



*Suspended Clues*

# EASTERN DISTRICT DETECTIVE

# قلمی ازمایشگاه

Game Creator	Director
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**Piriyka**  
House

In Piriyka house, the narratives revolve around the sky and the mechanisms in accordance with their rule, make this rotation imaginable.

In Eastern District Detective, which is a solitaire game, we created a structure to challenge the speed of decision-making and the mind. In the Eastern District Detective game, actions cause people to change their attitude towards solving the challenge in the game each time they play. Short play time in the game and reaching the goal is directly related to your performance.

C H I N E S H

### .Different game flow

To take a step further in imagining the surroundings and the land of Parug, we created a 24-minute soundtrack for Eastern District Detective. This soundtrack has been created according to the sections and periods specified in the game, and by hearing different types of sounds in this music, you will have a more exciting experience with a different narration while playing. This music is available on the EDD game site, which by entering the site and selecting to start the game, you will have this music along with a minute counter that shows you 24 minutes until the end of the game time.

[www.piriyka.com/edd](http://www.piriyka.com/edd)

You can watch the Eastern District Detective game tutorial by scanning the QR Code.



If you have a problem learning part of the game process, you can email us:

**s u p p o r t @ p i r i y k a . c o m**  
to ask your questions. The support team will answer your question as soon as possible.

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The territory of Parug expanded with technology and high-rise buildings. Next to the territory of Parug, there was the land of Mintras, which, unlike Parug, was far from technology.

The people of Mintras were creatures and human beings who worked in every field of thought. The mayor of Parug built strong gates throughout the territory to keep the distance between the people of Parug and the creatures and humans of Mintras.

The most functional and busiest area of Parug, the eastern district, was the city of Rift, and all special security forces were moved to the eastern district by order of the mayor. One of Parug's special detectives was named Arsegan. Arsegan was gifted a dark force by the night in the past, and with his dark force he could do black combat, telekinesis, and so on. There were a small number of people like Arsegan in Parug, all with special abilities who worked in the central security building in Parug.

Arsegan began his career as a detective in the Rift security building. As Arsegan entered the eastern district, criminals committed fewer crimes. Days passed and many cases were successfully completed, but one day there was a report of criminals clashed with a Mintrasian man in Parug. Humans of Mintras were allowed to enter Parug because of their different thinking and the things they could do.

As a result of this report, no forces went to the scene, because the people of Parug did not care about the Mintrasian people, even if their wellbeing was in danger. But for Arsegan, there was no difference between people. Arsegan went to the scene and after fighting and arresting the criminals, he saw a Mintrasian girl lying on the ground. Arsegan took the girl to the hospital and stayed with her until she woke up. The girl's name was Narisp. When Narisp woke up, he thanked Arsegan and gave her a plant with pink petals as a gift.

In the days following the incident, Arsegan saw Narisp in the eastern district when his work was completed. Narisp was growing plants in the territory of Parug. A year later, Arsegan and Narisp fell in love, but in the meantime the numbers of unresolved cases were increasing. One day, Narisp went out of Parug gates to see her mother, while Arsegan was still working in the security building of the Rift.

On the same day, a report was sent from Mintras to the Security Building, a creature who had lost his mind and was filled with an ungovernable rage. All the security forces and Arsegan went to the scene; the creature was so strong that wounded all the forces.



Arsegan and security guards restrained the creature and arrested him. When the troops returned to the security building, the director called them all to the meeting room. It was about that creature and how it passed through the gates. It turned out that these creatures gained the ability to become invisible when violence filled their minds, and the unresolved cases of the previous week were also related to these creatures.

The director of security ordered the closure of all gates throughout the territory and called on all security forces to send these creatures to their homeland as soon as possible without the knowledge of the people of Parug. Arsegan ran to the gates as soon as he heard of the creatures' violence. All the gates were closed and Narisp was gone.

Arsegan and the security forces now checked all the maps of Parug territory and spread to different areas. Arsegan did not know what would happen to Narisp, but he devoted all his energy and focus to find the creatures so that the city gates would open as soon as possible and he could see Narisp again.

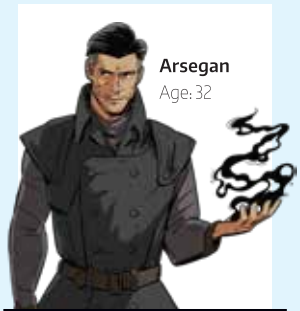
### .The Cause of Violence in Creatures of Mintras

The territory of Parug used as many sources of electricity as possible while expanding its districts and technology. These sources, which distributed electricity throughout the territory, generated lots of heat. Excessive heat had sensitized the minds of Mintrasian creatures and deprived them of the power to think. Mintrasian creatures entered the city to destroy those electricity sources. While everyone thought Mintrasian creatures had invaded the city.

### .Character Introduction

**Residence:** Center of Parug territory

**Story:** During Arsegan's childhood, Parug was under construction and expansion. On one day, Arsegan lost his family, after that he stared at the dark sky every night, telling the night his dreams out loud. The night sky listened well to Arsegan, but could not fulfill his wishes. One night however, the black



sky gave part of its dark force to Arsegan. He felt good and strong with that power and lived his life well until that feeling of power and strength was completely changed by seeing Narisp.

## Components

60 Villains Cards

18 Creatures Cards

24 Reinforcements Cards

01 Arsegan Board

01 Condition Board

01 Reinforcements Boards

60 Clue Cubes in three colors (Blue, Red, Yellow)

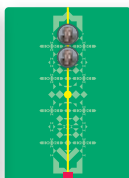
04 Marker Cube (White)

01 Siege Cube (Black)

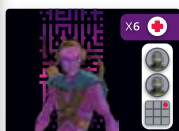
01 Arsegan Standee



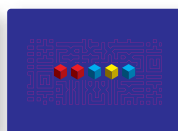
Front of Villains Cards



Back of Villains Cards



Front of Creatures Cards



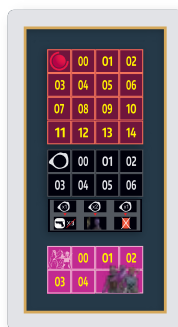
Back of Creatures Cards



Arsegan Board



Reinforcements Boards



Condition Board



Arsegan Standee



Reinforcements Cards



Clue Cubes in three colors (Blue, Red, Yellow)

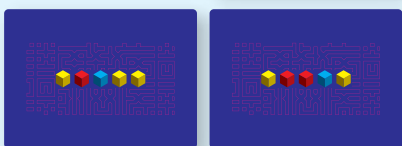


Marker Cube (White)



Siege Cube (Black)

## EASTERN DISTRICT DETECTIVE

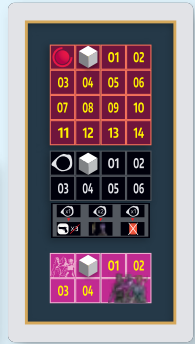


06 Reinforcements      06 Reinforcements      06 Reinforcements

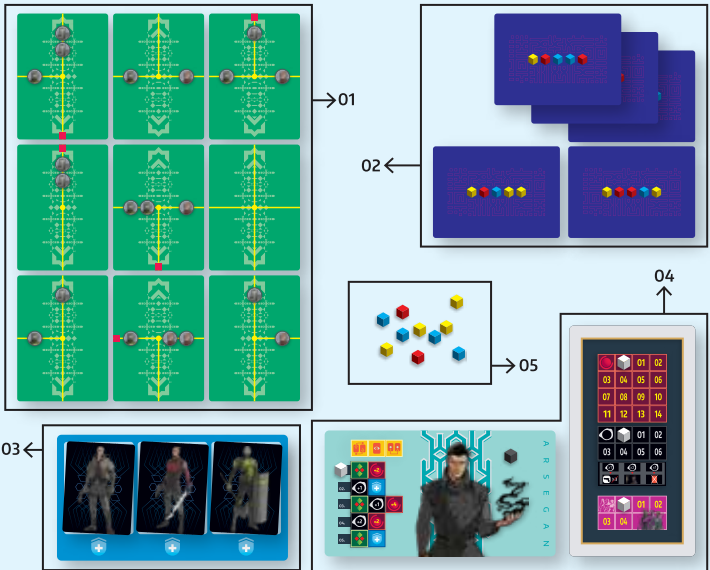


## .Setup

04. Place Arsegan board and condition board close to your play area. Place 1 white marker cube and 1 black siege cube on Arsegan board beside Actions. Place another 3 white marker cubes on zero slots of each Bullet, Dark Force and Creatures Spawn on Condition board. Place Arsegan standee near 3x3 map.



05. There are 60 cubes in 3 colors which are clues, 20 cubes of each color. Separate each color and place them near the map. This is called Clue supply.



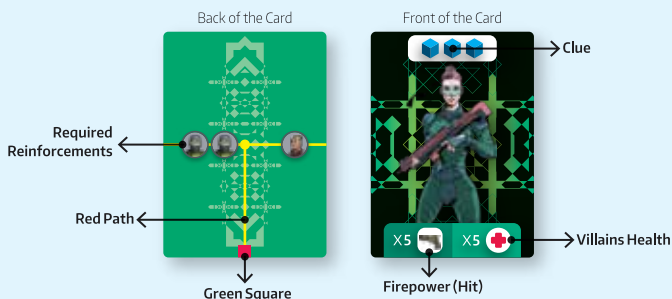
## .Goal

You play as Arsegan in the Eastern District Detective, and you must use the available actions for the best strategy to solve the cases and arrest at least 12 villains and 3 creatures in 24 minutes.

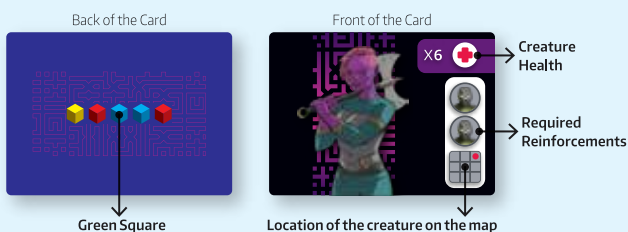
## .End of Play Time

The game ends in 24 minutes.

01. Villains Cards have 2 functional sides. Back side of a villain card shows paths and the need for reinforcements; on the front side, health and power of the villain is depicted. If you arrest the villain, you gain 3 clues of the illustrated colors on top of the card and another clue of desired color.



02. Creatures cards also have 2 sides. Required number of clues is depicted on the back of the creature cards, which means you should obtain those clues (in corresponding color) to find that creature (flip the card face up). On the front side of the creature cards, its health and required reinforcements to arrest it, is written. There is also a marker showing where the creature is placed on the map.



03. On Arsegon board, Actions in each round are separated to two sets, Repeating actions and Sequential actions. Repeating actions are Movement, Card View, Card Swap; which you can use one of them, in each round. After performing a Repeating action, you must choose one Sequential action. Sequential action is numbered from 1 to 5. For example, in your first round of the game, you must choose your Sequential action from set 1(after performing a repeating action) and in your second round you must choose from set 2 and so on.

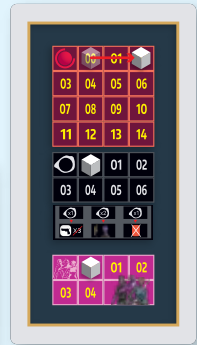
Each time you reach sequential action set 5 and choose one of them, then for the next round you should return to set 1. This cycle is repeated in the whole game. In order to show which sequential action you have chosen in the current round, place a white marker cube on the set.

## Components Description

04. If you choose Dark Force or Dark Bullet as your sequential action, move the white cube marker on the condition board equal to the number of the set which you choose from.



Select 2 bullets in the first box of sequential operations



Increase 2 bullets

Example: In this round, you have chosen Dark Bullet from set 1, therefor you should move the marker on condition board 2 steps.

05. On the Reinforcement Group board, 3 pictures are depicted which you should place 6 identical cards on them. Reinforcements are used to arrest creatures and villains siege operations.



## Villains Cards

## Villains and Creatures Cards Description

There are paths on the back of the villain cards, these linear paths on some cards end in a green square (there is a complete description of the path in the movement activity section). In addition to the routes, required reinforcements are depicted on the back of the cards. In order to solve a card case, the number specified on reinforcement card must be on the map. At the top of the villain cards there are cubes which are Clues, and at the bottom there is a number next to the bullet and a number next to the health.

To arrest a villain, you must have sufficient number of Bullets equal to villain's health and you need Dark Force to deal with the villain Firepower.

## Creatures Cards

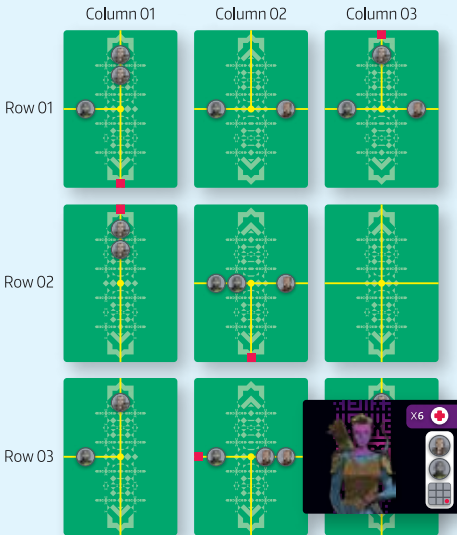
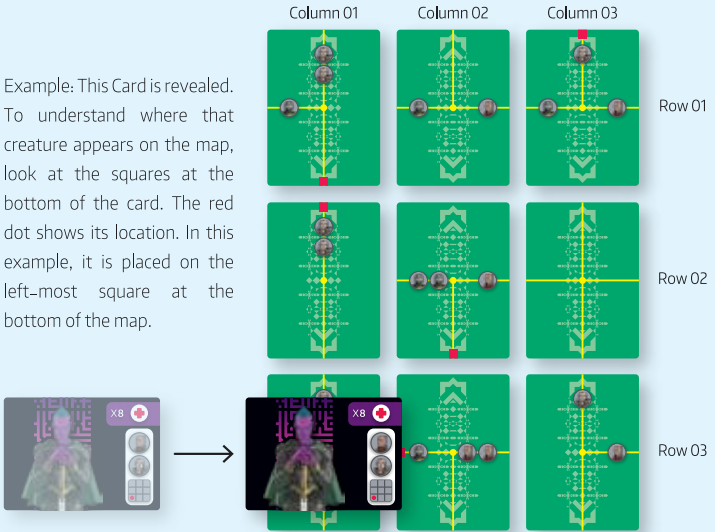
## Villains and Creatures Cards Description

There are Clues with specific colors on the back of the creature card, you have to pay the clue to the bank in the specified number and colors to get the existing card and place it on the map.

At the bottom of the creature card, the location of the creature on the map is indicated, that is, if the red dot is in any part of the map,

that creature will appear in that specified pattern.

Example: This Card is revealed. To understand where that creature appears on the map, look at the squares at the bottom of the card. The red dot shows its location. In this example, it is placed on the left-most square at the bottom of the map.



Example: This Card is revealed. To understand where that creature appears on the map, look at the squares at the bottom of the card. The red dot shows its location. In this example, it is placed on the right-most square at the bottom of the map.



On the top of the creature card there are health and required reinforcement are written. This means that you must have hired the necessary reinforcements in the game and have enough bullets equal to the creature's health to be able to besiege it.

To capture the creature, you must place the Arseagan standee on the card and use reinforcements and bullets to fight the creature.

## Steps of the Game

In each round, you should do the following 2 steps:

### First Step

#### Choosing a Repeating Action

Repeating Actions are constant in the game and you should choose one of Movement, Card View or Card Swap in a round.

### Swapping a card

In the game area, the villain cards are placed face down in a way that rows and columns are formed in 3x3. There are red paths behind the villain cards, some of which have a green square. If you connect a path with Green Square and a red line, to a path with a red line and a green square, it means that you have found clues of villains.

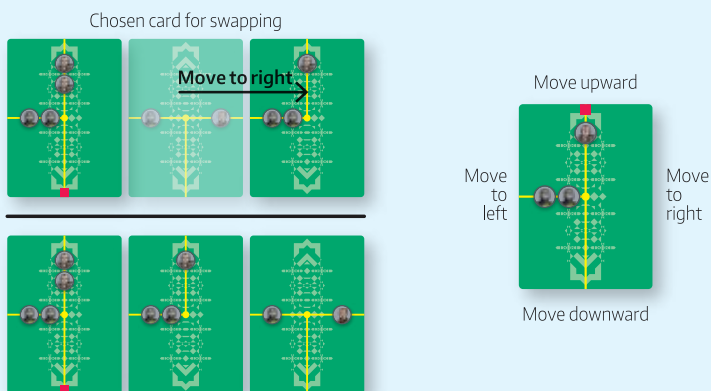
In the game area, the cards are arranged disconnected; you have to swap the cards to connect these paths to each other and find clues. Note that to move the card you want, you can only move that card with another card, and the way to move is down, up, left and right, and you cannot rotate the cards or move them in a diagonal pattern.

To find clues from villains, there must be at least 3 or more cards in the path that end from one green square to another green square. So if you connect a red path with a green square to a red line path and then to a green square path, you will find clues of villains. (You can place more than three cards in the path from one square to the last square).

To swap reinforcements cards in rows or columns, you should use the corresponding action. (Explanation regarding reinforcements cards is in page 14)

#### Example of correct move

The card on the right is move to the center after the center card is move to right.

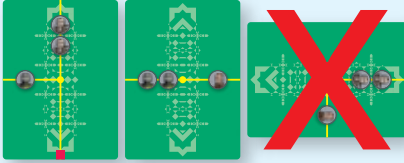
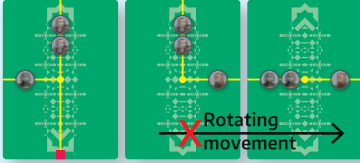




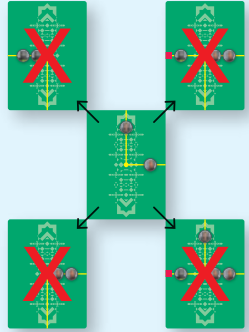
## Example of wrong move

Diagonal or rotating swap is forbidden.

Chosen card for swapping



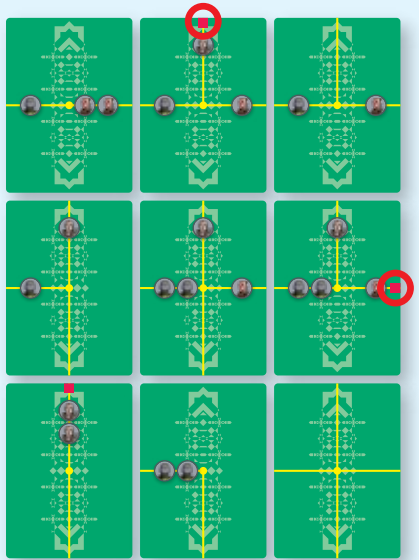
(Prohibition of rotating swap)



(Prohibition of Diagonal swap)

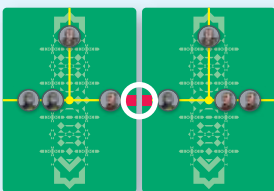
## How to find Clues

In this example, cards are placed randomly in a 3x3 map. In each round you can swap cards once, to find clues you should connect a card with green square to another card with green square.



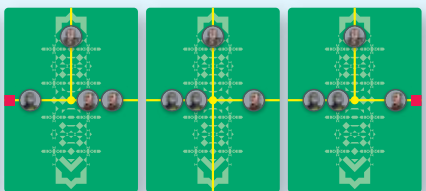
Note that you cannot connect two green squares from two cards. There must be at least one or more cards in the path of the card with green square.

**Wrong**



**X**

**Correct**



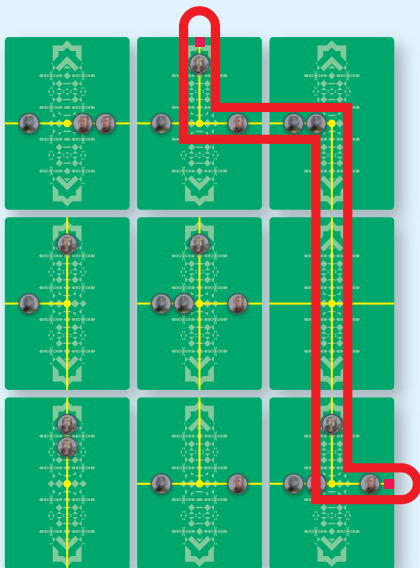
From one square in a card to another square, lies another card. (There can also be more cards)

## Swapping a card

### How to find Clues

Example: Here, we have swapped a card in each previous round, and as it is shown, from a square to another one, a path is created. In this path lies another 2 cards. (This connection is called Finding Clues)

**Note:** As long as Arsegan is in a card you can not move that card. when Arsegan moved from that card you can move that card.



## Card View

In each round you can take a look at one card in the map then put it back face down. This allows you to assess Villain's Firepower and Health so that you have increased your Hit and Dark Force when intervening with Arsegan to deal with that villain.

## Movement

Place Arsegan standee on any cards in the 3x3 map to start the game. Movement action allows you to move Arsegan between 1 or 2 cards. This is done upward, downward or to left or right. Moving Arsegan diagonal is not allowed.

**Note:** Arsegan standee is placed on desired card only at the beginning of the game but in later rounds it is moved from the previous card.



Arsegan Standee

In each round you can only perform one repeating action and then you should do a sequential action.

## .Steps of the Game

In each round, you should do the following 2 steps:

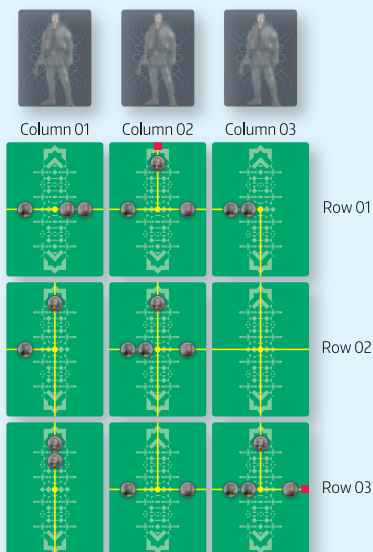
### Second Step

#### Choosing a Sequential Action

First we explain all the activities.

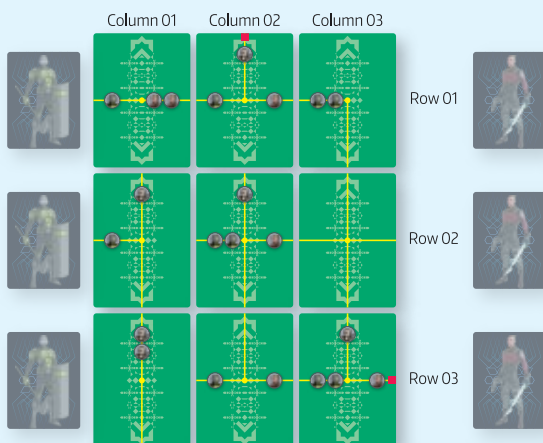
### .Recruit

You can recruit one reinforcement (Paladin, Infiltrator and Enforcer). If you choose the Infiltrator, you should place it above the map in any three places, meaning that Infiltrators are always placed above one column.



If you choose the Enforcer, you should place it on the right side of the map in any three places, meaning that Infiltrators are always placed on one right column.

If you choose the Paladin, you should place it on the left side of the map in any three places, meaning that Infiltrators are always placed on one left column.



## Recruit

You can place only one force on the map by Recruit Action in each round.

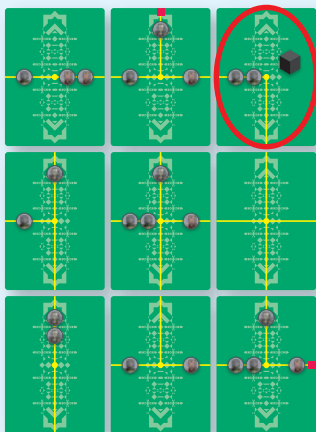
On the back of the villain cards, in addition to the paths, the Required Reinforcement is also shown, which means that by connecting the cards from one square to another, you have only found clues to the villains and you have to besiege them to arrest them.

Now to besiege the villains, select one of the connected cards and place the black cube (siege cube) on the card you have chosen. Villains require Reinforcements to become under siege.

The Paladin is always on the left side of the cards, the infiltrator above the cards and the Enforcer are always on the right side of the cards.

Once you have selected a card for the siege and placed the black cube on it, you must place the required reinforcement for that card in the rows and columns corresponding to that card.

For example, the selected card here needs two Paladins, and to besiege it we have to recruit two guards and place them in the first row. If you already have Paladins in the play area, you must bring the card to the first row by choosing Swap action.

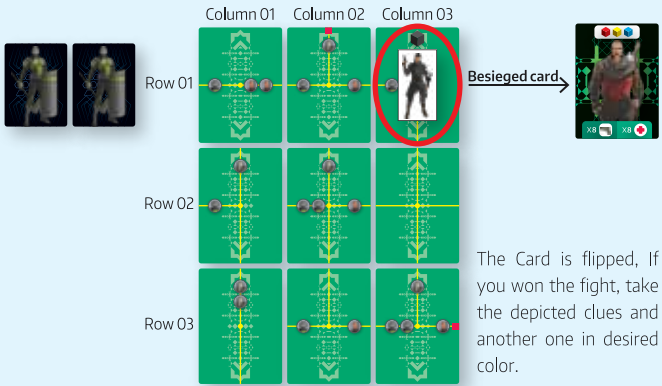


Now in the conflict phase, with the presence of Arsegon and the beginning of the conflict (Arsegon must be present on the card that has the siege cube) in that area, if Arsegon wins the conflict, all the cards along the same path from one square to another will be removed and you arrest those villains. To remove the villain cards, remove one card from the 3\*3 map and then place the new card in the empty spaces and then remove the next card (do not remove all the cards or solved files together).

After the victory, return the number of reinforcement that were engaged in siege to the Reinforcement Board, as required by the villain card in the Resolved Cases section, meaning that these forces have completed their mission and must be recruited again.

In the siege, you observe a villain, and if you win the fight, you

capture all the connected villain cards (paths) and then, according to the color of the clues in the besieged villain card, you take the clues and select a clue with the desired color.



## .Dark Force and Bullet

Bullets are used only in Fight. When you have besieged a villain, place the siege cube on it and bring the Arsegran standee to that card. By selecting the Fight action, you flip the besieged villain card and see the firepower and health of that villain. To defeat the villain, your number of shots must be equal or greater than the villain's health in order to arrest him/her.

Dark Force is used in three occasions:

**01. In Siege:** next to the health of the villain, the Firepower of the villain is written. To evade the villain shooting and win the siege, each Dark Force neutralizes 3 bullets, which means that in the face of with the villain shooting, you have suspended a wall using the Dark Force or surrounded the siege area with black halo so that the villain won't be able to detect you.

For example, if a villain has 8 firepower, you must use 3 Dark Forces to neutralize it.

**02. To remove 1 card:** If in the 3x3 map, a path or paths with a square were not connected to each other, you can remove 1 card from the map by spending 1 Dark Force.

**03. Detaining Creatures:** On the creatures cards in the lower part the amount of health is written in addition to the reinforcement, which means you must have enough bullets according to the number of health. To detain each creature, you must spend 2 Dark Forces in addition to shots to capture that creature.

On the Condition Board, the Bullet and Dark Force numbers are

## Dark Force and Bullet

initially at zero. To increase their number, in the sequential actions sets, you can add the number specified next to the Bullet or Dark Force text on the Condition Board. For example, you are in the sequential action set 1 and you choose between the Bullet and the Dark Force, bullet 2+, that is, you move the white marker cube from zero to 2.

## Fight

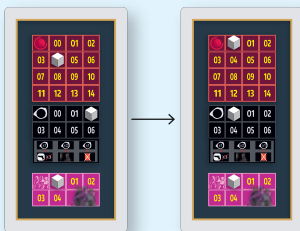
Conflict occurs in two occasions:

**01. In Siege:** When you place the black siege cube on a card, there will be no fight until you place Arsegan Standee on the card. By selecting the Fight action, you flip the besieged card face up. If you can use the required amount of your Dark Force to neutralize the villain's bullets and have enough bullets adequate to the villain's health, you win the fight.

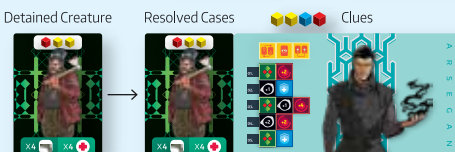
If you win, you remove that card and the cards connected to it (cards that are in the path of one square and end in another square) and place the new cards on the empty spaces (Receive clues according to the color of the clues above the villain card and take a clue with the desired color).

Removed cards are Cases that you have resolved. Put the solved cases in the specific section of the Arsegan Board. Now if you do not have enough Bullets or enough Dark Force when a card is flipped face up in a fight, you will be defeated in the fight, lose all the clues you have collected along with your bullets and Dark Force. That is, the clues are returned to the bank, and the dark force and bullets go to zero on the Condition Board.

To gain more information about the villain you are attacking, you can use the Card View activity in the Repeating Actions slot.



Example: To arrest this villain, who has 4 health, you should have 4 bullets, and each Dark Force neutralizes 3 bullets, so in this case, 2 Dark Forces are needed. By arresting a villain, you spend the required bullets and Dark Force and reduce it from the Condition Board. After you arrest the villain, you take clues in the specified color and select a clue in the desired color.



On the lower side of the card, it is specified in which row and column of the map to place it. For example, after placing the card in the specified location, if you perform an Action, move the white marker cube from zero to 1 on the Condition Board in the Creatures Reveal section. This means that if you cannot catch the creature in 4 rounds, the people of Parug will notice the creature and you fail.

Performing a Repeating Action and a Sequential Action is one round. If the cube on the Appearance of the Creatures is on the number 4 and you cannot catch it and in the next round it reaches the text of the Revelation, you will fail in the mission and the game ends.

To defeat the creatures, Arsegan must go to the region where the creature is located, and by selecting the Fight Action in the Sequential sets, you must have 2 Dark Forces and enough bullets as the health of the creature, and hired the required Reinforcements written on the card (Arsengan must be on the card and the Reinforcements must be deployed in their positions and Fight Action should be chosen).

The image displays two 4x4 grids representing the layout of a 16-ball pool table. The left grid shows the initial setup, and the right grid shows the layout after a break shot.

**Left Grid (Initial Setup):**

	00	01	02
03		05	06
07	08	09	10
11	12	13	14

Below the grid, there are three rows of icons:

- Row 1: 00, 01, 02
- Row 2: 03, 05, 06
- Row 3: x3, x3, x3

**Right Grid (After Break Shot):**

	00	01	
03	04	05	06
07	08	09	10
11	12	13	14

Below the grid, there are three rows of icons:

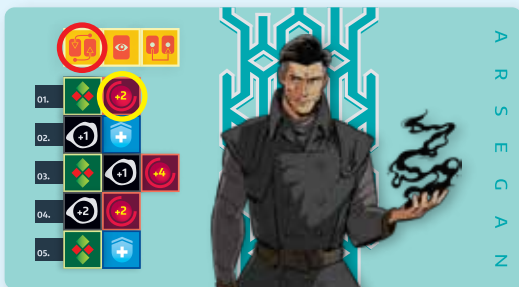
- Row 1: 00, 01, 02
- Row 2: 03, 05, 06
- Row 3: x3, x3, x3

## Sequential Action method

A game round consists of a Repeating Action and a Sequential Action. This means that at the beginning of each round you have to select a Repeating Action and after performing it, select a Sequential Action and do it so the round ends.

After you have selected a Sequential Action from a set in the first round of the game, you must use the following sets in the next round, you are not allowed to return to the previous sets. When you reach set 5, you must return to set 1. This process is repeated until the end of the 24 minute soundtrack.

So in each round, you have a Repeating Action that is constant and you can use one of them in each round. After using duplicate operations, select one at the beginning of the game from set 1 of sequential operations. In the next round, when it comes to selecting Sequential Action, you have to choose from set 2 and so on.



### First Round:

In this example, you have chosen Card Swap from Repeating Action and after that you choose Bullet +2 from Sequential Action Set 1. Move the marker for Bullet on Condition Board.



### Second Round:

Here, you have chosen Card View from Repeating Action in second round and after that you choose Recruit from set 2 (because you cannot choose from set 1 anymore). You take a force from Reinforcement Board and place it on desired row and column.



There are 3 Endings in the game:

01. When the 24 minute soundtrack is finished. In this case you should have arrested at least 12 villains and found 3 creatures to win the game.

At this time in the storyline, Parug's Gates are reopened and the city returns to normal state. Arsegon enters Mintras Land to find Narisp BUT....



## NARISP

02. If you cannot detain a creature in 4 rounds.

At this time in the storyline, creatures reach Electricity Generators and destroy them, then the city plunge into blackout. Parug's Gates remain shut AND.....



03. If Villains or creatures decks runs out. In this case you should have arrested at least 12 villains and found 3 creatures to win the game. Otherwise you lose.



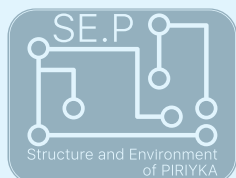
## VILLAINS

### .Challenges Expansions

In times of conflict, when be siegeing or arresting creatures fails, the reinforcements in that mission could not go back to the reinforcement board and will be removed from the game.

### .Scoring

After the 24 minute and the end of the game, you count your points. Every resolved case worth 1 point and every detained creature are 5 points. Count your whole points and record it on the Detective Sheet every time you play the game.



Strategy / Adventure

