



1-6



60min



7+

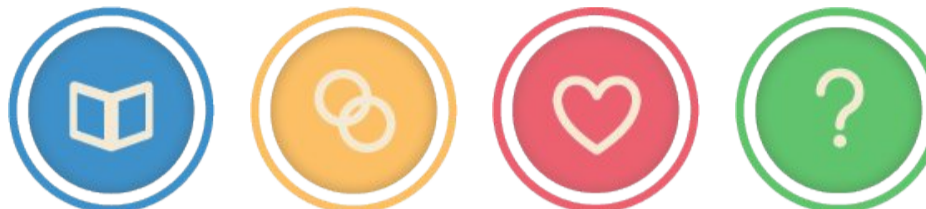
# Mischief at the Museum

Collaboratively build a museum, then compete to have the best day ever!

## Create

Work together to build any museum!

## Collect



Seek out Education, Friendship, Romance, and Mischief.

## Compete

Who will have the most memorable day ever?



Video Overview

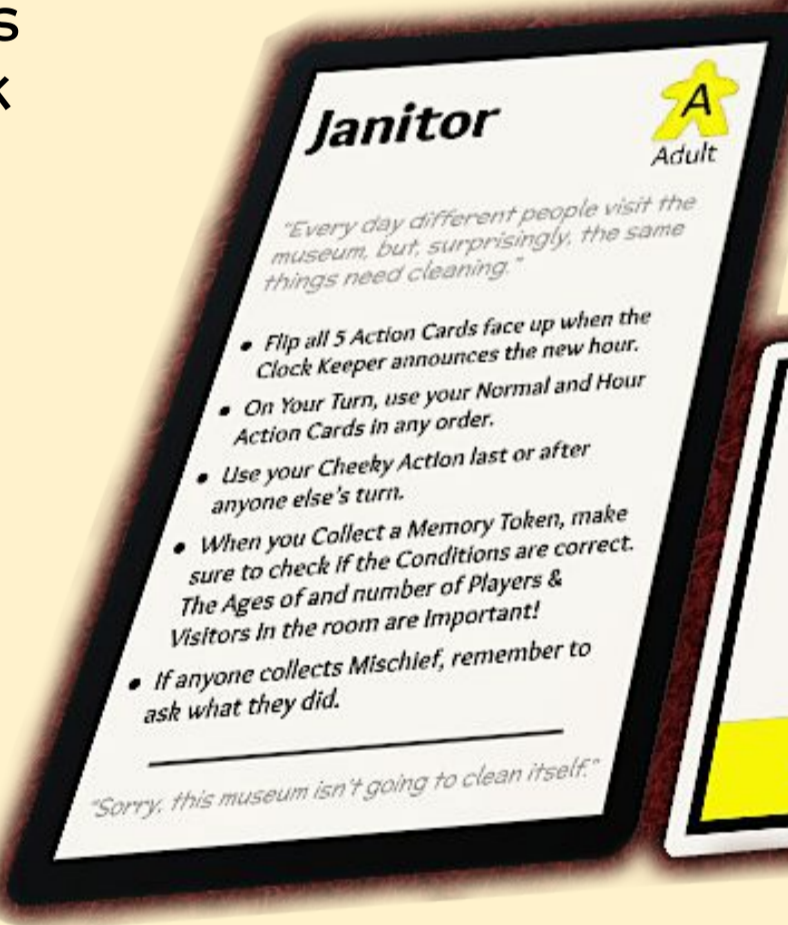
### Components:

- 18 Museum Tiles
- 6 Secret Passages
- 6 Character Cards
- 6 Player Meeples
- 12 Visitor Meeples
- 100 Memory Tokens
- 48 Trait Cards
- 30 Action Cards
- 3 Record Cards
- 1 Museum Clock
- 1 Visitor Bag
- 1 Rules Booklet



Flip Action Cards to keep track of your turn

Museum Hours are from Noon to 7pm  
Players get a new power every hour!



Strive to use all five!



\*All Prototype Art

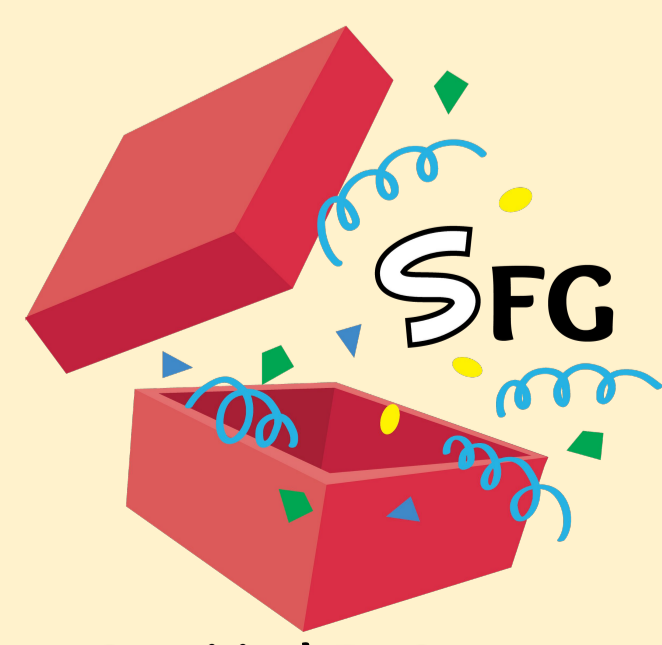
## Players tell their own story:

“Ok, 1pm in the Donut Museum. I **Push** the Janitor out so I'm alone. I then **Collect Mischief** by swapping the chocolate and jelly filled labels. I'll **Move** to the Hands On Exhibit and use my **Hour Action** to **Collect Friendship** by talking with that Senior about the old fashioned donuts available for tasting.”

Small Packages, Big Fun!

shawn@surprisinglyfungames.com

www.surprisinglyfungames.com



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