

Rules for Mother Goose Land Who Dunit? Board Game

Objective: Be the first to solve the mystery of a murder by correctly identifying who did the murder, where it was done, and how they did it.

Supplies:

- Board game
- One dice
- 6 game pieces (you can use different colored pom poms, different coins, etc.)
- One set of game cards:

Settings (on blue paper)	Suspects (on pink paper)	Weapons (on yellow paper)
Forest	Red Riding Hood	Sheppard's hook
Wall	Jack & Jill	Magic Mirror
Hill	Three Little Pigs	Huffy Puffy Wind
Kitchen	Gingerbread Man	Poisoned Apple
Bridge	Frog	Hot Porridge
Tower	Princess	Pail
Beanstalk		
Farm		

- An envelope (to put the answer cards in)
- Checklist
- Pencil

Game Preparation:

Make three piles of cards: Settings, Suspects and Weapons. Shuffle each pile and pick one card from each pile without looking at it. Place the three cards face down in an envelope. All remaining cards are then shuffled together and mixed, and dealt to each player. Some players may have more cards than others.

Game Play:

Players move their game piece across the squares the amount shown on the die in their roll. Once a player enters a room, they are then eligible to make a "suggestion" on who committed the murder. This is done when the player names a Suspect, a Weapon, and the Setting that they are currently in ("I suggest that the crime was committed on the Beanstalk, by the Gingerbread Man with the Pail"). After entering a room and making a suggestion, you may not make another suggestion until entering another room.

If another player has one of the cards mentioned, they must secretly show the card to the player.

If nobody can prove that the player is wrong, he opens up the envelope to see if he wins.

Keep track of using your checklist.

Web Extra 2.8: Mother Goose Game

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