

Kit Guide:

Life-Size Clue

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Kit Inventory: Life-Size Clue

ITEM	QTY	ITEM	QTY
Character Props <ul style="list-style-type: none"> • Miss Scarlet – red boa • Colonel Mustard – skipper hat • Mr. Green – bow tie • Professor Plum – glasses • Mrs. White – maid’s apron • Mrs. Peacock – hair piece 	6	Weapon Props (Cardboard) <ul style="list-style-type: none"> • Crowbar • Knife • Craft Rope • Gun • Wrench • Candlestick • Other misc. cardboard cutouts 	Variety
Character Cards <ul style="list-style-type: none"> • 6 character cards per team (red, yellow, green, blue) 	24	Weapon Cards <ul style="list-style-type: none"> • 6 weapon cards per team (red, yellow, green, blue) 	24
Location Signs <ul style="list-style-type: none"> • Large laminated room signs – 1 per room 	9	Location Cards <ul style="list-style-type: none"> • 9 room cards per team (red, yellow, green, blue) 	36
Travel Cards Large laminated color-coded squares. <ul style="list-style-type: none"> • Blue (15) • Yellow (15) • Green (15) • Red (15) 	15 per color – 60 total	Solution Envelopes <ul style="list-style-type: none"> • 1 solution envelope per team (red, yellow, green, blue) 	4
Guess Solution Sheets	Many	Participant Folders	Many
Painter’s Tape	2 rolls	Alcohol Pads	1 box
Inflatable dice	6	Pencils	Many

You provide: Additional decorations, if desired. You will need to provide writing utensils for each participant.

Notes:

- If you have fewer than 6 participants, feel free to ignore the “small groups” element of this game. You can all play as one group and only have one game going on.

- The “travel card” squares are laminated to be reused – please ensure that youth don’t step directly on them, or are as gentle as possible 😊

Sharepoint Materials: [SharePoint Folder in Young Adult STAFF](#)

Social & Emotional Learning Objectives:

1. Participants will demonstrate self-awareness by identifying how their actions affect the actions and behaviors of their peers (Self-Awareness/Social Awareness).
2. Participants will demonstrate impulse control and awareness of the other team(s) as they wait their turn (social awareness/self-management).
3. Clue is an excellent board game for strategy, reasoning, and thinking (Responsible Decision Making).

Resource Connection:

PPLD has a robust collection of board games! Check out games at the [Library 21c Teen Desk](#), [Penrose Library Main Floor Service Desk](#), [Calhan Library Service Desk](#), [Old Colorado City Library Service Desk](#), or the [Cheyenne Mountain Library Service Desk](#). There is a two game limit per library card and they check out for one week.

- [Click here to see the status and availability of games.](#)
- [Click here to go to the board-games page of our website.](#)

Background:

Previous life-sized board games have been a success, so we are continuing to create similar programs. Clue is great for either team-play or more independent play, and forces youth to use a lot of unique thinking and social skills. If you’d like to read more about the history of clue, there’s a nice blog post here: <https://thebiggamehunter.com/games-one-by-one/clue-cluedo/>. Official Hasbro Clue board game instructions linked here: <https://www.hasbro.com/common/instruct/clueins.pdf>

Strategic Plan

Community Connections:

- Youth will build relationships with each other and library staff.
- Youth will develop SEL skills working collaboratively with a group of others.

Physical and Virtual Spaces:

- Staff will provide equitable access to a physical space and a safe and inclusive environment.

Preparation:

Note: We will provide you with two ways of playing the game.

If you are not familiar with the board game Clue, please read the official Clue board game instructions linked here:

<https://www.hasbro.com/common/instruct/clueins.pdf> (some differences were made for logistics of a life-size game)

Day of event:

1. Set up the room. You will be creating 9 different “rooms” within your space to act as the mansion/game board. Tape a location sign (the large laminated ones) in different areas of the space you are using for this program. You have 9 total rooms, so we would recommend placing a room name next to each corner of the space, and then placing the remaining rooms in the center of the walls or on areas where there are counters/cabinets/tables. Adjust this plan to fit the space you have!
2. Now, using the painter’s tape provided, mark out a square that is at least 12”x12” in diameter next to each room.
3. Choose the “solution” (one room, one suspect and one weapon) and place it in the color coordinated “solution” envelope. You will need one solution per group.



4. Mark an "X" with your painters tape in a central place, or where you as the supervisor will post up. This will be where you keep the solution(s), and, in option 2, where players will start.
5. Blow up the dice. Make sure to first clean them using the sterile alcohol prep pads. Each game will only use 1 dice at a time. There are multiple dice provided in case there are multiple groups playing at once.

Instructions:

Part 1: Welcome + Rules (5-10 minutes)

1. Welcome the teens! You may want to do quick introductions and get to know you question. Depending on your group size, explain that the game will be played in small groups (see Part 3, Instruction 1).
2. Hand out some costume items and props! Have fun with these, but please ask patrons to treat them carefully so they last for other groups. There may not be enough costume items for each participant to have their own, encourage teens to share and know that the props have nothing to do with the gameplay and are just for fun!
3. Explain the objective of the game: Players wander around the Clue mansion trying to solve the mystery of who was the murderer, what weapon did they use, and in what room. Players will make accusations on who, where, and with what they think the murder took place. If another player can prove them wrong by showing them one of his clue cards, the game continues and intensifies as more and more clues are given.
4. To win, you must be the first to solve the mystery of a murder by correctly identifying who did the murder, where it was done, and how they did it.

Part 2: Murder Vignette

Feel free to read this vignette aloud to set the scene and kick off the game:
Mr. Boddy – billionaire extraordinaire and victim of foul play - was just found dead in his mansion and it's up to you to figure out who killed him. To win, you must determine the answers to these three questions: Who done it? Where? And with What Weapon? Was it Miss Scarlett with the candlestick in the lounge? Or perhaps Professor Plum used the revolver in the library? Interview your favorite characters, gather the clues, and resolve the mystery before the night ends and the police appear!

Part 3: Gameplay Option 1

Adapted from: http://cypd.pbworks.com/f/Live_Action_Clue_Rules.pdf

This option is likely best for younger players.

1. Split the youth into groups of six. If you do not have enough youth, split them evenly into smaller groups, but the group size should be at least four. For instance, if you have 14 people, you might have 2 groups of 5 and one group of 4.
 - a. Each group will have a corresponding color, and you can have up to four groups: red, yellow, green and blue.
 - b. Ideally, you would have a volunteer or staff member with each group, if available.
 - c. Each group will solve their crime independently, so there are solutions for each team. The players are competing with the other players within their team color. It will be like several mystery games going on simultaneously.
 - d. If you have 6 or fewer participants, ignore the small groups element and play as one group.
2. Pass out folders, pencils, and Guess Solution Sheets. They will use the folders to hold the Guess Solution Sheets and the solution cards you will give them. Tell the youth they can use the Guess Solution Sheet to keep track of what solution cards they've ruled out as they go along.
3. If you haven't already, select one character card, one weapon card, and one location card for each group and place it in the secret

solution envelope. The envelope now contains the answers to the questions: Who? Where? What Weapon?

4. Deal the remaining cards (character, weapon, and location) to the players and tell them to keep the cards hidden.
 - a. It doesn't matter if some players receive more cards than others.
 - b. Encourage the teens to secretly look at their own cards: Because they're in your hand, they can't be in the Case File—which means none of your cards was involved in the crime! Check off the cards that are in your hand, if you wish, on your Guess Solution Sheet.
5. Explain how the game will work:
 - a. Each color group will begin in a different room. Have the whole group stand in or near their starting point.
 - b. Determine the order in which players will make their guesses by rolling the dice. The person with the highest roll will go first, and so on.
 - c. Groups will travel from "room" to "room". Individual players can make one guess in each room.
 - i. The player suggests, "I think that Mrs. White did it in the kitchen with the rope." The room you suggest **MUST** be the room you are in.
 - ii. 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 **ONE** person 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 can prove the suggestion wrong, then the player may end his/her turn or may make an accusation.
 - iii. Suggesting some of the cards in your own hand is a sneaky way to mislead others and gain information.
 - d. Each player in the group has a chance to make a suggestion in

the room before the group moves to the next room.

- e. The team then moves on to the next room. The players will travel from room to room until the correct solution is guessed. They can play as many rounds as possible in the time allotted.
- f. When a player thinks they has the solution, they officially announce to the Host that they are giving a solution (on their turn, of course) and then makes their 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 rest of the player's turns are over, but the player remains with the group to share their clues with other players on their turns. If that player's accusation is correct, then he/she wins for that team.

Part 4: Gameplay Option 2

This will be fairly similar to option one, but with the added element of players "moving" to different rooms.

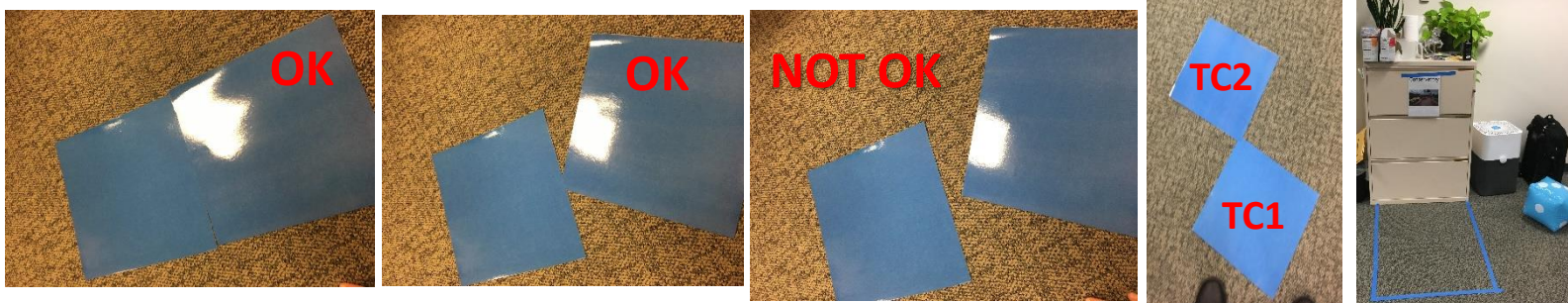
1. Split the youth into groups of six. If you do not have enough youth, split them evenly into smaller groups, but the group size should be at least four. For instance, if you have 14 people, you might have 2 groups of 5 and one group of 4.
 - a. Each group will have a corresponding color, and you can have up to four groups: red, yellow, green and blue.
 - b. Ideally, you would have a volunteer or staff member with each group, if available.
 - c. Each group will solve their crime independently, so there are solutions for each team. The players are competing with the other players within their team color. It will be like several mystery games going on simultaneously.
2. Pass out folders, pencils, and Guess Solution Sheets. They will use the folders to hold the Guess Solution Sheets and the solution cards you will give them. Tell the youth they can use the Guess Solution Sheet to keep track of what solution cards they've ruled out as they

go along.

3. If you haven't already, select one character card, one weapon card, and one location card for each group and place it in the secret solution envelope. The envelope now contains the answers to the questions: Who? Where? What Weapon?
4. Deal the remaining cards (character, weapon, and location) to the players and tell them to keep the cards hidden.
 - a. It doesn't matter if some players receive more cards than others.
 - b. Secretly look at your own cards: Because they're in your hand, they can't be in the Case File— which means none of your cards was involved in the crime! Take your Guess Solution Sheet and check off the cards that are in your hand, if you wish.
5. Hand out 2 or 3 travel cards (per player) of the group's color to each youth. For example, if I'm in the blue group, I'll get two blue travel cards (TC1 and TC2).
6. Explain how the game will work:
 - a. All players begin in the center of the space.
 - b. Determine the order in which players will make their guesses by rolling the dice. The person with the highest roll will go first, and so on.
 - c. Each team member will attempt to travel to the room of their choice. First, they will roll the dice. Each travel card represents one movement.
 - i. If they roll a four, they will place TC1 on the floor in the direction they want to move.
 - ii. Then, they will place down TC2. It must be touching TC1.
 - iii. Then, they'll pick up TC1 and move it in the direction they want, but it must be touching TC2.
 - iv. Finally, to make the fourth move, they will pick up TC2 and move it in the direction they would like to go, but it must be touching TC1.
 - d. Once they have moved the amount indicated by their roll, they can pick up both travel cards and stand in place until their next

turn. They can enter a room once one of their travel cards touches the blue painters tape you have set up to indicate a room.

- e. Once one team member is in a room, all team members will have to go to that room. For example, if I (a blue group member) get my travel card to touch the painter's tape outside the library, all members of the blue group will go to the library to guess.



7. Each player will have a turn to make their guess in that room. The person who initially arrived in the room goes first (Player 1).
 - a. The player (Player 1) suggests, "I think that Mrs. White did it in the kitchen with the rope." The room you suggest MUST be the room you are in.
 - b. If the next player (Player 2) can show one of the accused cards to , then Player 1 can mark that clue off their list and it is the next person's (Player 2) turn. If not, the next person down the list (Player 3) shows a card if they have it, and so on, until ONE person has shown a clue proving the suggestion wrong. If a player has more than one of the suggested cards, they only have to show one. If no one can prove the suggestion wrong, then the player may end his/her turn or may make an accusation. (Making an accusation that is wrong essentially ends the game for that player, so accuse with caution!)
 - i. Suggesting some of the cards in your own hand is a sneaky way to mislead others and gain information.
8. After everyone has guessed, you will resume travelling and moving from that room using the dice and the procedure laid out in step five.

9. When a player thinks they have the solution, they officially announce to the Host that they are giving a solution (on their turn, of course) and then makes their best guess.
 - a. You may name any room in the accusation phase, even if you're not in that room.
 - b. If anyone can show a clue proving the accusation wrong, then the rest of the player's turns are over, but the player remains with the group to share their clues with other players on their turns.
 - c. If that player's accusation is correct, then he/she wins!
10. Groups can restart and play as many rounds as time allows.

Optional: Have a selection of books to use as prizes for the folks who guess correctly! Contact Becca Philipsen in YAS or Christa Funke in FCS for prize books.

Part 5: Cleanup & Feedback

1. Ask patrons how they enjoyed the program, and any feedback they may have.
2. Before you pass along the kit to the next person, use the alcohol pads to clean off the mouthed area of the deflated blow-up dice.
3. Please be sure to collect all the props, costume pieces, and décor before allowing patrons to leave.

Evaluation:

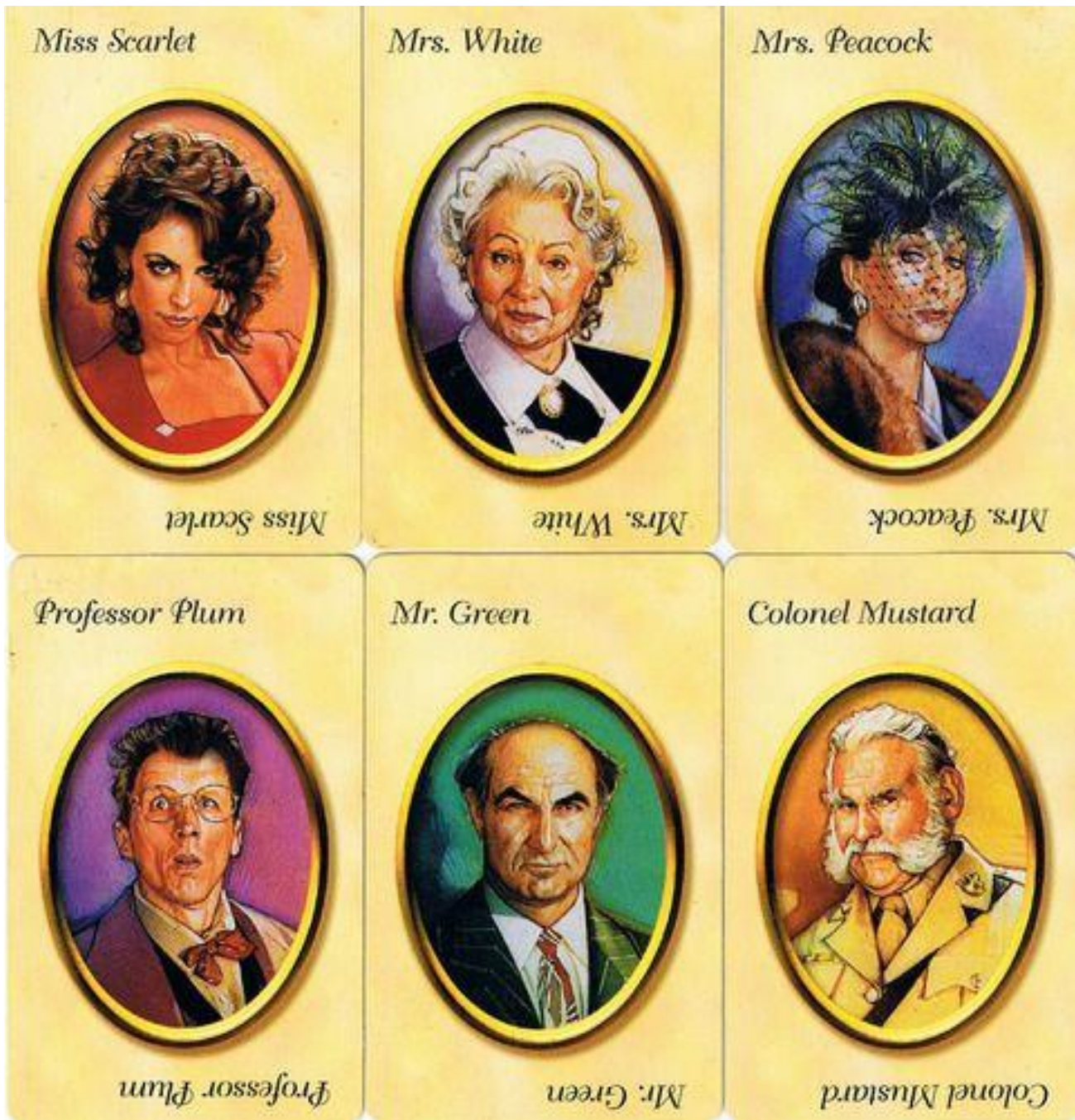
Did you observe:

- Youth working together?
- Youth helping each other to explain and understand the game?
- Youth waiting patiently for their turn?
- Youth using problem solving skills
- Youth making strategic decisions that consider outcome?

YAS would like your opinions. Please fill out the feedback form here:

<https://www.cognitoforms.com/PikesPeakLibraryDistrict3/YoungAdultServicesProgramFeedbackForm2>

Appendix A – Character Cards



Appendix B – Weapons Cards



Appendix C – Location Cards

Hall*Hall**Lounge**Lounge**Dining Room**Dining Room**Kitchen**Kitchen**Ballroom**Ballroom**Conservatory**Conservatory**Billiard Room**Billiard Room**Library**Library**Study**Study*



Appendix E – Room Signs

HAUT



LOUNGE



DINING ROOM



KITCHEN



BALLROOM



CONSERVATORY



STUDY



BILLIARD ROOM



LIBRARY



Appendix F – Solution Guess Sheets

SUSPECTS	
Mr. Green	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Prof. Plum	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Coln. Mustard	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mrs. Peacock	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Miss Scarlet	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mrs. White	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

WEAPONS	
Candlestick	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Knife	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Lead Pipe	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Revolver	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Rope	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wrench	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

ROOMS	
Conservatory	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Lounge	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Kitchen	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Library	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Hall	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Study	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Ballroom	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dining Room	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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