

MEET THE SUSPECTS



Arlo Mudd is not afraid to tell strangers about all the bad things in his life, and there's A LOT of them. When you get coffee from him, you get two things – an average drink and a sad story. Coffee doesn't bring him up. He brings coffee down. Please remember though, he's not a barista. He's an artist. Coffee is just a side hustle. Do you want to see his art? Heck no, it's awful.



Effie Chatterton is pretty sure you're doing something wrong, and she's going to find out about it. She loves pointing out everyone else's mistakes because she's never made one before. The queen of passive aggressive suggestions, she knows ALL the neighborhood gossip and ALL the neighborhood HOA violations. She's the kind of person that begins every sentence with "Well, the thing is..."



Chef Gustav Gasket is so intense grease doesn't splatter on him, it splatters away from him. Nothing makes him angrier than your weird food allergy that nobody has ever heard of before. Don't complain about his food, or you'll find that his temper is hotter than his hot sauce. He posts pictures of his cooking knives like other people post pictures of their dogs. One time a sous chef said, "Take a chill pill," and nobody ever saw him again.



Tabbytha Tucker loves cats and plastic surgery. The only thing she loves more is getting plastic surgery to look like a cat. It's her number one hobby, and she thinks she looks purr-fect. Her face barely moves, but in her heart, she's playing with a ball of yarn. She was born rich and has learned money can't buy you friends. But it can buy you a weird cat face. Rawr!



Mr. REDACTED has a rare superpower – he can connect any two unrelated events in history and find meaning where absolutely no meaning exists. He hasn't been outside in 37 months because outside is where they get you. Who are they? Only he knows. If you're willing to come inside, he'll enlighten you and tell you all the secrets. You'll probably be shocked, but SHHH, keep your voice down. They're always listening.



Mimi_Hax19 has been awake for 36 hours straight playing her video game. Is she playing in her mom's basement? Get real. She bought a house with the money she made winning tournaments, and her mom lives in *her* basement. Human interaction? Ummm, it's called playing online with a headset, obvi. Now please excuse her, she needs to upload a new video to her YouTube channel. Like and subscribe!



Vander Von Vapid III won't show you pictures of his kids, but he will show you pictures of his boat. That's his true baby. He's never played a round of golf in his life, yet he's a member of the country club merely for the status. His shirt collars are permanently popped which forces his chin up, so he can look down upon you. He constantly says things like, "It is what it is" and "Agree to disagree," and you'll disagree with him - frequently.



Gabby Gains lives by the motto "Getting trim in the gym," a motto she made up. She uses it every time she posts a workout photo, which is roughly 17 times per day. Her happy place is a yoga mat and her bestie is an exercise bike. She likes the smell of sweat so much, she found a sweat scented candle from an obscure website, and lights it while she sleeps. Her worst nightmare is a gym with closing hours, and she NEVER skips leg day.



Margo Meanders has been to more places than you, and you're gonna hear about them. Oh, the food in Rome! Oh, the history in Japan! Oh, the people in Brazil! If you don't have time to hear about them now, that's okay, she'll just tell you about them as you walk away. The camera on her phone is always flipped so she can take a selfie at a moment's notice. It seems like she's constantly on vacation. Does she even have a job?



Preston Pinewood doesn't need a compass in the forest because his moral compass guides him. No bending the rules is his golden rule. He won't just tell you not to jaywalk - he'll write a song about it and then sing it to you. If a rattlesnake bit him, he would compliment the snake on a good bite, and then use his "snake bite repair kit" to fix the situation. He's earned every merit badge ever, including some they made up just for him.



Ivy Meadows has a COEXIST bumper sticker, but if she catches you not recycling, you better put on your eco-friendly shoes and run! The only thing ruining the earth more than plastic bags is your lack of effort. She wouldn't be caught dead without a petition in her hand. She's helped save the whales, save the bees, save the fruit flies, you name it. She spends most of her free time in a community garden humming show tunes to flowers.



Ca\$h 401k is the bad boy of the buffet. He'll take a second plate before he's finished with the first because rules don't apply to him. He may be retired, but he likes to party! If his gout isn't acting up, you can find him at the bingo hall making it rain. Keep him away from your Nana though, he has a reputation for breaking hearts at the senior center.

DIE ACTION GUIDE



YES OR NO QUESTION



GUESS 2 SUSPECTS



GUESS 2 WEAPONS



GUESS 2 MOTIVES



SCALES OF JUSTICE



WILD



GHOSTED

THE GAME OF BOO-DUNNIT

AGES 10+



3-6



30

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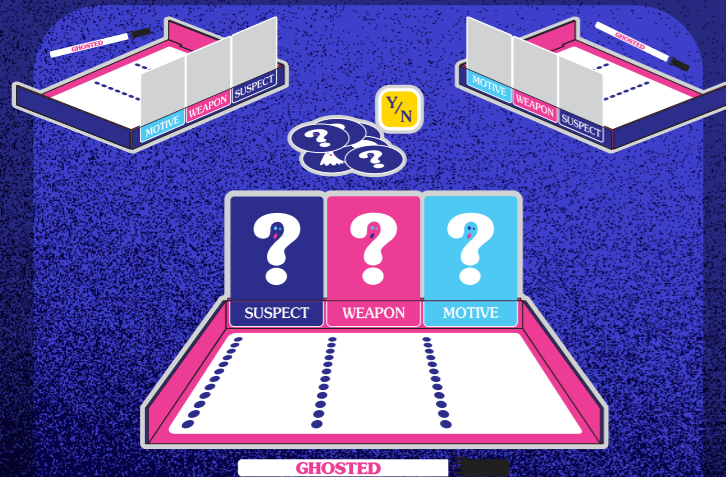
36 Cards (12 Suspect Cards, 12 Weapon Cards, 12 Motive Cards), 6 Evidence Boards, 6 Dry Erase Markers, 6 Tokens, 1 Die

OBJECTIVE:

Be the first player to solve your own demise from the great beyond.

SET UP:

- Each player takes one Evidence Board and one Dry Erase Marker.
- Separate the Suspect, Weapon, and Motive cards into their own decks.
- Shuffle each individual deck and give **one** Suspect Card, **one** Weapon Card, and **one** Motive card to each player **face down**.
- Without looking at the front of the Cards, each player places the three Cards face-out into their Evidence Board for all other players to see. **Note: You should NOT be able to see your own Cards. If you do, replace them with new Cards.*
- Shuffle the remaining Cards (Suspect, Weapon, and Motive) together into a single deck, then deal them **equally** among all players face-down. Each player may look at their own Cards, but should not show them to other players.
- Mark the Suspects, Weapons, and Motives that other players have in their Evidence Boards as well as any Cards that you have in your hand. **Note: In a 5-player game there will be one extra Card. In this case, reveal the extra Card. All players should mark it on their Evidence Boards. This Card is then removed from the game.*
- Place the Tokens and Die into the center of the play area.
- The player with the best ghost impression goes first.



Example of a game set up and ready to play.

HOW TO PLAY:

Take turns going clockwise from the starting player. On each turn, a player has two choices. They can either **Roll the Die OR Make a Final Accusation**.

ROLL THE DIE:

There are six possible actions on the die. Refer to the back page of the instructions for a visual guide. Keep this guide visible during the game for a quick reference.



Yes or No Question

The roller asks a player of their choice one question that can only be answered with a “yes” or a “no.” They may ask a specific question like, “Was I killed because I knew too much?” Or a more general question like, “Is my weapon sharp?”



Guess 2 Suspects

The roller selects another player and guesses two Suspects. If that player has either of the Suspect Cards in their hand, they **secretly** reveal **one** of the Suspects to the roller. The roller then marks that Suspect off on their Evidence Board and their turn is now over. If that player **does not** have either of the Suspect Cards in their hand, the roller’s turn ends. **Note: If a player has both Suspect Cards in their hand, they only reveal one to the roller.*



Guess 2 Weapons

The roller selects another player and guesses two Weapons. If that player has either of the Weapon Cards in their hand, they **secretly** reveal **one** of the Weapons to the roller. The roller then marks that Weapon off on their Evidence Board and their turn is now over. If that player **does not** have either of the Weapon Cards in their hand, the roller’s turn ends. **Note: If a player has both Weapon Cards in their hand, they only reveal one to the roller.*



Guess 2 Motives

The roller selects another player and guesses two Motives. If that player has either of the Motive Cards in their hand, they **secretly** reveal **one** of the Motives to the roller. The roller then marks that Motive off on their Evidence Board and their turn is now over. If that player **does not** have either of the Motive Cards in their hand, the roller’s turn ends. **Note: If a player has both Motive Cards in their hand, they only reveal one to the roller.*



Scales of Justice

The roller guesses one Suspect, one Weapon, and one Motive. The other players then reveal **how many** they’ve guessed correctly (0, 1, 2, or 3) but not **which ones** are correct. If the roller guesses all three Cards in their Evidence Board correctly, they immediately win the game. **Note: If the roller doesn’t guess all three Cards correctly, they are NOT out of the game. That only happens in the Final Accusation.*



Wild

The roller may choose any one of the five actions they would like to take.

MAKE A FINAL ACCUSATION:

If a player believes there is enough evidence to solve the crime, they do not roll the Die. Instead, they make a Final Accusation of one Suspect, one Weapon, and one Motive. If the player is right, they win the game! If they’re wrong, they are out of the game and play continues. Once a player is out of the game, they must reveal the Cards in their hand to all other players.



TOKENS:

- If a player rolls the Die, but the action has already been solved, the player takes a Token and their turn is over. *For example, if a player rolls “Guess 2 Suspects” but they’ve already figured out who the Suspect is, they take a Token.*
- If on the next turn, the player *again* rolls an action that has been solved, they may use their Token and choose any of the actions on the Die. Once a Token has been played, place it back into the center of the play area. A player may only have one Token at a time.

WINNING:

The first player to announce the correct Suspect, Weapon, and Motive wins the game and becomes the “afterlife” of the party! A player may win by either making a correct Final Accusation on their turn OR by rolling the Scales of Justice symbol and guessing all three Cards correctly.



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