

3

- If you've entered a room you may ask one of the other players a question.

question must contain a reason why you think it is written on one of your mystery cards.

For example, a player may ask another player, "Why did you go to the room that is where the victim was found? It is written on one of your mystery cards. *They may have been there.*"

4

- If you've asked your question and received an answer you take note.
- Your turn is now over.

HOW TO WIN

If you think you've figured out who the killer is, go to the room where you think the victim has been murdered and make your accusation. You may then open the concluding envelope. If you're right you win. If you're wrong you're eliminated from the game. You may not tell the other players what you've seen.

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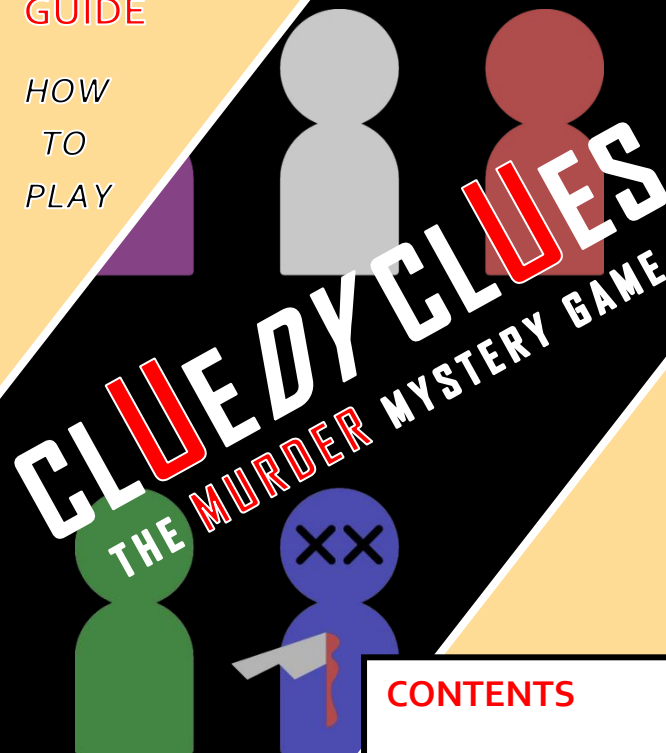
12+

2-5

PLAYERS

GAME GUIDE

HOW TO PLAY



CONTENTS

- gameboard
- concluding envelope
- 5 character tokens
- 40 mystery cards
- 2 dice

WHAT HAPPENED?

There has been a murder! One of you has been murdered by somebody else in the group. Now it's up to you to figure out who the killer is!

To win the game you'll have to find out ***who is who***, ***where they were*** and possibly ***some personal information*** about the suspects: perhaps their hobbies, their favourite holiday destination or maybe what kind of pet they have.

But be aware! Some information might be locked behind devious puzzles or remain shrouded in mystery. And even your best friends may ***lie*** to you.

WHO ARE THE SUSPECTS?



Peter
Purple



Wanda
White



Rosie
Red



Gilbert
Green



Becky
Blue

SETUP

1

- Shuffle the 40 mystery cards and place them in the middle of the board.
- Each choose a character token corresponding to a suspect to play as during the game.

2

- Without looking draw the top three mystery cards from the deck and slide them into the concluding envelope.
- Place the concluding envelope to the side of the board.

3

- Divide the remaining mystery cards equally between the players. Every player keeps their mystery cards secret.
- If any mystery cards remain, place them face-up to the side of the board.

HOW TO PLAY

1

- Everyone rolls a die. The player with the highest score starts.

2

- On your turn roll the dice and move your character token a number of spaces across the board, equal the score of your dice.