

Mystery Mess Cheatsheet

 Any Timeframe  Any Number  Flexible Prizes  Introduces Luck

Setup

1. Schedule roughly four weeks for the contest.
2. Choose a goal or task for players to accomplish each week
 - A. This can be a recurring goal
 - B. You can also create one new goal each week
3. To set up the game, place one random suspect, food, and location card into the confidential envelope. These are the details of the crime.
4. Split the remaining evidence cards into five equal piles, one for each week of the contest, and an additional pile for the introduction.
5. Print out a gameplay sheet for each player so that they can keep track of their evidence as the game progresses.
6. Choose a consolation prize and a grand prize.

Gameplay

1. Each week a player hits their goal, they are shown the corresponding evidence so they can mark it on their gameplay sheet.
2. After the last week, players are allowed to make an accusation by naming a suspect, a food item, and the location where they believe the mess is located.
 - A. Assuming that your deck includes an equal number of suspects, foods, and location cards, players who have hit all their weekly goals will have the correct answer.
3. Each player who participated gets a consolation prize.
4. Each player who makes the correct accusation will be entered to win a grand prize drawing.

Variations

1. If you want to make it harder, remove a couple of pieces of evidence from the five piles before starting.
2. If you are playing remotely, everything can be done with email and photos.