

Murder & Mingle[©] - Print & Play



Instructions

1. Print the following pages 2-21 double-sided on thick paper
 2. Character cards (8), Object cards (10),
 6. Action cards (3 Murder, 3 Catch, 3 Save)
 8. Action cards (16 Character Mingle)
 10. Action Cards (25 Non Character Mingle)
 16. Rule cards (8)
 18. Room cards (18)
2. Cut out the cards with a sharp knife or scissors (9 per sheet)
3. Add suitable meeples (1 of each color) and markers (3 of each color)
4. Add suitable room symbols or play with the room cards face up
5. Read the rule cards or download the rules from <http://novasuecia.se/murder/files/Murder%20Rules.pdf>
6. Enjoy your game!

Mingle & Murder - Print & Play is free but we would appreciate feedback (both about what is good and what may be better) to nicholas.hjelmberg@gmail.com.

A printed version is available at <https://www.thegamecrafter.com/games/mingle-murder>.



- Character Card -

GUEST



Aunt Agatha
Hostess of the dinner party



Keep your Character card open. Use your catch phrase to interact with the others:

"It is young men and women like you who make a person with the future of the race at heart despair."



- Character Card -

GUEST



Lady Sophie Sapphire
Niece of Aunt Agatha



Keep your Character card open. Use your catch phrase to interact with the others:

"You may trust me to keep your secret, I only share secrets with people I trust."



- Character Card -

GUEST



Sir Bertram Butterscotch
Nephew of Aunt Agatha



Keep your Character card open. Use your catch phrase to interact with the others:

"I am not only Aunt Agatha's favorite nephew, I'm her only nephew as well."



- Character Card -

GUEST



Colonel Clemens Clementine
Beau of Aunt Agatha



Keep your Character card open. Use your catch phrase to interact with the others:

"This party reminds my of my latest battle, only less civilized."



- Character Card -

GUEST



Reverend Roderick Rum
Reverend of the local parish



Keep your Character card open. Use your catch phrase to interact with the others:

"No Sir/Mylady, a few virtues are not sufficient to lighten many vices."



- Character Card -

GUEST



Valet Valerian Violet
Valet at Aunt Agatha's Mansion



Keep your Character card open. Use your catch phrase to interact with the others:

"Pardon me for asking, Sir, but are you proposing to appear in public in those garments?"



- Character Card -

GUEST



Chambermaid Cherry Crimson
Chambermaid at Aunt Agatha's Mansion



Keep your Character card open. Use your catch phrase to interact with the others:

"All employers are like horses — they require management."



- Character Card -

GUEST



Gardener Graham Grassleave
Gardener at Aunt Agatha's Mansion



Keep your Character card open. Use your catch phrase to interact with the others:

"I beg to differ, Sir/Mylady, I do believe the grass is greener on the top side."



- Object Card -

MURDERER



You have grown weary of some of the Agatha's family or staff members.

Your object is to murder **two (2)** Guests by having them draw a Murder card.

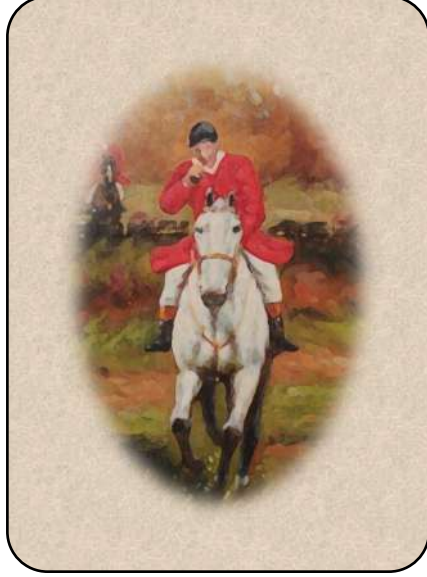
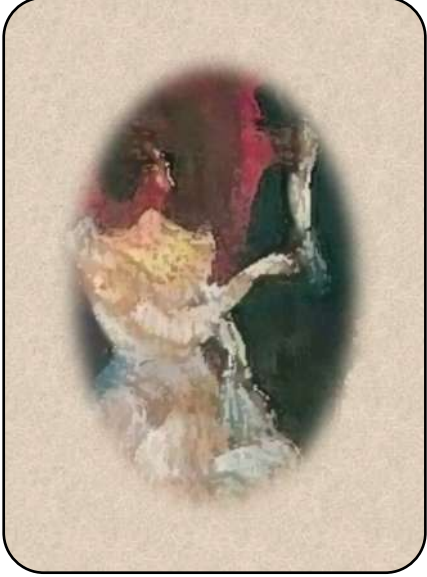
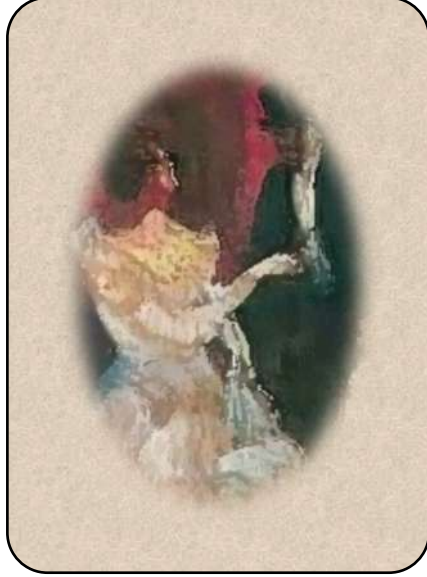


Beware of playing too many at the same time or they may be traced to you.

Also beware of the Inspector and the Doctor so that they do not draw your Murder cards.

Keep your Object card hidden. If you attain your object, read your motive out loud:

"This is really the best for the family."





- Object Card -
GUEST



A network and a fortune is indispensable.

Your object is to search the Mansion for
Three (3) Mingle cards from different Guests
OR three (3) Room cards from:



GARDEN



KITCHEN



LIBRARY

Keep your Object card hidden. If you attain
your object AND have none of your own
Mingle cards, read your motive out loud:

*"We nobles honor our roots. That is why I
cultivate my garden."*



- Object Card -
GUEST



A network and a fortune is indispensable.

Your object is to search the Mansion for
Three (3) Mingle cards from different Guests
OR three (3) Room cards from:



CELLAR



LIVING
ROOM



TROPHY
ROOM

Keep your Object card hidden. If you attain
your object AND have none of your own
Mingle cards, read your motive out loud:

*"I'm a simple man/woman. Sitting in an
armchair, sipping a port, and admiring my
trophies is enough to satisfy me."*



- Object Card -
GUEST



A network and a fortune is indispensable.

Your object is to search the Mansion for
Three (3) Mingle cards from different Guests
OR three (3) Room cards from:



BEDROOM



LIBRARY



LIVING
ROOM

Keep your Object card hidden. If you attain
your object AND have none of your own
Mingle cards, read your motive out loud:

*"A gentleman's home is his castle. I care
little for the depraved world outside of it."*



- Object Card -
GUEST



A network and a fortune is indispensable.

Your object is to search the Mansion for
Three (3) Mingle cards from different Guests
OR three (3) Room cards from:



CELLAR



DINING
ROOM



KITCHEN

Keep your Object card hidden. If you attain
your object AND have none of your own
Mingle cards, read your motive out loud:

*"I appreciate the concerns for my health but
in my opinion, you are quite mistaken about
my eating and drinking habits."*



- Object Card -
GUEST



A network and a fortune is indispensable.

Your object is to search the Mansion for
Three (3) Mingle cards from different Guests
OR three (3) Room cards from:



GARDEN



DINING
ROOM



STABLE

Keep your Object card hidden. If you attain
your object AND have none of your own
Mingle cards, read your motive out loud:

*"I do not wish to confine myself to the four
walls of a building, provided, of course, that
the countryside is walled."*



- Object Card -
GUEST



A network and a fortune is indispensable.

Your object is to search the Mansion for
Three (3) Mingle cards from different Guests
OR three (3) Room cards from:



BEDROOM



STABLE



TROPHY
ROOM

Keep your Object card hidden. If you attain
your object AND have none of your own
Mingle cards, read your motive out loud:

*"The Englishman never enjoys himself
except for a noble purpose,
such as fox hunting"*



- Object Card -
GUEST



A network and a fortune is indispensable.

Your object is to search the Mansion for
Three (3) Mingle cards from different Guests
OR three (3) Room cards from:



THREE (?) CARDS FROM ANY ROOMS

Keep your Object card hidden. If you attain
your object AND have none of your own
Mingle cards, read your motive out loud:

*"You are all here to enrich yourselves and
there is only one way to preclude it."*



-Object Card -
INSPECTOR



You are Inspector Speckle,
investigator of the murders.

Your object is to reveal the Murder
by drawing **one (1)** Murder card.



Your object is also to have the Guests draw
your Catch cards to delay their objects.

Keep your Object card open. If you attain
your object, read your motive out loud:

*"I would have solved those murders much
earlier if you had not interfered with the
evidence all the time."*



- Object Card -
DOCTOR



You are Doctor Douglas,
family practitioner of Aunt Agatha.

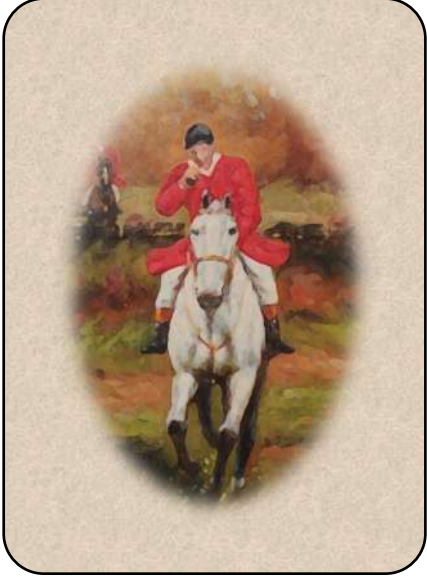
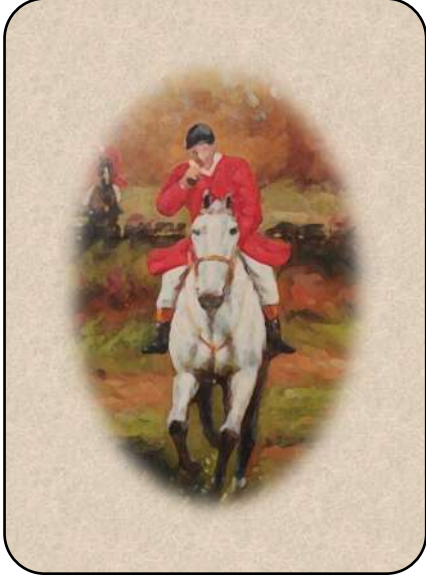
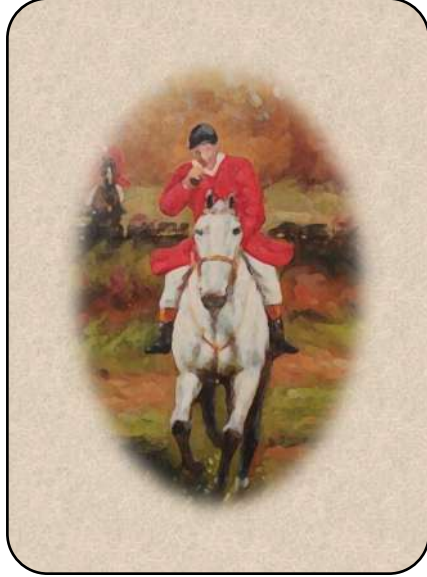
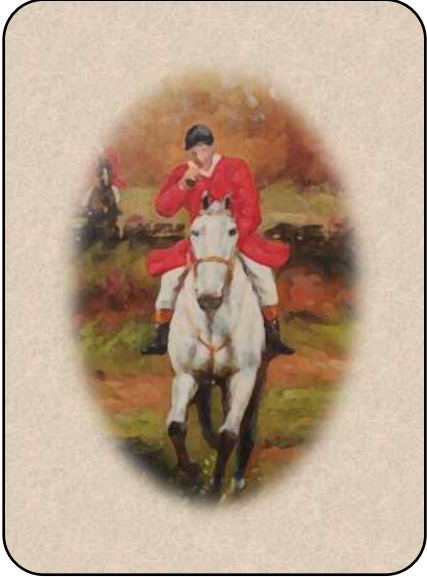
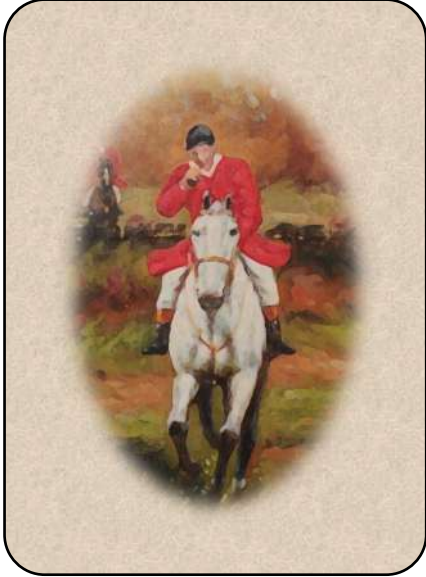
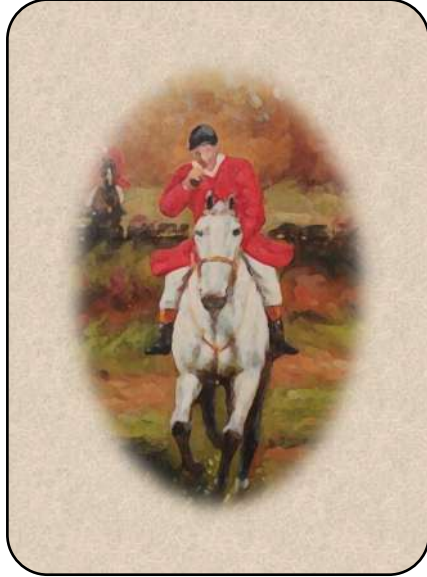
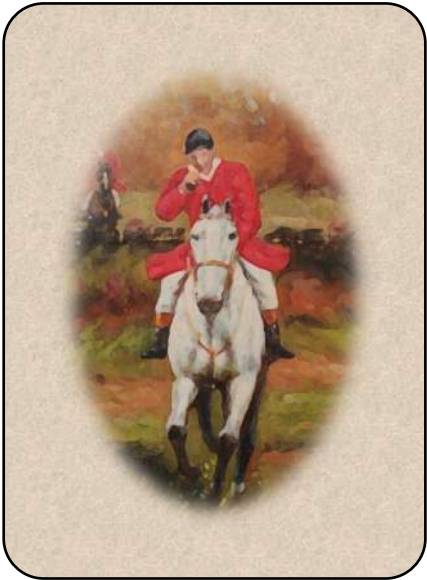
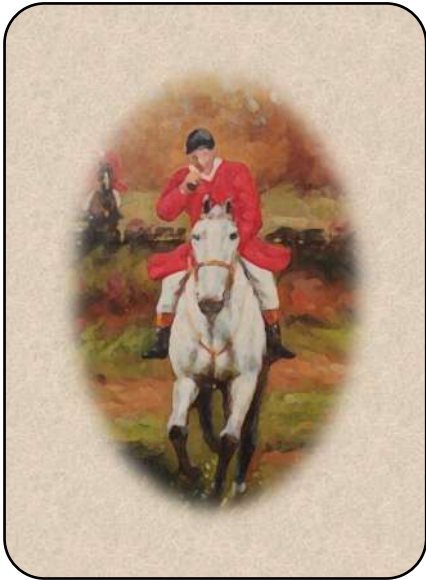
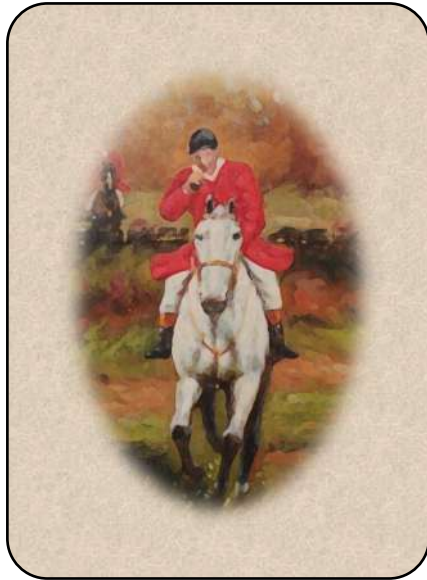
Your object is to save **two (2)** Guests, either
by having them draw your Save cards or by
drawing a Murder card yourself.



You may also count Murder cards left in the
Mansion at the end of the round as half.

Keep your Object card open. If you attain
your object, read your motive out loud:

*"I would recommend all of you a vacation
as this mansion may inflict a bad health."*





- Action Card -
MURDER



Guest: You are murdered. Reveal the card and return any Room cards. Your new object is to conclude who murdered you and haunt him/her. (If the Doctor is in play, a Save card saves you.)

"I fear the fish was not quite fresh but I expect I shall feel better after tea."



Murderer: Your murder attempt fails. Pretend you drew a Mingle card and keep it hidden.

"Splendid party, wouldn't you say?"



Inspector: You catch the Murderer in the act. Reveal the card and ask the Murderer to reveal him- or herself. **You win the game.**

"It is my regrettable duty to inform you that you are arrested for murder, Sir/Lady..."



Doctor: You prevent a murder. Place the card in front of you face up. With **two (2)** Murder cards (count face down as half), **you win the game.**

"I would ordinate a strict diet."



- Action Card -
MURDER



Guest: You are murdered. Reveal the card and return any Room cards. Your new object is to conclude who murdered you and haunt him/her. (If the Doctor is in play, a Save card saves you.)

"How awkward. My dinner jacket has been penetrated by a bullet."



Murderer: Your murder attempt fails. Pretend you drew a Mingle card and keep it hidden.

"I must complement you on your new..."



Inspector: You catch the Murderer in the act. Reveal the card and ask the Murderer to reveal him- or herself. **You win the game.**

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Doctor: You prevent a murder. Place the card in front of you face up. With **two (2)** Murder cards (count face down as half), **you win the game.**

"I advise against firing a gun indoors."



- Action Card -
MURDER



Guest: You are murdered. Reveal the card and return any Room cards. Your new object is to conclude who murdered you and haunt him/her. (If the Doctor is in play, a Save card saves you.)

"Are you certain that hemp ties/neck laces are in fashion nowadays?"



Murderer: Your murder attempt fails. Pretend you drew a Mingle card and keep it hidden.

"This will be the talk of the high society."



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"It is my regrettable duty to inform you that you are arrested for murder, Sir/Lady..."



Doctor: You prevent a murder. Place the card in front of you face up. With **two (2)** Murder cards (count face down as half), **you win the game.**

"Please give the patient some air."



- Action Card -
CATCH



Guest: You are observed by the Inspector. Reveal the card. Return it to the Inspector at the end of the round. If you have any Room cards, also return **one (1)** Room card to the Mansion.

"I assure you, Sir, I was merely admiring it."



Murderer: Same as Guest. (You are NOT caught murdering, only stealing.)

"I assure you Sir, I was merely admiring it."



Inspector: Your investigation yields no result. Keep the card and try again next round.

"I can say with confidence that the murderer is one in this room."



Doctor: You are disturbed by the Inspector's allegations. Reveal the card and return it to the Inspector.

"You're quite mistaken, Sir, I AM a Doctor."



- Action Card -
CATCH



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Doctor: You are disturbed by the Inspector's allegations. Reveal the card and return it to the Inspector.

"You're quite mistaken, Sir, I AM a Doctor."



- Action Card -
SAVE



Guest: You are examined by the Doctor. Reveal the card. If you also get a Murder card, you are saved. Return both the Save card and the Murder card to the Doctor at the end of the round.

"But Doctor, it's nothing wrong with THAT!"



Murderer: Same as Guest.

"But Doctor, it's nothing wrong with THAT!"



Inspector: You are annoyed by the Doctor's insinuations that you have a bad health.

"I really have no time for this. I have murder to solve, you see."



Doctor: Your examination yields nothing. Keep the card and try again next round.

"You're all well and healthy."



- Action Card -
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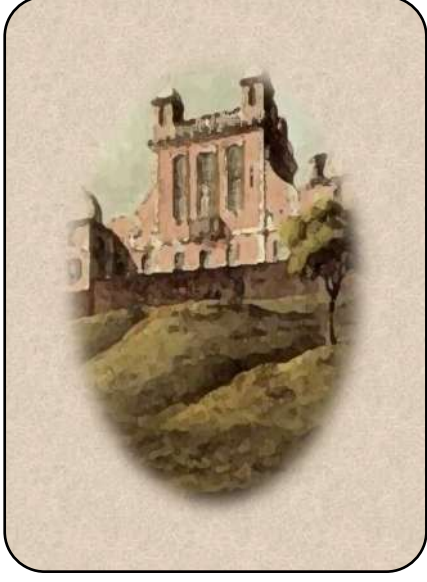
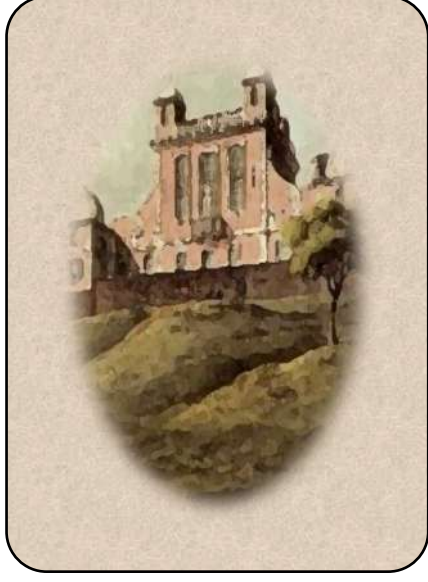
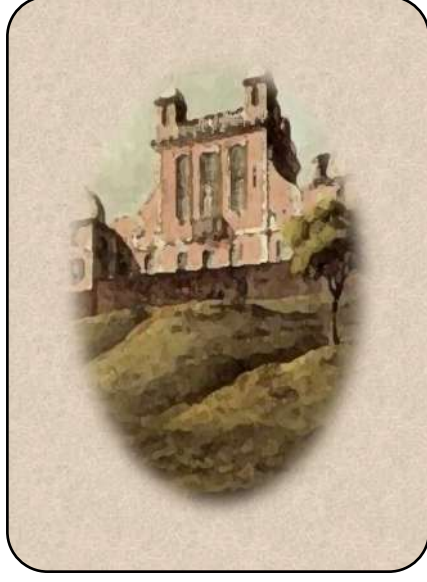
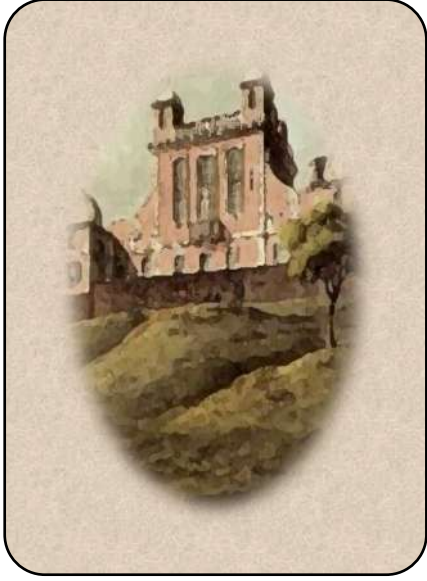
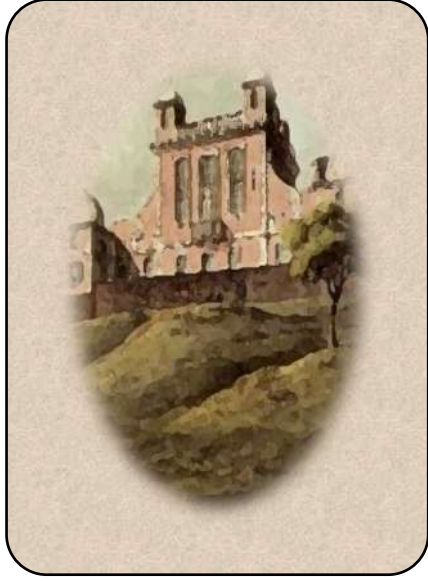
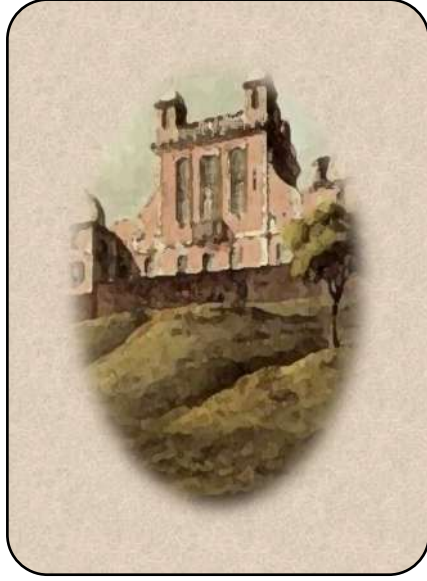
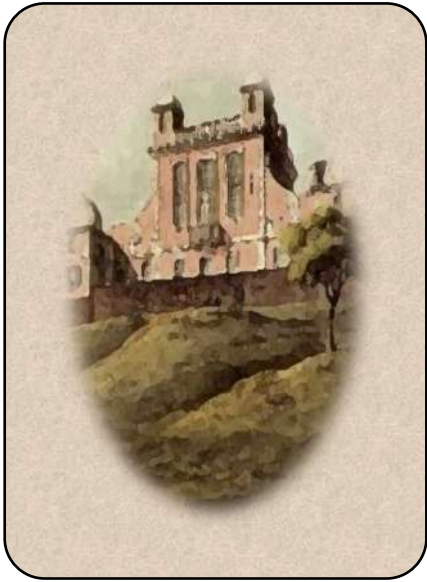
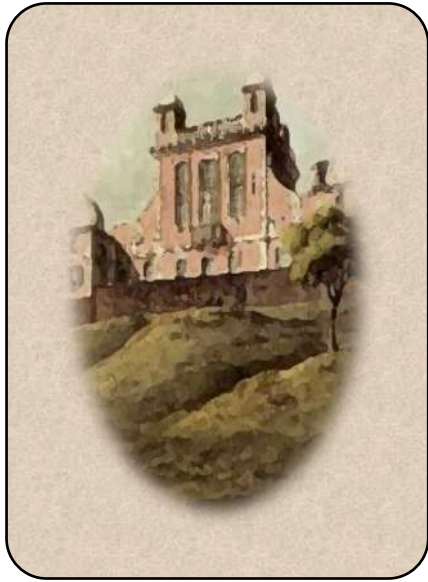
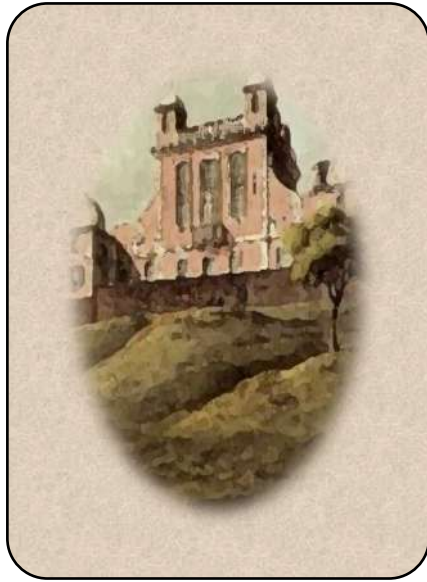
Inspector: You are annoyed by the Doctor's insinuations that you have a bad health.

"I really have no time for this. I have murder to solve, you see."



Doctor: Your examination yields nothing. Keep the card and try again next round.

"You're all well and healthy."





- Action Card -
MINGLE



You mingle with
Aunt Agatha.
Read your conversation out loud.

*"You must rejoice at the presence of your
near and dear."*



- Action Card -
MINGLE



You mingle with
Aunt Agatha.
Read your conversation out loud.

*"You must rejoice at the presence of your
near and dear."*



- Action Card -
MINGLE



You mingle with
Lady Sophie Sapphire.
Read your conversation out loud.

"May I trust you to keep a secret?"



- Action Card -
MINGLE



You mingle with
Lady Sophie Sapphire.
Read your conversation out loud.

"May I trust you to keep a secret?"



- Action Card -
MINGLE



You mingle with
Sir Bertram Butterscotch.
Read your conversation out loud.

*"It is a pleasure to meet Aunt Agatha's
favorite nephew."*



- Action Card -
MINGLE



You mingle with
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- Action Card -
MINGLE



You mingle with
Colonel Clemens Clementine.
Read your conversation out loud.

*"Do tell me of your latest battle. Was it
civilized?"*



- Action Card -
MINGLE



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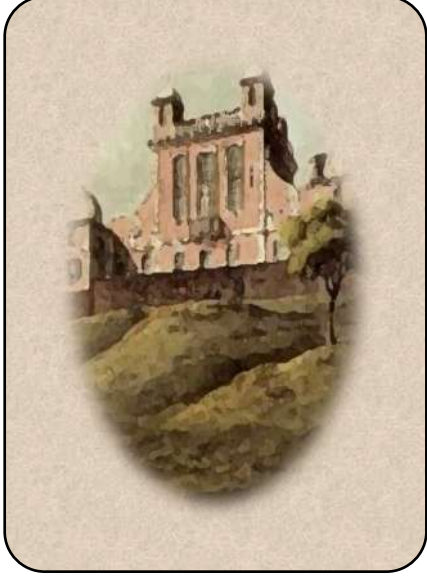
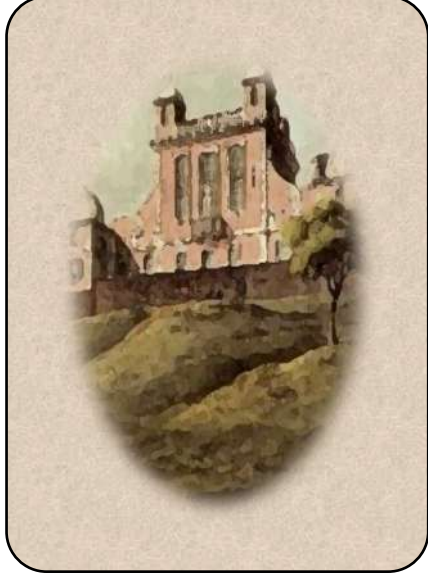
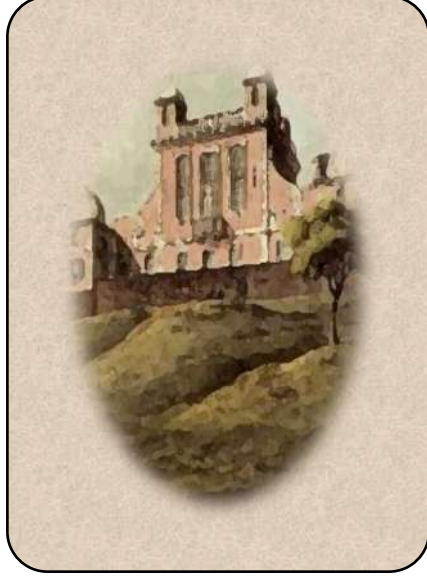
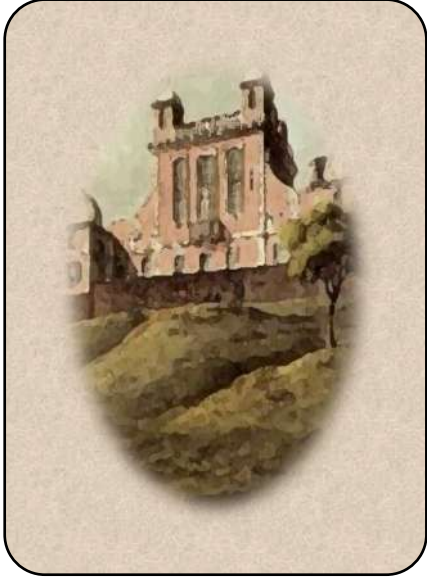
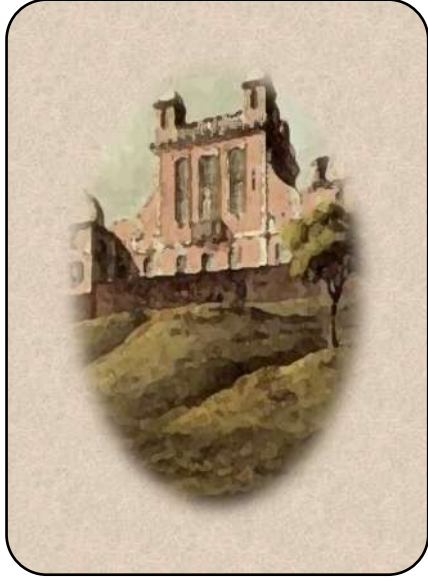
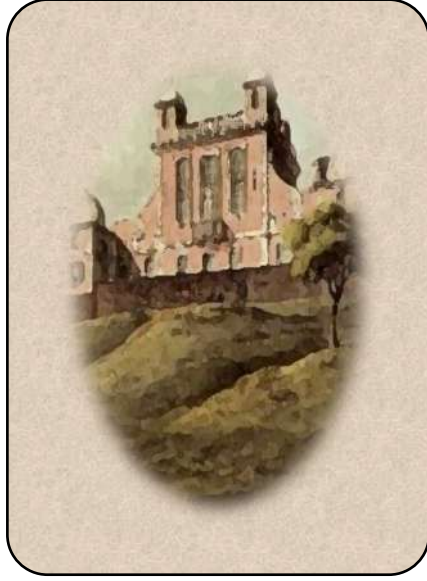
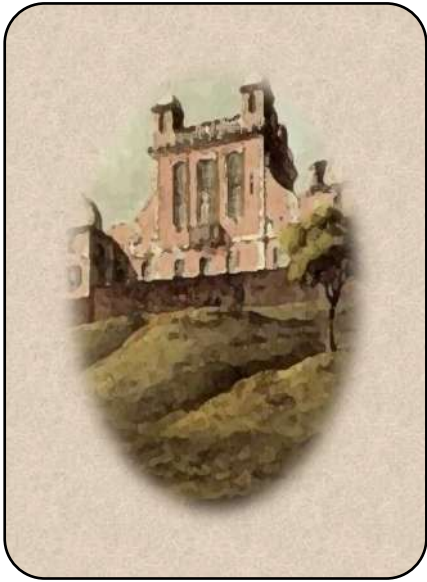
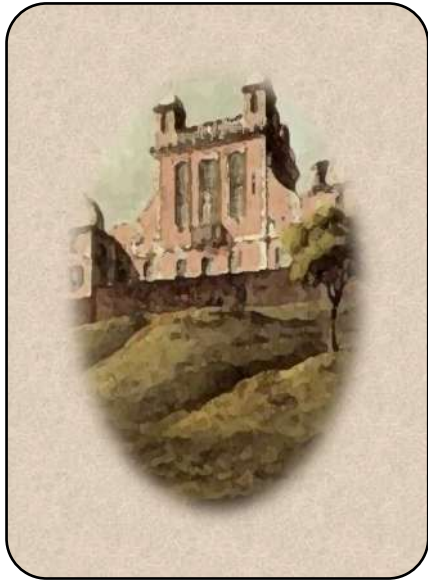
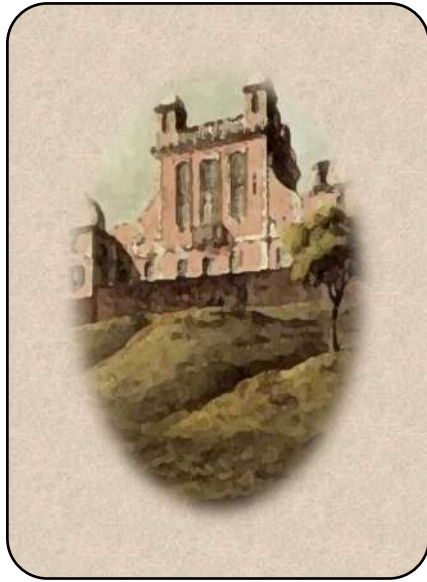


- Action Card -
MINGLE



You mingle with
Reverend Roderick Rum.
Read your conversation out loud.

*"Is it true that a few virtues are sufficient to
lighten many vices?"*





- Action Card -
MINGLE



You mingle with
Reverend Roderick Rum.
Read your conversation out loud.

*"Is it true that a few virtues are sufficient to
lighten many vices?"*



- Action Card -
MINGLE



You mingle with
Valet Valerian Violet.
Read your conversation out loud.

*"I pride myself upon being a man/woman of
fashion."*



- Action Card -
MINGLE



You mingle with
Valet Valerian Violet.
Read your conversation out loud.

*"I pride myself upon being a man/woman of
fashion."*



- Action Card -
MINGLE



You mingle with
Chambermaid Cherry Crimson.
Read your conversation out loud.

*"I understand you manage your employers
very well."*



- Action Card -
MINGLE



You mingle with
Chambermaid Cherry Crimson.
Read your conversation out loud.

*"I understand you manage your employers
very well."*



- Action Card -
MINGLE



You mingle with
Gardener Graham Grassleave.
Read your conversation out loud.

*"As the proverb says, the grass is greener
on the bottom side."*



- Action Card -
MINGLE



You mingle with
Gardener Graham Grassleave.
Read your conversation out loud.

*"As the proverb says, the grass is greener
on the bottom side."*



- Action Card -
MINGLE



You mingle with unimportant guests.



"Splendid party, wouldn't you say?"

"I must compliment you on your new..."

"This will be the talk of the high society."



- Action Card -
MINGLE



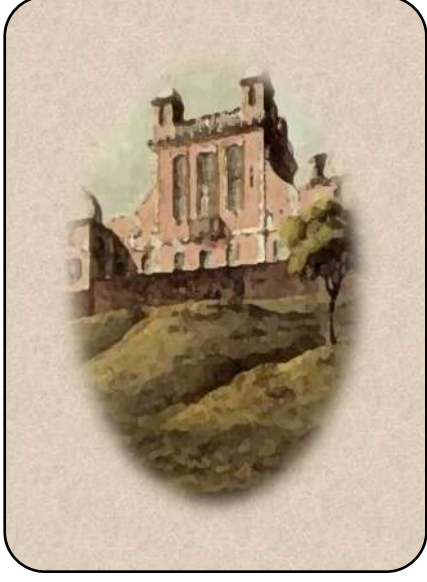
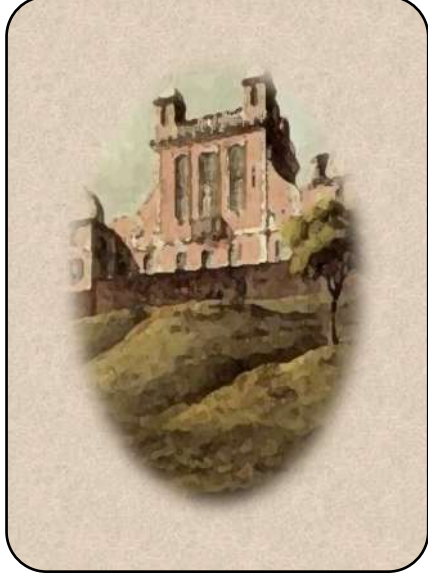
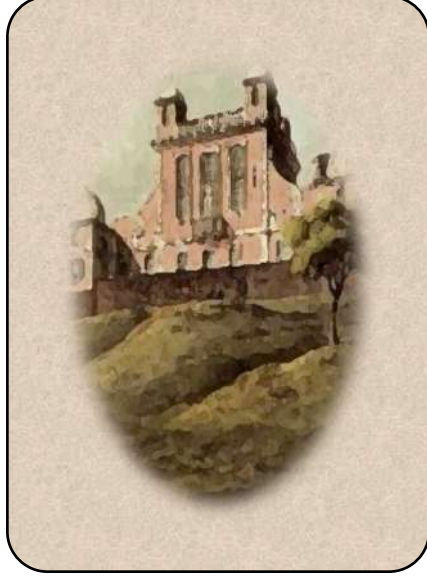
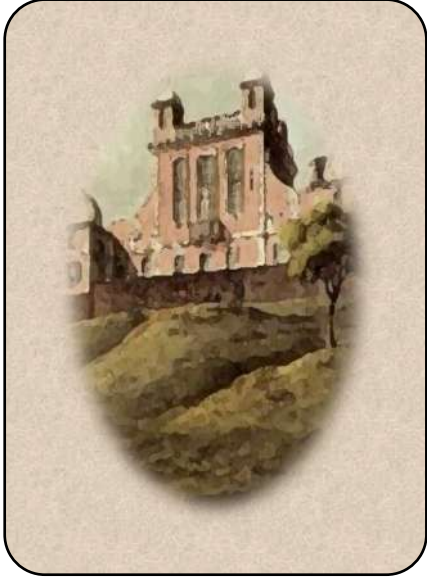
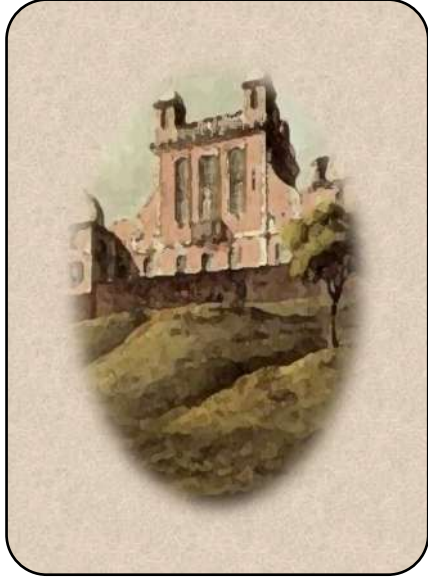
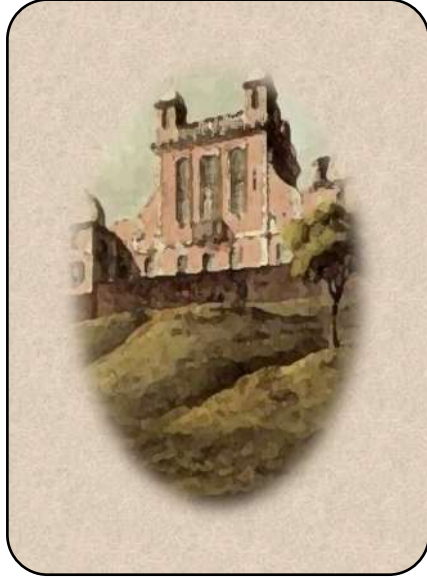
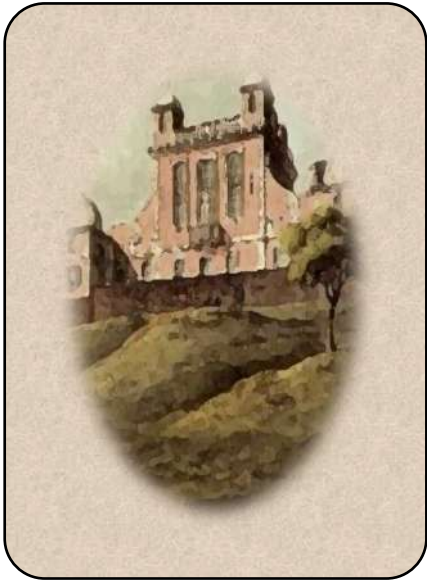
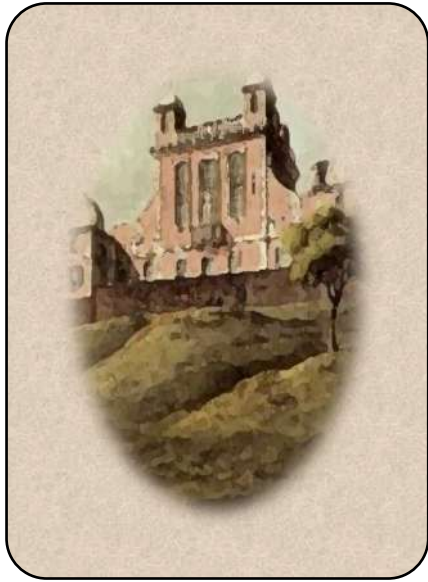
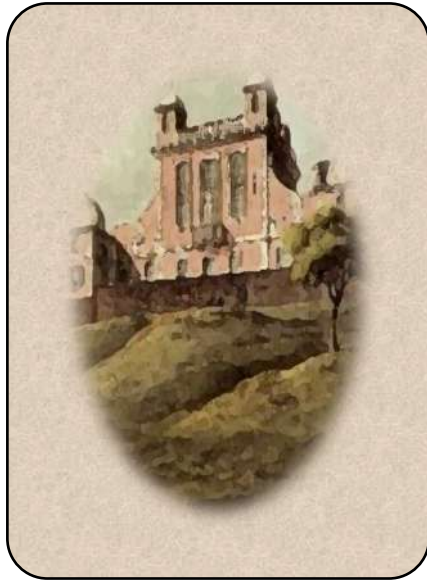
You mingle with unimportant guests.



"Splendid party, wouldn't you say?"

"I must compliment you on your new..."

"This will be the talk of the high society."





- Action Card -
MINGLE



You mingle with unimportant guests.



"Splendid party, wouldn't you say?"
"I must compliment you on your new..."
"This will be the talk of the high society."



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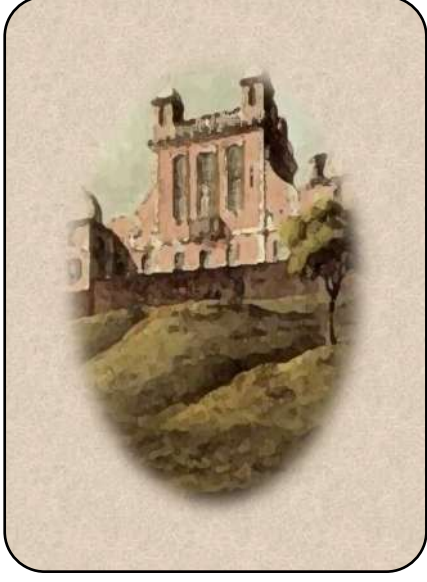
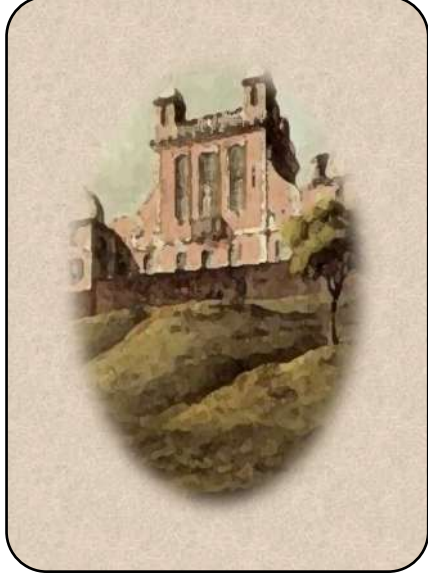
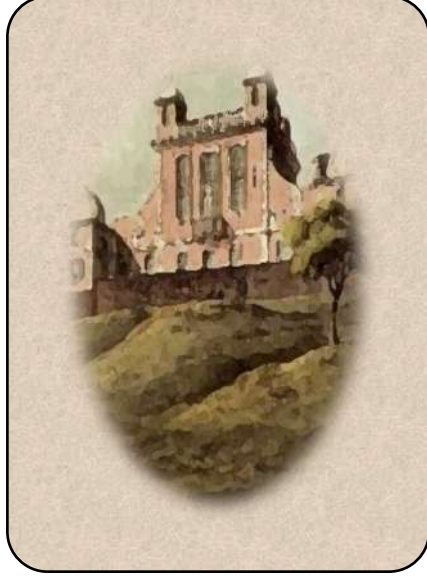
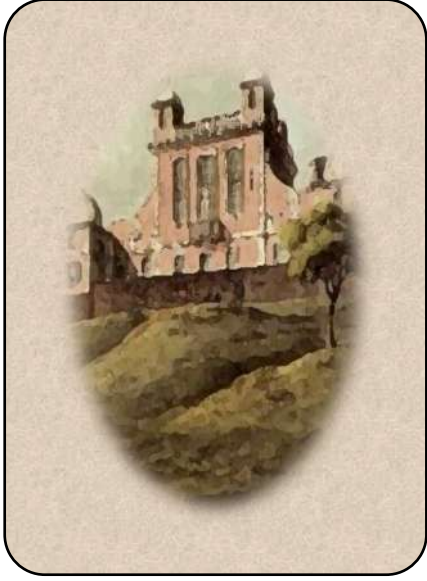
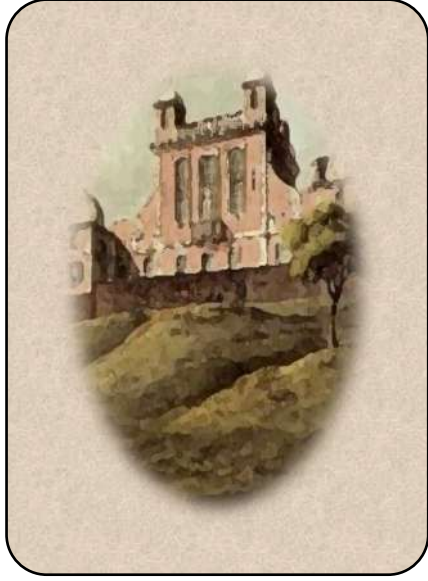
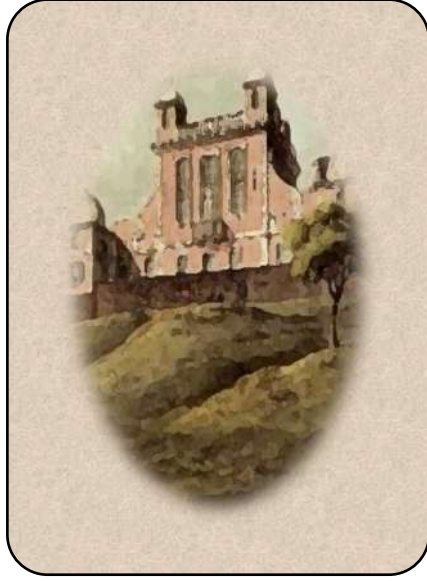
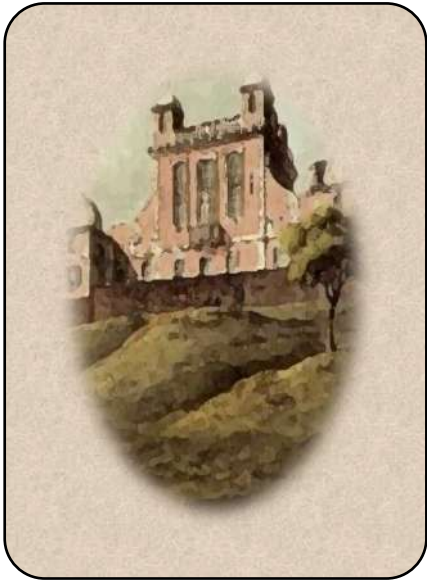
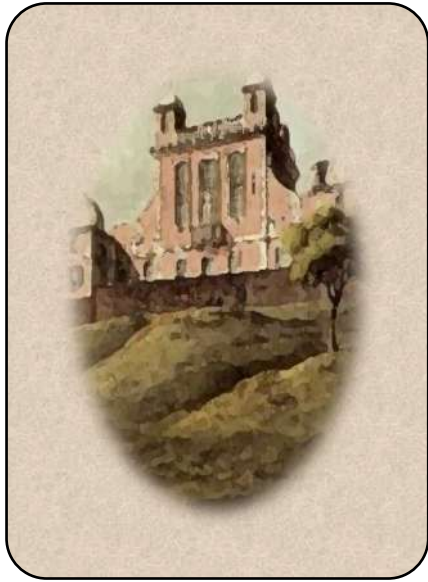
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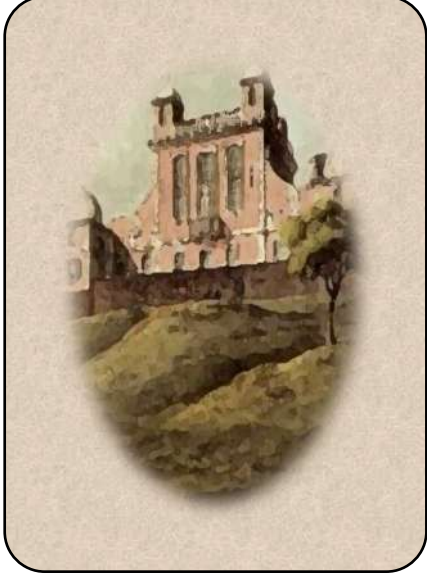
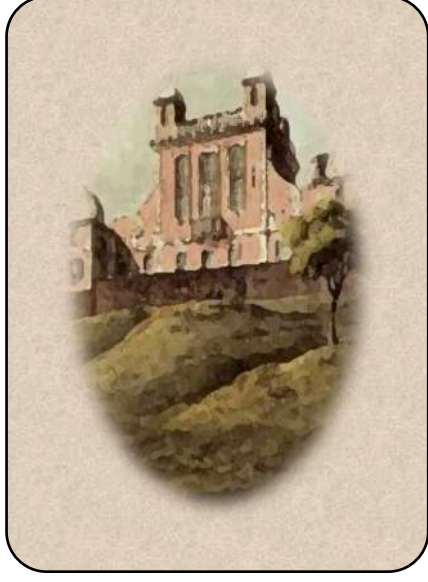
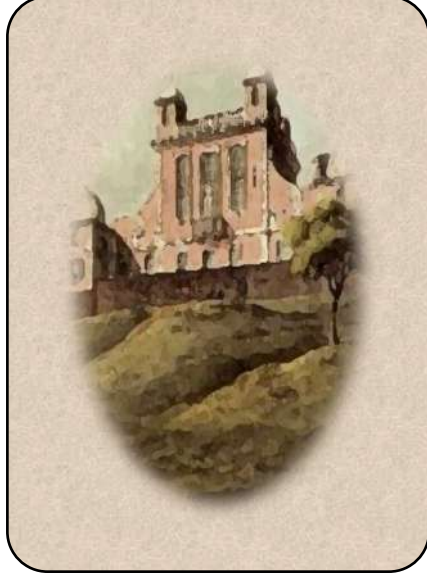
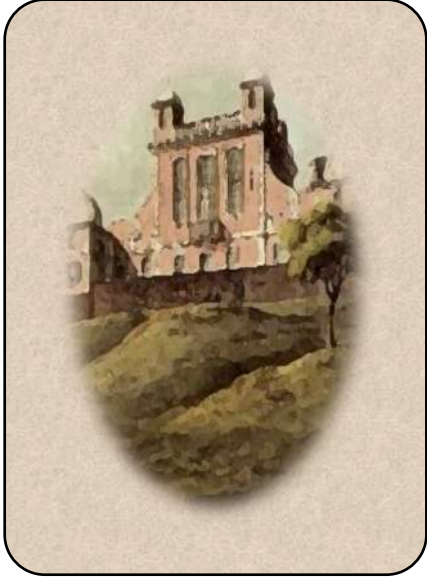
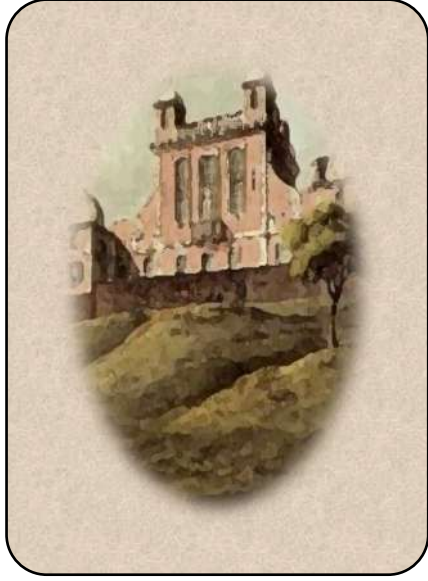
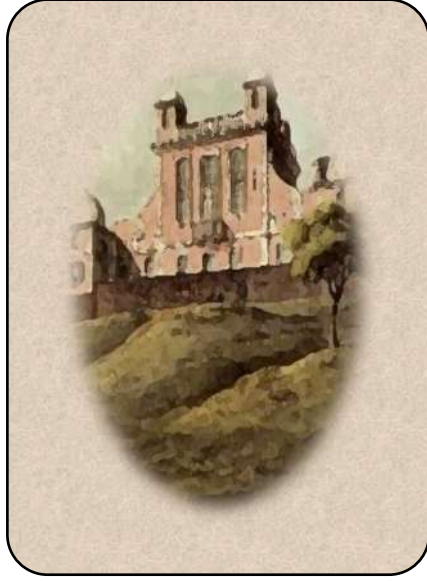
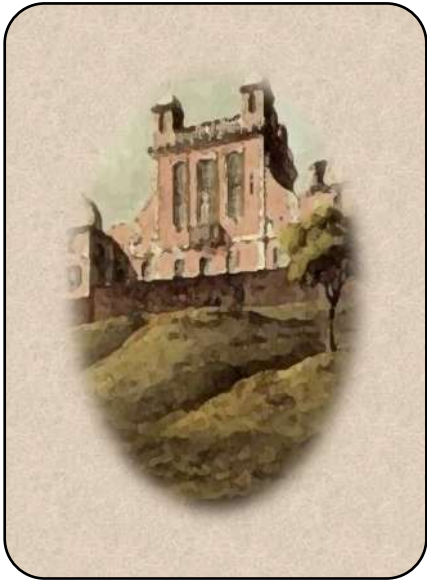
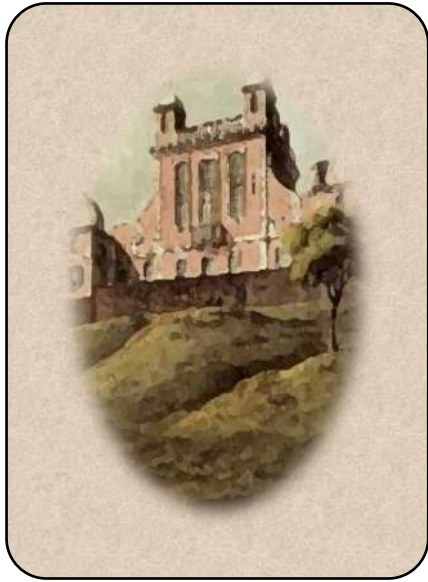
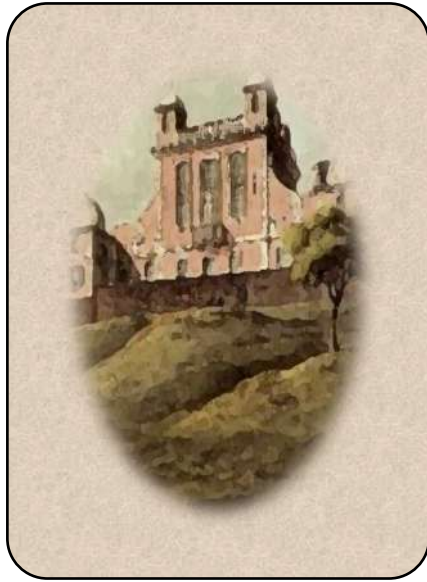
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- Rule Card 1 -

COMPONENTS

- 10 object cards
 - 1 Murderer
 - 1 Inspector
 - 1 Doctor
 - 7 Guests
- 50 action cards
 - 3 Murder
 - 3 Catch
 - 3 Save
 - 41 Mingle
- 18 room cards (1 pair of each room)
- 8 character cards
- 4 rule cards
- 8 meeples; representing the Guests
- 2 halmas; representing the Inspector and the Doctor
- 24 disc action markers; 1 set of 3 for each Guest
- 6 cylinder action markers; 1 set of 3 each for the Inspector and the Doctor

SETUP

- Arrange 1 pile per player as follow:
 - 1 Murderer pile: The Murderer object card, 3 Murder cards.
 - 1 Inspector pile (if 7 or more players): The Inspector object card, 3 Catch cards.
 - 1 Doctor pile (if 9 or more players): The Doctor object card, 3 Save cards.
 - As many Guest piles as needed to get 1 pile per player: 1 Guest object card, 3 non-character Mingle cards.

- Rule Card 3 -

OBJECT

Each player has a unique object as stated on the Object card.

- Murderer:** Murder 2 other players by playing a Murder card to them.
- Inspector:** Catch the Murderer by being played 1 Murder card.
- Doctor:** Save 2 guests, either by playing Save cards to them or by drawing a Murder card.
- Guest:** Mingle with 3 other guests or steal 3 items from the rooms listed on the Object card.

COURSE OF THE GAME

The game is played over a number of parties, divided into mingle rounds and murder rounds.

MINGLE

Start the first mingle round with the player who last hosted a party. Start following rounds with the player who ended the previous murder round. In clockwise order, place your meeples/halma in any corridor not already containing a meeples/halma.

MURDER

The player who ended the previous mingle round starts the next murder round. In clockwise order, take back 1 of your meeples/halmas and place 1 of your action markers in any of the adjacent rooms not already containing any of your action markers. They tell which rooms you act in and are resolved at the end of the party.



- Rule Card 5 -

CLEAN UP AFTER THE PARTY

Shuffle all the cards in front of you. In no particular order, look at each card and "act" it by reading the card flavor text.

Murder card

A murder attempt takes place. Check the following:
Murderer: Do not reveal the card but keep it and try again later. (The flavor text reads as if you drew a Mingle card.)

- Inspector:** Reveal the card. You arrest the Murderer.
- Doctor:** Reveal the card. You save yourself.
- Guest:** Reveal the card. If the Doctor is in play and it turns out that you also have a Save card, the Doctor saves you. Otherwise you are murdered.

Catch card

You are being investigated by the Inspector. Reveal the card and resolve it in the Invite to the next party phase.

Save card

You are being examined by the Doctor. Reveal the card and resolve it in the Invite to the next party phase.

Room card

You find a valuable item. Do not reveal the card but keep it and compliment your finding (reading the flavor text).

Mingle card

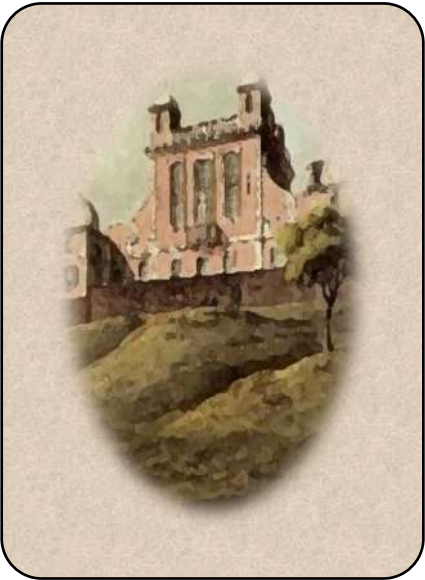
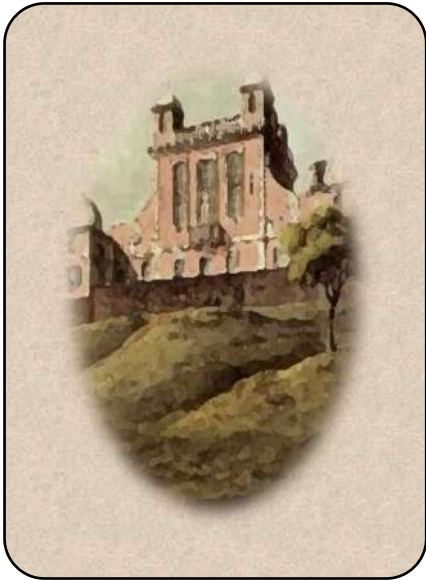
You find nothing but other guests. Do not reveal the card but keep it and enjoy the party (reading the flavor text).

- Rule Card 7 -

END OF GAME

At the end of each party, check the following in order to determine if the game ends:

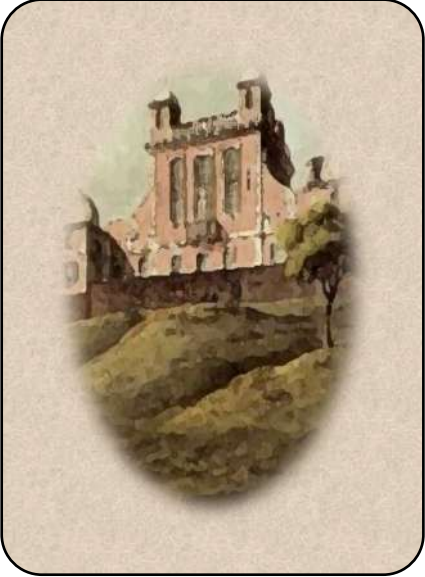
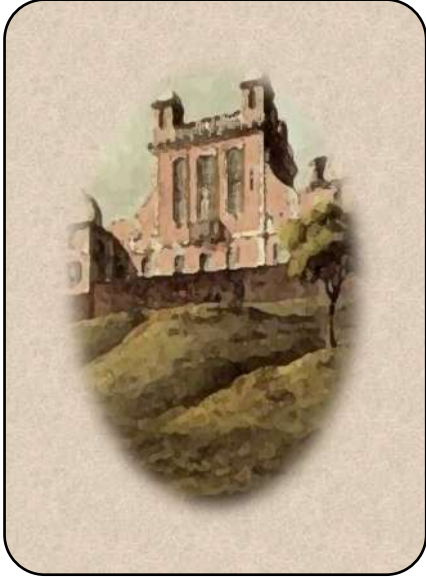
- The Inspector has at least 1 Murder card.**
The Inspector has caught the Murderer in the act and wins.
- The Doctor has Murder cards worth at least 2 pts.**
Murder cards face up earns the Doctor one (1) point and Murder cards face down earns the Doctor half (1/2) a point. The Doctor has prevented murders and wins.
- At least two (2) Guests have been murdered.**
The victims get one (1) chance to haunt the Murderer by agreeing on a Guest and name him or her.
 - If correct, the Victims get revenge from beyond the grave and win.
 - If incorrect, another guest dies and the Murderer wins.
- One (1) or more Guest objects have been fulfilled.**
One or more Guests have laid their hands on the items they most desire or mingled with the most important guests and share the victory.
- All three (3) Murder cards have been played.**
The Murderer has failed but escapes. The party continues and all players draw.



- Rule Card 2 -



- Pair the Room cards and randomly place them in 3 rows and 3 columns ("Mansion") with space ("Corridors") between them.
- Turn face down, shuffle and draw 1 player pile each.
- The Inspector and the Doctor announce their objects. The Inspector plays the green halma and the Doctor plays the blue halma. Both play with hands of 3 action cards.
- The others keep their objects **hidden at all times**. They draw 1 Character card each, which tell which meeples they play and which character Mingle cards they start with. They play with hands of 5 action cards. (The Murderer pretends to be a Guest.)
- All players take a set of 3 action markers of their color. The Guests take the discs and the Inspector and the Doctor take the cylinders.
- Discard unused Character cards, meeples and halmas.
- The party may begin!



- Rule Card 8 -

STRATEGY TIPS

The following strategy tips may help you survive Aunt Agatha's dinner party and win the game:



Murderer: Minimize the odds of Murder cards being traced back to you. Leave them in rooms with as many and as different players as possible. Leave more than one card in a room only if time seems to be running out.



Inspector: Maximize the odds of drawing a Murder card. Keep track of which players' cards you may have drawn and visit rooms with players whose cards you have not yet drawn. Also be observant on players trying to avoid rooms you have visited and "shadow" them.



Doctor: Maximize the odds of a player drawing a Save card and a Murder card or of you drawing a Murder card. For the former, visit rooms with as many and as different players as possible. For the latter, be observant on players trying to avoid rooms you have visited.



Guest: Maximize the odds of finding the Room or Mingle cards you need. If you look for a Room card, it is easier to find it the fewer players that have been in the room. If you look for a Mingle card, keep track of which rooms its Guest has been to.



Victim: Keep track of which players visited the rooms you visited at the point of the 1st murder. Repeat for the 2nd murder and cross-check your findings. One of the players who visited both murder spots is the Murderer.

- Rule Card 6 -

INVITE TO THE NEXT PARTY

Prepare the next party as follow:

- Reveal the face down card in each room.
 - Give **murder cards** to the Doctor face down. (The Guest was saved without help from the Doctor.)
 - Return **catch cards** and **save cards** to the Inspector and the Doctor respectively.
 - Leave **room cards** in the room to the next party.
 - Remove **mingle cards** from the game.
- For each save card a Guest has, she returns 1 murder card to the Doctor **face up**. (The Doctor saved someone.)
- For each catch card a Guest has, she returns 1 room card to the Mansion (if she has any and even if acquired an earlier party).
- Return all save and catch cards to the Doctor and the Inspector.
- The Inspector and the Doctor return room cards to the Mansion, leaving them with hands of 3 cards.
- Guests refresh their hands up to 5 cards with non-character Mingle cards from outside the game if needed.
- If the room cards of a room are depleted, mark it with a non-character Mingle card from outside the game turned face down. The room is considered empty and no action markers can be left there as long as there are no room cards there.
- All players take back their action markers.

Each player should now have 5 cards (3 cards for the Inspector and Doctor) again. The player who ended the previous murder round starts the next mingle round.

If you were murdered and not saved, you no longer participate in the parties. However, you may return from the grave and haunt your Murderer, see End of Game.

- Rule Card 4 -

END THE PARTY

The party ends when all 3 action markers per player have been placed. Resolve 1 room at the time. Leave the action markers in the room until all rooms have been resolved.

1. Leave card in Room

For each room where you have placed an action marker, place 1 of your Action cards of your choice in a pile **face down**. When all players have placed their Action cards, add the top Room card to each pile and **shuffle**.

The pile should now contain 1 more card than the number of action markers placed in the room.

2. Draw card from Room


For each room where you have placed an action marker, draw 1 card from that pile and place it in front of you **face down** without looking at it.

The pile should now contain 1 card. Return it to the room.

When all rooms are resolved, each visited room should have 1 face down card and each player should have 3 face down cards.




- Room Card -
BEDROOM




You find a piece of Tiffany jewelry.
Read your finding out loud.
"Would you say this jewelry goes well with my skin?"

- Room Card -
CELLAR




You find a bottle of Krug Clos d'Ambonnay.
Read your finding out loud.
"This wine tastes excellent, in spite of its old age."

- Room Card -
DINING ROOM




You find a set of Sheffield silver cutlery.
Read your finding out loud.
"I am of the opinion that you do need a silver fork to eat good food."

- Room Card -
GARDEN




You find a beautiful Juliet rose.
Read your finding out loud.
"As Shakespeare said, a rose by any other name would be... another flower?"

- Room Card -
KITCHEN




You find a jar of white truffles.
Read your finding out loud.
"I'm gifted at sniffing out white truffles, although I prefer my chocolate dark."

- Room Card -
LIBRARY




You find a 1st edition of the Canterbury Tales.
Read your finding out loud.
"Oh, I do love reading, it takes me years to finish a book."

- Room Card -
LIVING ROOM




You find Caravaggio's "The Lute Player".
Read your finding out loud.
"I am a bit of an artist myself, I own many expensive paintings."

- Room Card -
STABLE

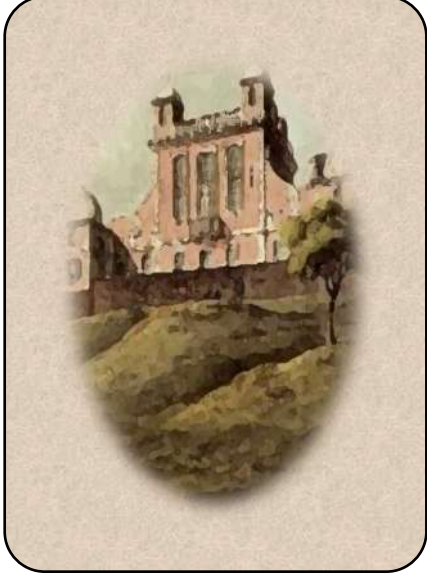
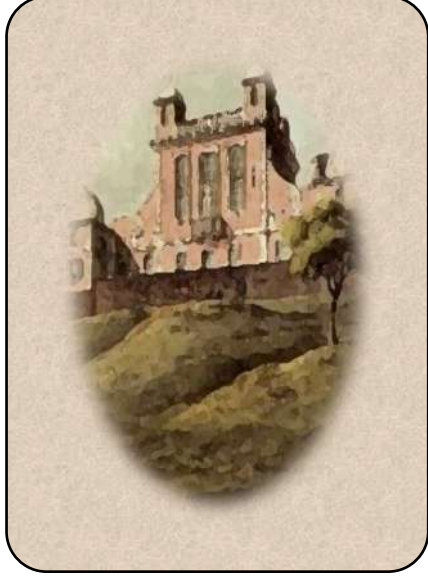
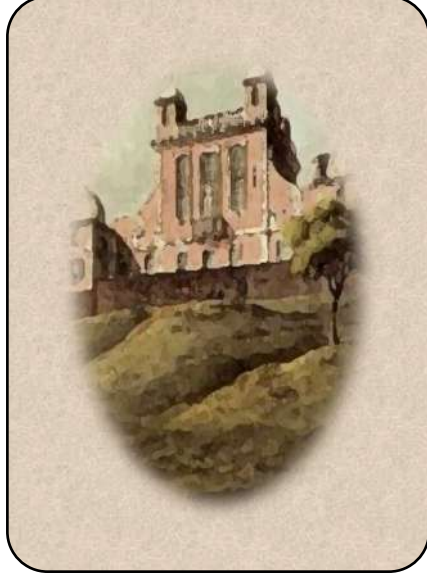
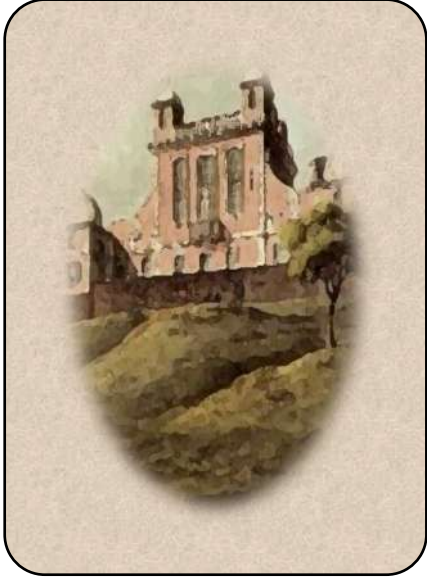
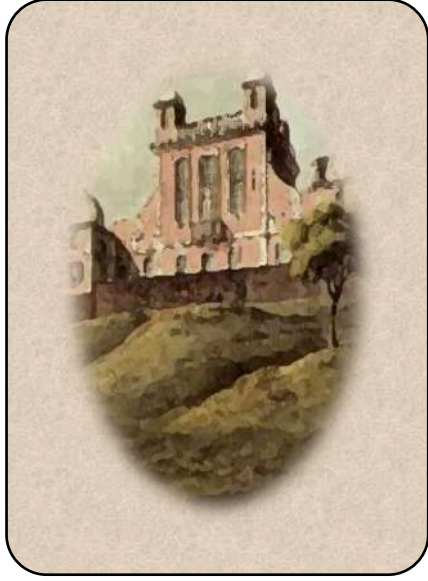
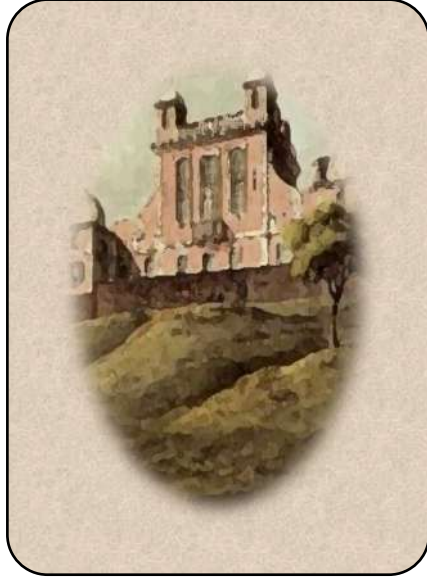
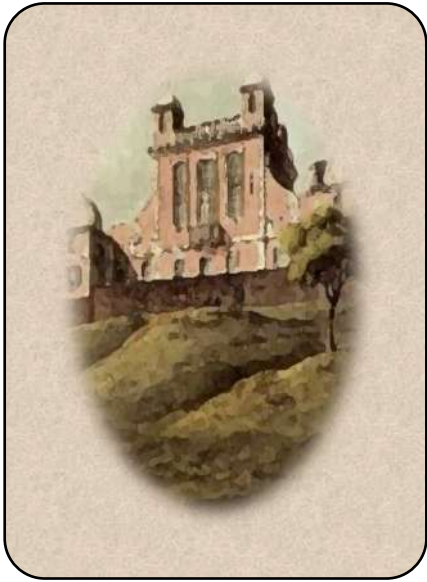
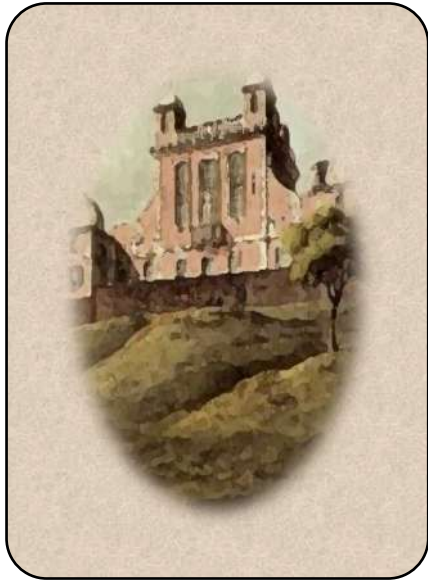
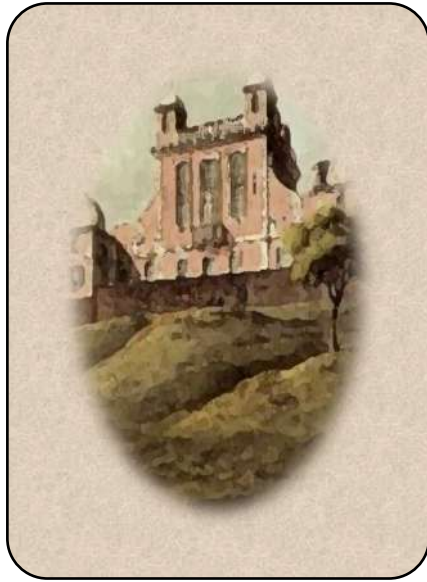


You find a purebred Arabian stallion.
Read your finding out loud.
"I bet I will win the horse racing championships this year."


- Room Card -
TROPHY ROOM



You find a stuffed lion's head.
Read your finding out loud.
"It was close, I thought the lion was dead, and the lion thought it wasn't."




- Room Card -
BEDROOM



You find a set of Milos Sateen linen.
Read your finding out loud.

*"I cannot understand how people can sleep
in anything else but satin linen."*


- Room Card -
CELLAR



You find a piece of Clawson Stilton Gold.
Read your finding out loud.

*"This cheese smells promising.
A pity that it is mouldy."*


- Room Card -
DINING ROOM



You find a blue and white imperial china set.
Read your finding out loud.

*"The first I judge tea from is whether it is
served in real china cups."*


- Room Card -
GARDEN



You find a Lampy garden gnome.
Read your finding out loud.

*"I am delighted to see that the ghastly
garden gnome is finally gone."*


- Room Card -
KITCHEN



You find a jar of Iranian Beluga Caviar.
Read your finding out loud.

*"Should I have caviar for breakfast or
dinner? Oh, why choose?"*


- Room Card -
LIBRARY



You find an Gaia High Luxury fountain pen.
Read your finding out loud.

*"The pen is mightier than the sword,
particularly my exquisite golden pen."*


- Room Card -
LIVING ROOM



You find a Silk Isfahan Rug.
Read your finding out loud.

*"My carpet is indeed Persian. I know
because I shot the cat myself."*


- Room Card -
STABLE



You find a purebred Samoyed dog.
Read your finding out loud.

*"No fox can outsmart my dog. I can tell
because not even I can outsmart my dog."*

- Room Card -
TROPHY ROOM



You find a Sailing Cup.
Read your finding out loud.

*"Did I tell you about how I won the Sailing
Cup? At least the yacht was mine."*

