

Finding Mio

“Hello, Spy Club! Our cat Mio has disappeared, and we really need your help. We promise this won’t take up too much of your time while you work on your other cases.”

Overview

“Finding Mio” is an interactive expansion module for *Spy Club*. You must have a copy of *Spy Club* to play and a web browser or mobile device connected to the internet to check your clues. To find Mio, you must follow these rules to discover the 13 letters in a secret message. The message will tell you where you can find Mio.

Note: You can start playing with these rules as soon as you discover them — even if it is in the middle of a case.

Change to Game Play:

Looking For Mio-Related Clues

In the normal rules of *Spy Club*, when you solve an aspect, you first set aside the solution card and then discard the remaining non-solution cards from the

center row. However, when the “Finding Mio” rules are in play, you have a chance to look at the non-solution cards for clues about what might have happened to Mio before discarding them.

After you set aside the solution card, look at the remaining non-solution clue cards in the center row. Could any of them have anything to do with Mio’s whereabouts? Does any card show anything cat-related, maybe some item a cat would like or some scene that a cat may have been involved in or some way that a cat may have gotten away? You can select one of these non-solution clue cards in the center row and set it aside next to this rules sheet as a Mio-related clue card. Then move the remaining cards from the center row to the discard pile, just like normal. (With these rules in play, you will usually discard 3 cards.)



Example: You solve the Suspect and set aside the solution, as normal. You then look at the remaining cards and notice the cat on the Neighbor card; you set it aside as a Mio-related card. You then move the other 3 cards to the discard area, as normal.

Change to Recording the Outcome: Check Your Mio-Related Clues

At the end of a case, when you record the outcome, you can enter the Mio-related clue cards you set aside into the *Spy Club* website to see if they provide any information about Mio's whereabouts. Browse to the page where you downloaded these rules — www.SpyClubGame.com/2674338328 — and click the "Enter Clues" button.

Follow the directions on the website to enter the names of the Mio-related clue cards you set aside. If the clues reveal any of the letters in the message, you can record them below. (You can also cross off the names of the clue cards in the list below as you enter them; you only need to enter a clue card into the website one time.)

Secret Message



When you know the secret message, browse to the page where you downloaded these rules — www.SpyClubGame.com/2674338328 — and click the "Enter Message" button.

Clue Card List

As you enter clues into the website, we recommend you cross them off the list below as a reminder that you did so. You do not need to enter the same clue more than once.

Objects	Cake Lipstick	Game Piece Stamp	Hat Slingshot	Key Watch
Crimes	Bullying Theft	Eavesdropping Trespassing	Lying Vandalism	Prank
Locations	Cabin Ice Cream Shop	Carnival Mansion	Diner Museum	Game Store Park School
Suspects	Cashier Mom	Dog Neighbor	Garbage Man Troublemaker	Librarian Twins
Motives	Dare Love	Fame Money	Hunger Revenge	Jealousy