

The scene

It's Monday morning and your manager Brent has called his usual emergency all employee meeting. He looks more than a little bit unhappy, and this time it's not because someone stole his cruller. Over the weekend he was demonstrating the new anatomy program *Mr. Body* to some investors and frankly the performance was miserable! Now Brent has only one question.

Who killed Mr. Body's performance!

Setup

Separate the cards into three separate stacks with the cards face down. Characters, Mistakes, and Locations. Shuffle each one separately. Take the top card from each stack, without looking at the cards and place them to one side. Then shuffle the remaining cards together and deal them out evenly between all of the players. If some players have an extra card that's ok.

Each player picks a character token as theirs and places it in the starting location of their choice. The remaining character tokens are put away. All of the mistake tokens are placed at random locations throughout the board.

The turn

Either attempt to move to a new location or Place Blame.

Movement

Declare the direction you want to go from your current location. Then roll 2d6 and compare the result against the allowed values for that path. If it matches, move to the next location.

If you roll a 7 you've found the developer's back door to the application and can go instantly to any location.

Place Blame

Move a character, and a mistake, to your current location. Then **place blame!**

The player on the immediate left now has to attempt to prove you wrong. They will check their cards and if they have one or more cards that matches one of your guesses then they must show you, and only you, one and only one of those cards. If they can't then the person on their left makes the attempt and so on. If no one can prove you wrong, then, of course, **you've won**. However, if you are proven wrong, you have gained some information. But lost some credibility. And your next turn.

Blanks

You will have noticed there are blanks for each type of card. This is so that if you feel like expanding the game you can add your own options.