Coach's Guide for Mystery in the Galleries



What should be on each table

Game materials

- The 20" x 30" floor plan, face down
- A small brown paper tray, containing:
 - o 26 plastic stands (emptied from the ziploc bag)
 - o A hole punch

1 pack of rubber-banded envelopes

- 6 letter-sized envelopes, labeled **001-006**.
- 1 business envelope, labeled **007**.

Writing supplies (not provided by Mystery League)

- Pencils & pens
- Scratch paper

Game overview

Part A: Envelope 01 (30-45 min)

- Teams match **26 art cards** with **26 titles cards**.
- They place each pair on the map.

Parts B: Envelopes 02-06 (30-45 min)

- Teams solve a series of 5 puzzles.
- Each one eliminates several pieces of art.
- At the end, 1 piece remains.

Part C: Memo 07 (10 min)

• After they've found the final piece (which is the forgery), they get one last puzzle to determine which is the forgery.

Your jobs:

Confirm each step

Each time a team solves a memo:

- Confirm that they solved it right.
- Tell them to open the next envelope in the stack.

Offer hints

Specific hints are below. However, here are some general hints that often help. Feel free to deploy these early and often:

"Tell me what you know."

"**READ EVERYTHING**. Almost every word and design is important."

"Show it to a teammate."

"You don't need to guess. The solutions will be obvious."

Part A, Envelope 1: Matching and placing art

Hints

General hints, available @ 10 minutes

Learn where a team is stuck and give the hint that applies

- Read titles out loud to each other.
- Describe the art to each other.
- Mushtarak titles her art literally.
- No group of titles is all rhymes.
- Those *lanky* dogs used to be *lazy*.

@ 20 minutes

- For two artists, placement should be easy. (Once their art is matched up.)
- Antunez uses *almost* everything.
- Vantar is Icelandic for "missing."

@30 minutes

- Antunez sure uses a lot of shapes.
- For both matching and placement, say Klink's titles out loud.
- Place Första by looking at her art.
- Mushtarak's art requires merging.

More hints

- 1. Read the bullet points on the memo.
- 2. Spread out the art and titles so you can see them all.
- 3. Move around or move the pieces around.
- 4. Let teammates see what you see.
- 5. Say the titles out loud while someone else looks at art.
- 6. Try to group titles together.
- 7. You may write on the cards.

Specific hints



- "The titles for these are literal."
- "How might you connect the art on the cards with the pieces on the floor plan?"











"Describe the images on the art to the rest of your team, while they look at titles."











• "What is different about each of these pieces?"











• "Describe the images and look loosely at the titles."













"Describe what you see out loud."

Hints for placing

- You should be able to place two of the sets once you know how the titles match up.
- Some will require you to look at art, some will require you to look at titles.











• What letter is missing?











What does the picture look like?











"Read the titles out loud."











- Did you notice these pieces don't match the floor plan?
- What letter did the combined fragments create?













• What is the difference between the title word and the image?

If they're really stuck

Show them one art/title match, but don't explain why.

Part A answer key

Each artist uses a different mechanism for titling their art, as well as for placing it in the museum.

Artist	How to Match Title	How to Place Art
Alfredo Antunez	Each title has 25 of the 26 letters in the alphabet. The missing letter corresponds to a number (A=1, F=6). The number indicates how many shapes are in the piece of art (A=1 squares, F=6 squares, etc)	Place the art on the missing letter from the title.
Fatima Mushtarak	The titles clearly describe the art ("Two Lines", "Dash", etc.).	Each physical piece of art can be combined with a piece printed on the floor plan to create a letter. "Dash" combines with the two lines to make an H, and is placed on H.
Helga Vantar The state of the	The title has a word in it that is one letter off from the picture- the picture of a HEART matches the title with HEAT in it.	Place the art on the letter that's missing from the title word (HEART/HEAT on R).
Sofia Första O O O O O O O O O O O O O	The title is an acronym for what's in the picture - "Rules Intimidate Norwegian Ghouls" = R.I.N.G.	The picture looks like a letter- the Ring looks like an "O", for example.
Jasper Klink	The title has a word in it that is a homophone for (sounds like) the picture - "meddle" and "medal", for example.	The first word of the title is a homophone for a letter - "Be", "Why", etc.

Part A answer key, continued

Letter Placement	Title	Art
A	Few Discotheques Provide Glorious Jukebox Enzymes	
В	Be a Geek and Sneak a Peek	
С	See the Whole Picture	0
D	Semi-circle	5
Е	Bard Song Gone Wrong	
F	A Very Bad Quack Might Jinx Zippy Howls	
G	Gee Whiz, What a Pair of Kicks	\Diamond
Н	Dash	
I	Clown House in My Neighbor's Entire Yard	
J	Smile	

К	Money Grubbing Goblin	e Total
L	Ion in Charge	
М	Salon of Beauty Music Festival	
N	Two Lines	
0	Rules Intimidate Norwegian Ghouls	Ŏ
P	Bugs Set in Wax Jonquil Forks Drive Him Crazy	
Q	Circle	0
R	Heat Wave Goodbye	
S	Pens and Pencils, Equal Rights	
Т	My Uncle's Straw Hat Ripped On Our Mat	

U	You Saw My Reign End	
V	Fix My Broken Jeweled Cage With This Quartz Page	
W	Heel / Clog / Happy Hog	
X	Shorty's Wild, Our Real Dad Said	X
Y	Why Meddle In There, Little Hare?	
Z	The Quick Brown Fox Jumps Over the Lanky Dog	

Part B, Memo 2: Galleries

What can go wrong / hints

- Suggest they move around so others can study the memo.
- If they collect pieces together by letter without noticing they're in a gallery together, Tell them to notice where each group of 2-3 pieces are.
- If they're focusing too much on the letters of each art, tell them they don't need that.
- If they remove too many pieces of art at the end, "the memo tells you how many to remove. Just remove those."

Answer key

- All the words attached to art within a single gallery are thematically related.
- The first names on the last page is a clue for each gallery.
- Players write the relevant gallery last name next to each gallery clue.
- The first letter of each gallery spells out the answer: PATIO WALLS.

Art & words

A >	FO	DIZ
Δ 1	H()	кк
1 N I	1 ()	

B) DOG

C) PEPPER

D) VENUS

E) BEE

F) RUBY

G) BUTTERFLY

H) KNIFE

I) HULK

J) ORANGE

K) EAGLE

L) EMERALD

M) SPIDERMAN

N) FALCON

O) SALT

P) MOSQUITO

Q) CAT

R) KING

S) DIAMOND

T) APPLE

U) SUPERMAN

V) ACE

W) MERCURY

X) QUEEN

Y) BANANA

Z) EARTH

First name	Category	Gallery Name
Galileo	Planets	PADILLA
Barry	Fruit	ATWATER
Herb	Salt & pepper	TAKAHASHI
Bugsy	Bugs	INGRAM
Jewel	Gems	OKEREKE
Rainn	Cats & dogs	WEXLER
Bette	Poker hand	AMADOUR
Cutty	Utensils	LIU
Soren	Birds	LYSETTE
Hiro	Superheroes	SHAKIR

- H Dash
- L Ion in Charge
- M Salon of Beauty Music Festival
- 0 Rules Intimidate Norwegian Ghouls









Part B, Memo 3: Guards

What can go wrong

- First, suggest they move around so others can study the memo.
- If they don't know where to start. Do the things in those sketches look familiar?
- If they don't notice the Roman numerals VI and XII on the patio. "There's something important on the patio."
- If they guess about the orientation of the clock. Same as the previous hint.
- **If they don't put solution letters in the right order.** "The order is explicit. What order might you use? Write out the letters you got next to each guard name."
- If they don't see the grey boxes on the memo. Point it out.
- If they think the medal is black. Tell them it's not black.

Answer key

- Each sketch matches the titles of two paintings.
- The museum resembles a clock, with an XII and a VI hidden in the patio bricks.
- Each guard's shift time matches a number position on the clock. Each guard is standing at the position corresponding to their shift time. For example, AGATHA is standing at the 7:00 position.
- Teams figure out which two paintings each guard can see and find the sketch that corresponds to those two pieces' titles.
- They write the guard's name in the blanks under the sketch.
- The highlighted letters in each name spell out the answer, when put in the order of the schedule: **HAS BLACK**.

Sketch	Title 1	Title 2	Guard Name
	Pens and Pencils, Equal Right	A Very Bad Quack Might Jinx Zippy Howls	AGAT <mark>H</mark> A
	Why Meddle In There, Little Hare?	My Uncle's Straw Hat Ripped On Our Mat	ZOLT <mark>A</mark> N

Money Grubbing Goblin	Fix My Broken Jeweled Cage With This Quartz Page	SPYROS
Heat Wave Goodbye	See the Whole Picture	B ROOKS
You Saw My Reign End	Clown House in My Neighbor's Entire Yard	GISE <mark>L</mark> A
The Quick Brown Fox Jumps Over the Lanky Dog	Heel / Clog / Happy Hog	CARLOS
Be a Geek and Sneak a Peek	Bugs Set in Wax Jonquil Forks Drive Him Crazy	HE <mark>C</mark> TOR
Bard Song Gone Wrong	Few Discotheques Provide Glorious Jukebox Enzymes	KERMIT

- D Semi-circle
- E Bard Song Gone Wrong
- I Clown House in My Neighbor's Entire Yard
- J Smile
- K Money Grubbing Goblin
- R Heat Wave Goodbye
- W Heel / Clog / Happy Hog















Part B, Memo 4: Blueprints

What can go wrong / hints

- First, suggest they move around so people can see it from other angles.
- **If they don't line up the blueprints correctly.** Tell them to align the grids on the blueprints exactly. Tell them about the 3 different kinds of pipes.
- If they get the answer "MESRHY". "Read it starting from the other side."

Answer key

- Teams cut out the blueprints and overlay them on the floor plan where they go.
- When laid out correctly, they cover up almost all the letters in the wings.
- The remaining letters spell out the answer: **RHYMES**.

Hints

• "Blueprints should be laid on top of the museum's wings."

- B Be a Geek and Sneak a Peek
- T My Uncle's Straw Hat Ripped On Our Mat
- V Fix My Broken Jeweled Cage With This Quartz Page
- Y Why Meddle In There, Little Hare?









Part B, Memo 5: Tickets

What can go wrong / hints

- First, suggest they move around so others can see the page.
- **If they don't see the quotes.** Tell them to flip over the tickets.
- If they find ABCDE but nothing else. Tell them to read everything on the ticket.
- If they punch out the wrong spot. "Just do it again and ignore the wrong hole."
- If they don't line up tickets on the page properly. Tell them to align the thick lines.
- If they don't notice the alphabet on the right side of the paragraph. "These tickets don't quite reach across the paragraph, do they?"
- If they lay out multiple tickets at once. Tell them to only use one ticket at a time.
- If they line up the ticket with the letter they punched out instead of the letter that corresponds with the art. "Some text on that ticket seems cut off..."
- If they forget what letter they punched out. Tell them what letters are missing if they need it (example: "My" was "May").
- If they don't know what order to put the letters in. "What haven't you used?"

Answer key

- Each ticket has a quotation with an extra letter that shouldn't be there.
- Use the hole punch to punch out that letter.
- Notice that the final letters of each line of the paragraph spell the alphabet.
- Flip the ticket over and line it up so "*This piece is at >>>*" lines up with the letter of that piece. For example, the "Semi-circle" piece should be lined up with D.
- The hole reveals a letter.
- Put those letters together to spell <u>MALES</u>.

Art	Position in museum (what letter the ticket should line up with)	Letter punched out from Quotation	Letter revealed through hole
	D	A	M
	F	В	A
Ŏ	0	С	L
	М	D	Е
	U	Е	S

- A Few Discotheques Provide Glorious Jukebox Enzymes
- C See the Whole Picture
- F A Very Bad Quack Might Jinx Zippy Howls
- G Gee Whiz, What a Pair of Kicks
- P Bugs Set in Wax Jonquil Forks Drive Him Crazy
- U You Saw My Reign End
- Z The Quick Brown Fox Jumps Over the Lanky Dog















Part B, Memo 6: Furniture

What can go wrong / hints

- If they don't know which furniture to punch out. "How many spaces are in the answer?"
- **If they punch out the wrong spot**. "Cover up those holes (with stickies?) and punch again"
- **IF they can't find the answer or find a wrong answer.** Tell them to keep rotating the circle. The thick lines should line up with the map.

Answer key

- Identify which pieces of furniture are not present on the floor plan.
- Punch out those eight missing pieces.
- Lay the circle down on top of the middle circle on the floor plan.
- Rotate it so the thick pink lines line up with the lines on the map.
- The revealed letters spell: **LEAP YEAR.** If they don't, rotate in 90° increments until they do.

What art is removed

- N- Two Lines
- Q- Circle
- X Shorty's Wild, Our Real Dad Said







The forgery

Final forged piece: S - Pens and Pencils, Equal Rights



Part C, Memo 07, Final memo

What can go wrong / hints

- They don't know what to do. "You'll need to consult with other teams."
- They don't know what to look at. "Does anything on the envelopes stand out?"
- If they don't know what to read from the sources. "You're looking for a 26-letter answer."

Solution

- Find all 5 different Envelope #1s
- Note the final word in the warning on each one
- Put the final word in the blank under the icon that matches another word in the warning. (e.g. one warning mentions a hippo, and the last word is "sort", so they should write "SORT" under the hippo)
- The five words spell SORT ARTWORK & READ ACROSS SOURCES
- Put all art in order by their letter (i.e. A, B, ... all the way to Z.)
- Read the first letter of each.
- Solution: THE FORGER IS NAMED REPLICASSO.

The final answer is **REPLICASSO**