

1

We play this game by drawing cards in turns. When it is your turn, draw a card and read it aloud.

2

This game's world is the middle of the last century's LA. The only important thing is an immensely luxurious background complete with some high society though. It could be set in a fantasy world, in science-fiction or other. You decide.

3

In this game, you play a group of friends. You are rich and part of High Society. One hour ago, while you were all together, one of your friends was brutally murdered. They are "B". Please find a name for this friend.

4

A detective Columbo calls and tells you of the murder. "A", who is not part of the players, but who was with you all the time, wants to help the detective find the murderer. You get the feeling that this friend might be the murderer. Please find a name for them.

5

When the numbered cards are finished, continue to draw cards in turns. Answer the card you draw. Whatever you say becomes part of the story. Others can help you or ask you questions, but you decide what you want the answer to be.

6

When you have no idea how to answer a card you drew, you can pass it on to the next player.

7

If there is a card that is uncomfortable to you, feel free to use the "x" between the arrows on the bottom of the page. That card will then be eliminated from your game.

8

Continue to answer the cards until you reach the final card. The game is then over and the murderer gets arrested.

9

This game is about malign arrogance against good-humoured humanity. The murderer thinks they can get away with everything. They are dirty rich, full of themselves and cold blooded. But their motive for the murder is human and understandable.

10

The inspector Columbo is the mascot of this game. You find out how your friend murdered his victim. The inspector represents the basic needs and joys of the average human being to the point of being unnerving. He loves all about humans, but he cannot suffer murder.

11

The murder took place because the murderer would have lost all had the victim lived. It was impossible to bribe, blackmail or persuade the victim as it had the moral and social high ground.

12

Murderer and victim knew each other well, as do you. The murder is a mystery but you feel in your guts that "A" did it, using you as their alibi. And if they killed poor "B", they could do it again.

You have known "B" for a long time. What about them was really obnoxious?

"A" is very rich. Where does their money come from?

You heard "A" joke many times he might kill "B". Now these jokes don't seem so funny. In what situations did they threaten them and how?

"A" has one pride. Is it a talent? A thing? An upcoming event?

"A" has a stressful job. They say it is easier if they think of people as things. What is their job and what exactly do they mean by this?

You run into the inspector as you want to meet "A". Where do you encounter him? At "A"'s home, their workplace, the mall?

You loved "B" very much. For what little quirk did you like them most?

You remember that "B" was frustrated with "A". How so?

If "B" had lived, "A"'s life would have had to change. How?

The scene of the crime is at a place "A" feels totally in control of. Where is that?

"A" is more popular than loved. What are they popular for?

"B" was more loved than popular. Who were they loved most by?

You are surprised to hear that "A" accuses "B" of suicide by stupidity. Why do they think they had it coming? By whom?

Right before their death, "B" had a reason to celebrate with "A". Why?

"A" casually frames somebody you know as the main suspect. Who is that person? What is that framed person's weakness?

All of a sudden, "A" and the detective are inseparable. Where is "A" taking him? What do they do together?

You see the inspector trying "A"'s patience. How does he go on their nerves? What question does he spring on them when they almost lose it?

One common item is missing on "B"'s body. What is it? Why are you so sure they would never have forgotten to put it on?

You and the detective all know "A" did it. You can't prove it. Why?

The inspector asks you to help get "A" to confess. What do you all come up with to make them admit it?

There is one piece of evidence that would condemn the murderer but they made it disappear. What is it and how did "A" have a chance to take it?

"A" has a vice or a bad habit. It may be minor but it identifies them. Because of it, you always know what to get them as a present. What is it?

"A" has mighty friends and resources. As they feel threatened, they call upon them to protect them from the inspector. Who are they?

"A" despises a certain kind of people. They think of them as failures. What kind of person does "A" never want to become?

You get lucky and find an improbable clue. What is it?

"A" knows who did it, but that suspect has a surprise airtight alibi. What is it?

When you tell "A" of your suspicions towards them, they overreact and push you onto a different lead. What do they accidentally say about the crime that they could not possibly know if they were not the murderer?

"A" has an expensive hobby. In order to get closer to them, the inspector adapts it too. What is it? How does he fail at it?

"A" is a celebrity and Columbo's wife is a fan. What are they famous for and what does the detective ask to get for his wife?

The inspector sets "A" up with a wrong lead towards a suspect "A" suggested all along. What is the lead and what crucial evidence does "A" plant at the framed person's place?

A revolutionary new electronic gadget made the murder possible. What is it and where does "A" use it in everyday life?

"A" has a flunkie. A help? A friend? They get treated well enough by "A", but in a condescending way. What can they tell you about "A"'s dark side?

"A" is a master manipulator. Their life partner are a reflection of this, living in a gilded cage. How do they react when the inspector confronts them with your suspicions in your presence?

One thing keeps bothering the inspector. What is it?

The inspector shows up all the time and pretends to tie some loose ends for his report. In reality he seeks to look at "A"'s house without a warrant. You have been there many times. What is he looking for?

Somebody is blackmailing "A" because they saw the crime being committed. What are they asking for their silence and how does "A" deal with them?

The inspector tells you an adorable anecdote about his vast Italian family. How does it tie into the case? How does "A"'s way of dealing with people look perverse in comparison?

The inspector orders an autopsy on "B". What crucial detail comes to light?

The first hard evidence in the case is an everyday thing. How is it connected to "A"'s habits?

You realize that the inspector drives "A" up the wall. Which of his annoying quirks does it?

"A" tries to get rid of the inspector by going where the inspector doesn't fit in. Columbo is not easily embarrassed and goes as he is. Where do they go?

You live in a splendid area. What is the spectacular, lush background for this gruesome crime?

The place where the crime was committed is splendid and wonderful. Describe the villa, the offices, the beachhouse or else in loving detail.

Although the murderer used the latest tech to cover up their tracks, the inspector is always a step ahead. When does he spring this information at "A"?

"A" is sympathetic although they committed the most hideous crime. What have they gone through? What makes you sympathize with them?

As the pressure rises, "A" feels compelled to murder a second time to cover up their tracks. Who do they murder, how do they do it and who do they frame as a suspect?

The inspector is underpaid, never sleeps enough and never eats well. As he shows up to talk to you about the case, you cannot resist to offer him a snack. What do you give him and where do you sit down with him? What does he tell you about the case?

You have known "A" for a long time. How are they the perfect host?

You realize that you are "A"'s alibi. Where were you all when the crime was committed? Is it true that "A" never left the room? If yes, could they have killed remotely somehow?

Just days before their death, "B" wanted to give something to you, calling it their life insurance. "B" never had the time to meet you, but you have an idea what it might be. What is it and where would they hide it?

Although "B" was murdered, "A" is in a very good mood. What do they tell you? Can you see why they are so happy?

"B" often displayed their fragility. That's what made them so adorable. What was "B"'s greatest weakness? How is "A" suggesting that this weakness got them killed?

The inspector meets all of you and instantly charms his way into your group. His suit is rumpled, his raincoat is old, his cigar is cheap. What else do you see on him that is of questionable taste? Would you like to get him something new? What would that be?

"A" is so confident that you can never find any evidence of their deed that they tell you in private that they did it. But they want to leave the country tomorrow anyways. How do you stop them?

Yours and the inspector's trap closes on "A". They really are the murderer. As they get arrested, they are completely composed as if they had rehearsed their arrest. The inspector pays his respects to "A". How do they respond? How do they treat the inspector and you in turn? Will you stay friends?