

Mia Mystery

To begin: Grab a game pack, assemble up to five players (including yourself), and head up to the third floor.

Game pack includes

- Name Tags
- 5 Suspect Cards
- 5 Weapon Cards
- 7 Room Cards
- “Crime” Envelope
- 6 Dice Cards (numbered 1-6)
- 5 Pencils + Writing Paper

Directions

The game begins in the Hall (aka Mary C. and Walter C. Briggs Gallery, Gallery 332). Each player selects a character and puts on the corresponding name tag. Players play in the following order: Miss Charlotte, The General, Mrs. Coustard, The Cardinal, and The Comtesse. All players start in the Hall and move together as a group throughout the game.

1. Download PDF to print cards.
2. Shuffle the Suspect, Weapon, and Room card packs separately. Without looking, select one card from each pack. Place all three in the “Crime” envelope. These cards hold the secret to the crime you are attempting to solve.
3. Shuffle the remaining Suspect, Weapon, and Room cards together. Deal one card to each player in a clockwise direction until all cards have been dealt.
4. Play begins as the first player selects a dice card from the pack. The number on the card equals the number of doorways through which the group must move. The group cannot go through the same doorway twice in a single play.
5. Once the group has entered a room, the player whose turn it is can make a “suggestion” about the murder. The player names a Suspect, a Weapon, and the Room that the group currently occupies. (For example: “I suggest that the crime was committed in the Library, by The Cardinal, with the Knife.”) A “suggestion” cannot be made for a room not occupied by the group at that time.
6. The other players must disprove the “suggestion”—if they can. In the order of play, the first player who holds one of the cards (Character, Weapon, or Room) named in the “suggestion” secretly shows it to the accuser. Only one card can be shown to the player who made the suggestion. Throughout the game, it is important to note who holds which cards. Record these notes using the pencils and paper provided.
7. If the suggestion is disproved, the next player selects a dice card and all players proceed around the board together.
8. If the suggestion cannot be disproved, the player who made the suggestion can make an “accusation.” The player must state the accusation and then look into the envelope holding the secret cards without showing the other players. If the accusation is correct, the player wins. If it is incorrect, the player is disqualified. If, on the other hand, the player decides against making an accusation, play continues in the order established.

* An accession number on each card, when entered on artsmia.org, provides details about the featured artwork.