MindMaze

General Rules

The aim of the game is to solve a riddle which is presented in a strange, mysterious story. One player (the Moderator), will tell part of a story and the other players will try to solve the riddle that the story poses. They are allowed to ask the Moderator questions that can be only answered with "Yes", "No", or "Not Important".

A simple riddle example::
"A pilot jumped from a plane; he fell to the ground but he didn't die."
"Did he jump with a parachute?"
"No."
"Was the plane travelling at high speed?"
"No."
"Did the pilot spend a lot of time falling?"
"No."
"Was the plane on the runway?"
"Yes."
"Yes."

Basic Game Variant

In this version of the game, the Moderator performs the following steps:
1. *Draws a card and reads aloud the story from the front side, keeping the back of the card hidden.*
2. *Secretly reads the full story written on the back side of the card.*
3. *Answers questions from the other players (and give them hints if they are stuck) until they solve the riddle.*

Once the riddle is solved, the next player clockwise becomes the new Moderator and another game is played.

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Competitive Game Variant

In this variant, it is important not only to solve a riddle, but to do it as quickly as possible. The faster a player will solve a case, the greater number of points that player will gain.

1. *Choose one player to be the Moderator for the first story. After a riddle is solved, the next player in a clockwise direction becomes the new Moderator for the next story. The Moderator's job is to read the story, answer the questions and to give clues.*
2. *Starting with the person to the left of the Moderator, players take turns to make ask questions or make a guess. After a total of 6 questions or guesses (regardless of the number of players), the Moderator reads out the top hint from the back side of the card.*
3. *The process repeats, with the Moderator reading out the next clue after each set of 6 questions / guesses. If nobody solves the riddle by the end of the 4th set of 6 questions / guesses, the Moderator reads out the solution and no player scores any points. Use coins or another method to track the number of questions / guesses asked.*
4. *If a player correctly solves the riddle, he or she scores a number of points depending on the difficulty of the riddle. 4 points for easy, 5 points for medium, and 6 points for hard. However, the points are reduced by 1 for each clue given by the Moderator*

It may happen that a player mentions a clue while asking their question. In that case, the Moderator gives the next clue from the list after the set of questions. If there are no clues from the list left, the Moderator gives his/her own clue.

The Competitive game ends after a pre-agreed time, for example:
— Each player has played as the Moderator once.
— 12 cards have been used.
— One of the players has gained 10 points
— The plane has arrived in New York.