THE INSPECTOR'S BRAIN

Welcome to *The Inspector's Brain*, the game where you are both a character in an unraveling mystery and a part of the inspector's brain itself! A murder has been committed in this home, somehow, by someone.

The game is played by simultaneously defining the scenario of the murder and the attributes of each character. The character you play will change over the course of the game, so do your best to roll with it, get in the spirit and have fun!

Help the inspector uncover the truth and identify the culprit, *and make sure it's not you!*

SETUP

The center of the table represents the inspector's current understanding of the situation. Lay out the 5 attribute markers as you see fit. (Location, Motive, Method, Job, Relationship). These can be moved around through the game as you see fit.

Lay out the three decks: Clues(C), Attributes(A), Inspector Cards(I)

Deal 3 clues and 3 attributes to each player.

Each character has a hand, containing clues and attributes. There is no limit to hand size.

Each character also has attributes laid out in front of him/her, which can be either public (face up) or private (face down). Each character may *only have one attribute of each type* (method, job, location, motive, relationship). Characters must lay their attribute cards out side by side so it is clear how many they have.

Before the first round, each player must select one of their attribute cards and play it face up in front of them, declaring it public. Be aware that multiple characters may share an attribute in common.

The character with the most mysterious expression goes first.

THE TURN

During a turn, a character may take ONE AND ONLY ONE of the following actions:

- draw 2 cards from any combination of the Clue and Attribute decks
- plant a piece of evidence as you see fit in the inspector's brain.
- place an attribute on yourself or another character, face down. If that character already has an attribute of that type, the character must explain that they cannot become (say, an herbalist at this time), and that card is discarded.
- Play a special attribute card (trade or discard). A character may play these cards on any character, including him/herself.

At the end of his/her turn, a character may discard 2 cards of any type to draw 1 card of any type. If a deck becomes empty, shuffle the discard pile and start anew.

Wild cards:

There are two of these in the deck. When playing one, grab a blank card and add your own, hand-authored clue. It must fit exactly one and only one attribute. Try to make the clue narratively relevant if there is any narrative to speak of!

After each character has taken his/her turn, it is time for:

THE INSPECTOR ROUND

In this round, the characters take on the role of the inspector's brain. *Any reference to the inspector now refers to all the characters, as a whole, making decisions by discussion and majority-rules voting. You represent the inspector's internal monologue!* Draw one card from the inspector deck, and follow the rules given here:

Note that no card can force or allow a character to have more than 5 attributes.

ANONYMOUS TIP:

The inspector has received an anonymous tip that a character of the attribute stated may be the murderer. The inspector may ask any character publicly matching that attribute about a specific attribute category (ex - method, relationship). If that character has a private attribute of that category, he/she must make it public. If not, he/she may decline or evade. If no characters match the tip, *discard this card and draw another.*

DEMAND AN EXPLANATION:

The two characters with the most private attributes must each reveal one. If there is a 3 or more way tie, the characters with the fewest public attributes are selected. If the tie remains, the characters with the most cards in hand are selected. If only one character has private attributes, they alone are selected. *If no characters have any private attributes, discard this card and draw another.*

GROUP INTERVIEW:

Each character makes a private attribute card of their choice public by flipping it face up. If they have no private attribute cards, they must choose to either play one from their hand face up or draw from the attribute deck and play the first valid draw face up.

INTERROGATE:

The inspector chooses one character to interrogate about a specific attribute category (ex - motive, location). If that character has a private attribute of that category, he/she must make it public. If not, he/she may decline to answer or evade.

QUESTION THE QUIET

If no character has 3 or more attributes, discard this card and draw another. The two

characters with the *fewest total attributes* must each make two attributes public. In the case of a 3 or more way tie, the players with the most cards in hand are selected. If the character does not have two private attributes to reveal, then he/she must choose to either select attributes to play from his/her hand or draw from the deck and play the first valid draw face up.

INTERPRETING THE CLUES

The clues the investigator discovers point to certain attributes of the murderer. The attributes are listed with a * at the bottom of each card. Many cards refer to multiple attributes. *3 clues pointing to one attribute are necessary to confirm a fact.*

For example:
the smell of compost, the fine black powder, and the unidentifiable herbs point to the fact that the murder occurred in the garden because each has *garden at the bottom.

Clues can simultaneously support multiple attributes.

For example, this sequence of categories supports a **shooting** in the **garden**:
*ex-cop/*shooting
*shooting
*shooting/*garden
*garden
*garden/*herbalist

Note that this sequence DOES NOT require that the murderer was an ex-cop or an herbalist, although it could lead one down that road. *Each of the clues can be interpreted in isolation as supporting only one of the attributes listed.*

At the end of the inspector round, the inspector must try to make sense of the current clues and story. If conflicts appear to exist from the clues, these may be resolved by regrouping clues and/or voting to remove a clue if it causes painful cognitive dissonance in the inspector's brain.

During this process it may be helpful to rearrange the clues on the board, or the placement of the attribute categories. If it helps, and everyone can agree, go for it!

CONCLUDING THE GAME

At the end of an inspector round, if the characters can mutually decide that the five attributes of the murder clues convincingly match a specific character's attributes, and the majority agrees on a murder story, then the game concludes. Note that It is conceivable that a scenario could be developed where multiple characters could be culpable for the murder (perhaps the murderer had an accomplice!?). HAVE FUN AND BE KIND!!!