

**Mukinnūtu (moo kee noo too) means: “testimony/evidence”**

3-6 players

**Object of the Game:**

The year is 858 BCE, and the Assyrian King has organized an enormous festival to celebrate his recent conquest of a rival empire and the introduction of their new palace. Even though the monarchs of the Neo-Assyrian empire were considered to be some of the most violent and ruthless leaders in ancient history, many of them also often pursued gentler interests. But as a result, they also formed many enemies towards their reign of power, which often lead to rival monarchs using whatever means necessary to overthrow opposing states. The king invited the whole country to attend and over 60,000 people accepted, including citizens and dignitaries from her own territories and foreign regions.

As per Assyrian culture of this era, the king is holding a great feast for his guests to bask in glory of his latest victory in battle. After a long night of eating, partying, and drinking, the palace awakes to some dreadful news; the king has been murdered. In the same room where they found him, 6 individuals were also found in a drunken stupor; The queen, a merchant, a priest, a handmaid, a brewer and a scribe. Play as these characters and determine who is responsible for the murder of your noble king!

**Equipment:**

- Gameboard
- 6 Character Pieces
- 6 Deadly Foods
- Deck of Cards
  - 6 Suspect Cards
  - 6 Deadly Food Cards
  - 9 Room Cards
- 6 Detective Notebooks
- Confidential Envelope
- 1 Die

**Setup:**

1. Each person choose your character and orient yourselves around the board so that you are seated near your character's starting place. Place your pieces in their starting positions. If there are less than 6 players, disregard the rules/restrictions for the characters that aren't in use. You still use the cards and use the other characters in suggestions and accusations as if all six characters are in fact in play.
2. Place each of the 6 Deadly Foods in any of the 6 rooms.
3. Place the empty Confidential Envelope in the center of the board.
4. Sort the cards into each of the groups: Suspects, Deadly Foods, and Rooms. Shuffle each pile separately. Without looking at the cards, take the top card from each pile and place them into the Confidential Envelope. These three cards will be the murderer, the Deadly Food, and the Room where the murder took place.

5. Without looking at the cards, shuffle together all of the remaining cards. Deal them out evenly to the 6 players. Each of the players can look at their own cards but don't show them to your opponents.
6. Each player take a Detective Notebook to make notes during the game. Don't show your opponents. Make note of the cards that you have in your hand because they are definitely not within the Confidential Envelope.
7. The Queen always goes first. That is the way of the Ancient Assyrian Court. Play proceeds, in turn, to the player's left.

### **Gameplay:**

Moving Your Character Pawn.

On each turn, try to reach a different Room in the palace. To start your turn, move your character pawn either by rolling the die or, if you're in a corner Room, using a Secret Passage.

### **Rolling:**

Roll the die twice and move your character pawn the number of squares of the sum of the two die rolls.

- You may move horizontally or vertically, forward, or backward, but not diagonally.
- You may change directions as many times as your roll will allow. You may not, however, enter the same square twice on the same turn.
- You may not enter or land on a square that's already occupied by another Suspect.

### **Secret Passages:**

The Rooms in opposite corners of the palace are connected by Secret Passages. If you're in one of these Rooms at the start of your turn, you may, if you wish, use a Secret Passage instead of rolling. To move through a Secret Passage, announce that you wish to do so, and then move your character pawn to the Room in the opposite corner.

### **Entering and Leaving a Room:**

You may enter and leave a Room either by rolling the die and moving through a door, or by moving through a Secret Passage.

- A door is the opening in the wall, not the space in front of the doorway. When you pass through a door, do not count the doorway itself as a space.
- You may not pass through a door that's blocked by an opponent's character pawn.
- As soon as you enter a Room, stop moving. It doesn't matter if you roll a number that's higher than you need to enter.
- You may not re-enter the same Room on a single turn.
- It is possible that your opponents might block any and all doors and trap you in a Room. If this happens, you must wait for someone to move and unblock a door so you can leave!

**Make A Suggestion:**

As soon as you enter a Room, make a Suggestion. By making Suggestions throughout the game, you try to determine--by process of elimination--which three cards are in the Confidential Envelope. To make a Suggestion, move a Suspect and a Deadly Food into the Room that you just entered. Then suggest that the crime was committed in that Room, by that Suspect, with that Deadly Weapon.

Example: Let's say that you're the Queen and you enter the Queen's Quarters. First move another Suspect--the Handmaid, for instance--into the Queen's Quarters. Then move a Deadly Food--the Poisoned Beer, perhaps--into the Queen's Quarters. Then say, "I suggest the crime was committed in the Queen's Quarters by the Handmaid with the Poisoned Beer."

Remember 3 things:

- You must be in the Room that you mention in your Suggestion.
- Be sure to consider all character pawns--including space Suspects and including yourself--as falling under equal suspicion.
- There is no limit to the number of Suspects or Deadly Foods that may be in one Room at one time.

**Proving a Suggestion True or False:**

As soon as you make a Suggestion, your opponents, in turn, try to prove it false. The first to try is the player to your immediate left. That player looks at his or her cards to see if one of the three cards you just named is there. If the player does have one of the cards named, he or she must show it to you and no one else. If the player has more than one of the cards named, he or she selects just one to show you. If that opponent has none of the cards that you named, then the chance to prove your Suggestion false passes, in turn, to the next player on the left.

As soon as one opponent shows you one of the cards that you named, it is proof that this card cannot be in the envelope. End your turn by making a note in your Detective Notebook. (Some players find it useful to mark who showed you the card.) If no one is able to prove your Suggestion false, you may either end your turn or make an Accusation now. (See the Making an Accusation section).

**More about Moving and Making Suggestions:**

- You may make only one Suggestion after entering a particular Room. To make your next Suggestion, you must either enter a different Room or sometime after your next turn, re-enter the Room that you most recently left. You may not forfeit a turn to remain in a particular Room. But if you're trapped in a Room because your opponents are blocking the door(s), you must remain there until a door is unblocked and you can move out of the Room.
- When you make a Suggestion, you may, if you wish, name one or more of the cards that you hold in your own hand. You might want to do this to gain information or to mislead your opponents.

- You may make a Suggestion that includes a Suspect or Weapon that's already in your Room. (In this case, transferring one or both of those items into the room is not necessary.) When a transfer is necessary, leave the item(s) in the new location after the Suggestion is made.
- If the suspect transferred was your character pawn, you may, on your next turn, do one of two things: Move from the Room in one of the usual ways OR make a Suggestion for that Room. If you decide to make a Suggestion, do not roll the die or move your character pawn.
- You may, if you wish, make a Suggestion followed by an Accusation on the same turn. (See making an Accusation below.)

### **Make an Accusation:**

When you think you've figured out which three cards are in the Confidential Envelope, you may, on your turn, make an Accusation and name any three elements you want. First say, "I accuse (Suspect) of committing the crime in the (Room) with the (Deadly Food)." Then, so no one else can see, look at the cards in the Confidential Envelope.

When making an Accusation, you may name any Room (unlike a Suggestion, where your character pawn must be in the room you suggest).

### **Important:**

You may make only one Accusation during a game.

If your Accusation is incorrect or if any one of the cards that you named is not inside the Confidential Envelope:

- Secretly return all three cards to the Confidential Envelope.
- You can not make any further moves in the game, and therefore cannot win.
- You do continue to try to prove your opponents' Suggestions false by showing cards when asked.
- Your opponents' may continue to move your character pawn into various Rooms where they make Suggestions.
- If, after making a false Accusation, your character pawn is blocking a door, move it into that Room so that other players may enter.

### **Player Interactions and Rules:**

Each character has a set of unique rules that affect how they can interact with the other players in this game.

- Merchant & Merchant's Quarters: The merchant has free reign in the Merchant's Quarter but anyone who wants to enter the merchant's quarters other than the Queen needs the Merchant's Key.
- Handmaid & Women's Quarters: The handmaid can't request any items from the other player without the permission of the Queen, but is free to make any guesses of accusations.

- Queen & Queen's Quarters: The Queen can't enter a room other than the Queen's quarters unless someone is already inside it. The Queen can however call for another player to come to the room she is trying to enter and enter with them. If the Queen is in the same room as the handmaid, the handmaid's guess and accusation takes priority over the Queen's. The Queen doesn't need a key or permission to enter a room but still requires the scribe to be in the library room to make an accusation there.
- Scribe & Library: No one is able to make an accusation or guess in the library without the Scribe also being in the room.
- Brewer & Kitchen/Storage: No one is allowed to propose a murder weapon while in the Kitchen without the permission of the Brewer. Everyone aside the Queen needs to request the Brewer for a storage key to enter the storage room.
- Priest (Outside Courtyard Rooms for Entertainers): The Priest is unable to use the secret passages in the room but can roll a die each turn, if the roll is greater than a 4 then they can make a guess or accusation using the room that they are adjacent to regardless of restrictions. If the die roll fails, then they can only make guesses about the room they are currently in.
- False accusations make it so that the player gets their tongue removed and can't speak for the remainder of the game instead of just killing them

### **Winning:**

You win the game if your Accusation is completely correct--that is, if you find in the Confidential Envelope all three of the cards that you named. When this happens, take out all three cards and lay them out for everyone to see.