaming. We imagined that he had developed a fascination with detective stories. So much so that Christopher Robin began creating his own tales, inspired by his favorite books and filled with his favorite characters.

That's how the idea of "Winnie the Pooh: Serious Detective" was born. Our goal wasn't just to make a detective game based on beloved stories. What mattered to us were the meanings behind it. That's why this game is for adults, though it can certainly be played with children.

To make it interesting for adults, we created complex detective stories set in different, but childhood-familiar, worlds. Those stories require attention to detail, the ability to analyze information, and thinking outside the box.

CrowD Games



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Imported and distributed in the UK by: Esdevium Games Ltd—trading as Asmodee United Kingdom.

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