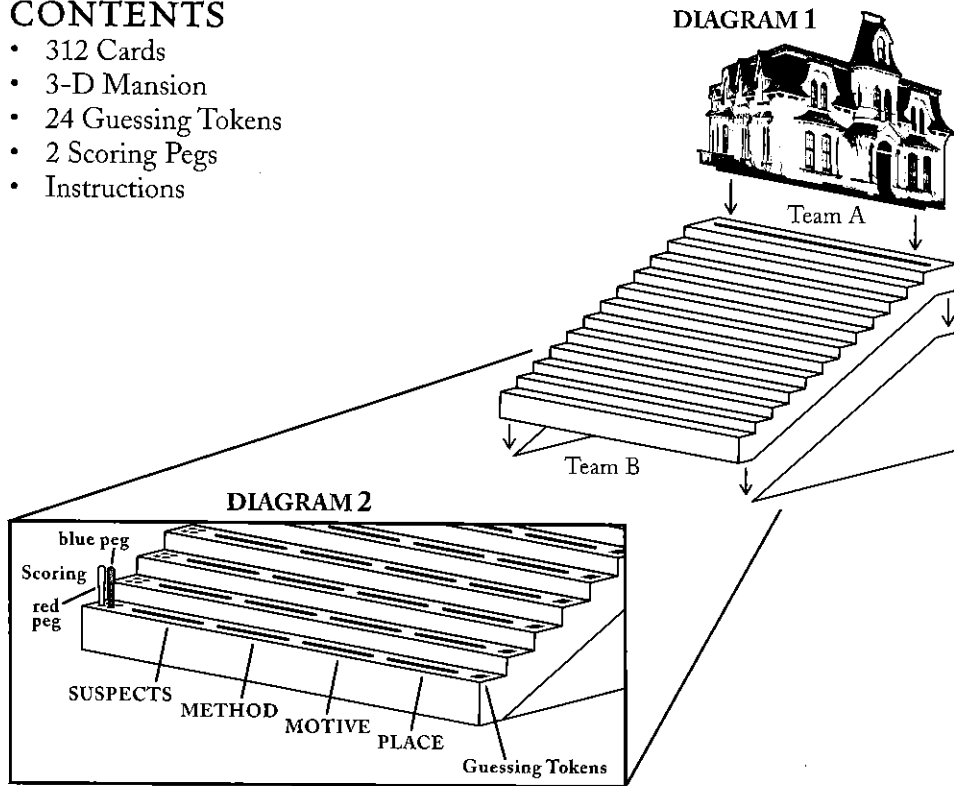


CONTENTS

- 312 Cards
- 3-D Mansion
- 24 Guessing Tokens
- 2 Scoring Pegs
- Instructions



SET UP

1. Assemble the 3-D mansion. (See diagram 1.)
2. Place the mansion header card into the slot at the top of the mansion with the image of the mansion facing the bottom of the steps. (See diagram 1.)
3. Sort the 4 different Murder Mystery Mansion category cards (Suspect, Method, Motive, Place). Each category has 6 different types of cards. Put each type into its own pile. You will end up with 24 different piles across the 4 major categories. (See table 1.)
4. Team A will use the red peg and Team B will use the blue peg. Team A will move their peg up the left hand side and Team B will move their peg immediately to the right of Team A's peg. (See diagram 2.)
5. The team creating a mystery (Team A) will take one set of 24 cards. (4 categories x 6 per category) and use these to create the murder scene. Team A needs to sit *behind* the mansion header card.

OBJECTIVE

Solve the mystery by correctly identifying the murderer, the method, the motive and the place.

MURDER MYSTERY MANSION CARDS

All of the Murder Mystery Mansion cards are two sided, allowing both teams to view the cards.

TABLE 1

CATEGORIES	POSSIBILITIES
SUSPECTS	Amber; Eugene; Lily; Rusty; Spyder; Venus
METHOD	Cyanide; Electrocuted; Pushed Down the Stairs; Shot; Stabbed; Venomous Snake
MOTIVE	Fame; Jealousy; Love; Money; Power; Revenge
PLACE	Bathroom; Bedroom; Closet; Game Room; Garden; Kitchen

HOW TO PLAY

1. Split into two teams.
2. Team A creates a mystery by choosing one specific card from each category and placing the cards into the colored slots behind the mansion without showing Team B (the team trying to solve the mystery).
3. Starting on the bottom step of the mansion, Team B tries to solve Team A's mystery by choosing one card from each category and placing the cards into the first four slots (left to right) in the bottom step of the mansion. (See diagram 2.)
4. Team A then tells Team B the number of cards they got correct out of the four. A guessing token with the number correct is placed, by a member of Team A, into the space to the right of the row where the guesses were made for that round. (See diagram 2.)
5. Based on Team A's response, Team B continues trying to solve the mystery by choosing one Suspect, Method, Motive and Place card. After each guess, Team A indicates with a guessing token how many of Team B's guesses are correct for that round.
6. The process is repeated until Team B solves the mystery by getting all of the four cards correct.

HINT: Try changing just one card per round so you can learn something definite. Use your logic muscles by considering the information from earlier rounds to deduct the likely correct solution.

7. Once Team B solves the mystery, Team A and Team B swap roles.

NOTE: If a team does not solve the mystery after 12 guesses, their turn is over and they do not move up any spaces.

SCORING

1. After a team solves a mystery, starting from the bottom they move their scoring peg up the holes on the left side of the mansion steps. The number of spaces to move is listed in the table below.
2. Only the team solving the mystery is allowed to move their scoring peg.

HOW TO SCORE

Solved on Step	Spaces to Move Peg
1	14
2	12
3	10
4	9
5	8
6	7
7	6
8	5
9	4
10	3
11	2
12	0

WINNING THE GAME

The first team to reach the mansion or get closest to the mansion wins.



For 2 or More Players • Ages: 8 & Up

Murder Mystery Mansion™

The Classic Whodunnit Game



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