In this RPG you play characters who orbit around a very perceptive detective, and through play resolve both a mystery and the story that surrounds it.

The Detective

The player create a detective. Consider the following three things when creating a detective:

- Methhod - The way in which the detective tends to solve crimes: Superior Deduction, Ridiculous Schemes, Appears Bumbling, Mad Science, Eidetic Memory, Encyclopedic Knowledge, Lie Detector, Speaks to the Dead
- Quirks - Something that complicates the detective's attempts to solve crimes: Alcoholic, Blind, Irresponsible, Child, Megalomaniac, OCD, Shut-in, Blonde, Arrogant, Jerk, Shy, Shut-in
- Assets - A thing or skill that the detective calls on at times to help solve crimes: Cool Car, Special Lab, Wealth, Pack of Ragamuffins, Gadgets, Fame, Luck, Humanity, Network of Informants, Supercomputer

Also select a sex and name for the detective.

Characters

Each player selects one character type:

- Sidekick
- Bumbler
- Foil
- Person of Interest
- Distraction

Playtest: Consulting Detective