

# Real-Life Clue

The set-up: All students and adult leaders will be seated in the gym. Jodi will comment that there are some strange people walking around. All characters (high schoolers) will walk up front. Jodi will have them all introduce themselves. Then the lights will get turned off, characters scream, and when the lights come back on, Jodi will be lying “dead” on the ground. Characters scatter all over the inside and outside of the Valley Community Center. Joe will then step forward to explain the game.

The point of the game: Students and adult leaders will travel together as small groups and try to solve the mystery of Jodi’s murder. They will need to correctly identify the name of the killer, the weapon used, the motive, and the location. Groups will discover this information by traveling around the Valley Community Center and asking questions of the various characters. After approximately 30 minutes, groups will have turn in their guess for the name, weapon, motive, and location. Guesses can be turned in sooner but each group can only submit their guesses once.

The details: Each character knows one and only one piece of information (either the name, weapon, motive, or location). You may ask a character one yes-or-no question regarding one piece of information. They will answer “I don’t know” if you ask a question about a piece of information they do not know about. They will answer “yes” or “no” if you ask a question about a piece of information they know about. You may only ask a character one yes-or-no question before moving on to another character. You may return to a character to ask them a question but only after asking another question to another character first.

Example: Let’s say my character is Mickey Mouse. I have been informed by the game leader that the weapon used to kill Jodi is a bow and arrow. If a group asks me “Was Jodi killed at Adventureland?” I would answer “I don’t know,” since the question was about location but I only know the weapon. If a group asks me, “Was Jodi killed by a lawn mower?” I would answer “No,”

since I know the weapon but that's not the correct weapon. At that point, the group asking that question now knows the piece of information I know about is the weapon; they just don't know exactly what the weapon is. They'll need to run off to ask another character a different question before they come back to ask me another question about the weapon.

Eventually, as groups travel around and ask more and more questions from characters, they will gradually narrow down what characters know what pieces of information, and then from there they will have to correctly guess the correct answer within each category of information. Each team will be given a sheet of paper with a limited number of correct options to guess within each category of information. This sheet of paper will also be the paper where you submit your final guess for the four categories of information.

A few things:

- You have to stay together as a group the entire time
- You can only ask yes or no questions
- You may only ask one question to a character at a time; you are not allowed to ask two or more questions in a row. Run off to another character to ask a question first if you want to return to ask a question to the original character.
- All adult and high school-aged leaders will meet together from 6:30-6:40 in the Cafe on Wednesday night to go over these rules in-person.