

LIVE KLUE

Introduction:

Hi everybody! I have some sad news to share with you. It's going to appear on tonight's 11:00 news. There was a murder that happened right here in our community. A Special Investigation Unit has been established and they need your help! They are at a loss as to who might have committed this heinous crime but have narrowed it down to 11 suspects, 11 possible locations and 11 possible weapons. These suspects (the Counselors) are willing to help you. The Counselors will be stationed at one of the potential locations of the crime. (Look for ten labelled rooms.) Your job is to get information from the Counselors.

Instructions:

Each group will be given a list of all the suspects, all the possible locations and all possible weapons. (Available to print on the next page.)

Print off two sets of cards.* (Available to print later in this document.) Someone randomly selects a suspect, location and weapon card. They are placed in an envelope and kept secret. This is the solution to the crime. Make sure to take out both copies of who did it, where and how. The remaining cards get divided among 10 Counselors. They should keep their cards in an envelope to avoid being accidentally seen by anyone. With these cards, each Counselor now knows of two suspects that did NOT commit the crime, two locations where the crime was NOT committed and two weapons that were NOT used to commit the crime. (The Counselors each dress up as a suspect and each stand in a possible murder location room. Their correlating room is decorated if needed. Also, when dividing the cards try not to give the suspect her own card or room.)

The fathers and daughters then go from room to room asking possible murder scenarios, for example: A group asks a Counselor; 'Was it the Gardener, in the Furnace Room with the Sling-Shot?' If the Counselor has one of the cards mentioned, the Counselor will show the group the card and they can check that possibility off their list because the Counselor is holding cards that show only those possibilities that are NOT involved with the crime. If the Counselor has two or all three of these cards in their envelope, then the counsellor MUST show the group two or all three cards.** If the Counselor does not have any of the cards the group mentioned, the Counselor will simply say, "I don't know."

Once a group has only one suspect, one location and one weapon NOT checked off their list, they know that these are the solution to the crime. The first group to show the Sea Captain in the Fellowship Hall the correct solution is the winner.

Some Rules:

1. The rooms can be visited in any order.
2. Only one team allowed in a room at a time. When you enter a room shut the door. This lets other teams know that the room is busy.
3. Team members must stay together including standing in line for room entry, no line holding.
4. Teams can ask two questions per visit to a room. Each question must contain a suspect, a location and a weapon.
5. You do not need to be in a specific room to ask if the crime was committed in that room. (You do not need to be in the kitchen to ask if the crime was committed in the kitchen.)
6. The same room can be visited as often as you wish but the team must exit and visit at least one other room in between and then, if necessary, wait in line before entering again.***
7. If your team thinks they have discovered who committed the crime, in what room and using what weapon, you must as a team return to the fellowship hall and speak with the captain.
8. The first team to return with the correct answer is the winner.
9. If you are incorrect you may not return to the game. You have been eliminated.

Variations:

- * Using a double set of cards makes the game go faster so two games can be played in one night. You can, however, use only one set, which will make the game take longer.
- ** A Counselor only has to show one card per visit, even if they have all three cards that were asked. This too would make the game last longer.
- *** If the Counselors must show all matching cards to the question asked, then rooms should not need to be visited more than once, so this Rule (#6) can be omitted.

Suspects			Locations			Weapons		
		Chef Boy-R-D			Kitchen			Spatula
G		Cowgirl	G		Stable	G		Pitchfork
A		Doctor	A		Infirmary	A		Thermometer
M		Gardener	M		Greenhouse	M		Flower Pot
E		Handyman Al	E		Furnace Room	E		Wrench
	T	Maid		T	Dining Room		T	Duster
O	T	H	O	T	H	O	T	H
		Miss Scarlet			Lounge			Candle Stick
N	W	R	N	W	R	N	W	R
		Librarian			Library			Book
E	O	E	E	O	E	E	O	E
		Nanny			Nursery			Rattle
		E			E			E
		Policeman			Jail House			Club
		Sea Captain			The Great Hall			Spy Glass

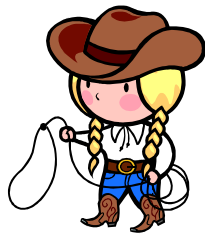
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E		Handyman Al	E		Furnace Room	E		Wrench
	T	Maid		T	Dining Room		T	Duster
O	T	H	O	T	H	O	T	H
		Miss Scarlet			Lounge			Candle Stick
N	W	R	N	W	R	N	W	R
		Librarian			Library			Book
E	O	E	E	O	E	E	O	E
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		E			E			E
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CHEF BOY-R-D



COW GIRL



DOCTOR



GARDENER



HANDYMAN AL



MAID



MISS SCARLET



LIBRARIAN



NANNY



POLICEMAN



SEA CAPTAIN



KITCHEN



STABLE



INFIRMARY



GREENHOUSE



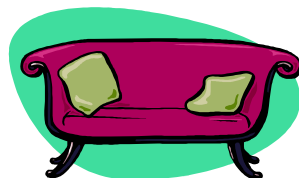
FURNACE ROOM



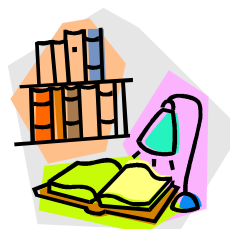
DINING ROOM



LOUNGE



LIBRARY



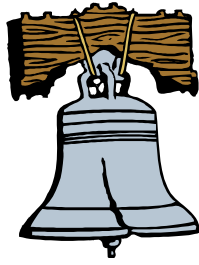
NURSERY



JAIL HOUSE



THE GREAT HALL



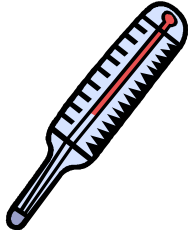
SPATULA



PITCHFORK



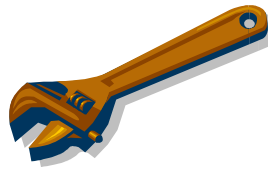
THERMOMETER



FLOWER POT



WRENCH



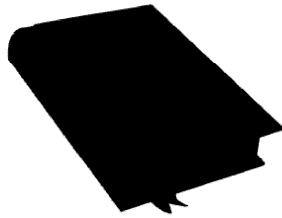
DUSTER



CANDLESTICK



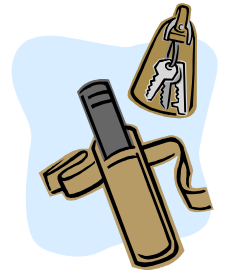
BOOK



RATTLE



CLUB



SPY GLASS

