

## Live Action Clue Rules

The group will be divided into teams with a Host assigned to each team. Each team will solve the crime independently, so there will be a different solution for each team. It will be like several mystery games going on simultaneously. All the playing pieces for each team are color coded: red team, blue team, etc.

Six rooms in the library will be transformed into Mayfield Mansion. A vignette with a weapon, the outline of a body and other props will be set up in each room.

Each player will receive a small folder with the story on the front, and envelope to keep clues in, the playing card, a name tag with a character's name and a pencil. The story is read aloud to introduce the game.

The Host has 18 clue cards, one for each character, weapon and room. The Host then chooses one character card, one weapon card and one room card and hides them from the players in an envelope. The remaining cards are then passed out to the teens. They mark clues off their playing card lists and the game is to deduce which of the remaining clues are in the host's envelope by making suggestions. In theory, the players are supposed to keep their suspicions secret and hide their clues from the other players until they are asked a question.

To keep confusion down to a minimum, each team starts off in a different room and then follows the order on the playing card for the consecutive rooms. The Host keeps track of whose turn it is to go first in each room. The player's turns follow the order of characters on the playing card.

The player makes a suggestion, "I think that Mrs. White did it in the kitchen with the rope." The room you suggest **MUST** be the room you are in. Suggesting some of the cards in your own hand is a sneaky way to mislead others and gain information. If the next player can show one of those cards to you, then you can mark that clue off your list and it is the next person's turn. If not, the next person down the list shows a card if they have it, and so on, until someone has shown a clue proving the suggestion wrong. If a player has more than one of the suggested cards, he only has to show one. If no one is able to prove the suggestion wrong, then the player may end his/her turn or may make an accusation. Each player gets one turn in each room. The team then moves on to the next room.

When a player thinks he has the solution, he officially announces to the Host that he is giving a solution (on his turn, of course) and then makes his best guess. You may name any room in the accusation phase, even if you're not in that room. If anyone can show a clue proving the accusation wrong, then the player's turns are over but the player remains with the group to share his/her clues with other players on their turns. If that player's accusation is correct, then he/she wins for that team.