

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 players must create a detective. Consider the following three things when creating a detective:

- Method - Superior Deduction, Ridiculous Schemes, Appears Bumbling, Mad Science, Eidetic Memory, Encyclopedic Knowledge,
- Quirks - Alcoholic, Blind, Irresponsible, Child, Megalomaniac, OCD, Shut-in, Blonde, Arrogant, Jerk, Shy, Shut-in
- Assets - Cool Car, Special Lab, Wealth, Pack of Ragamuffins, Gadgets, Fame, Luck

Each player selects one character type:

- Sidekick
- Bumbler
- Foil
- Person of Interest

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