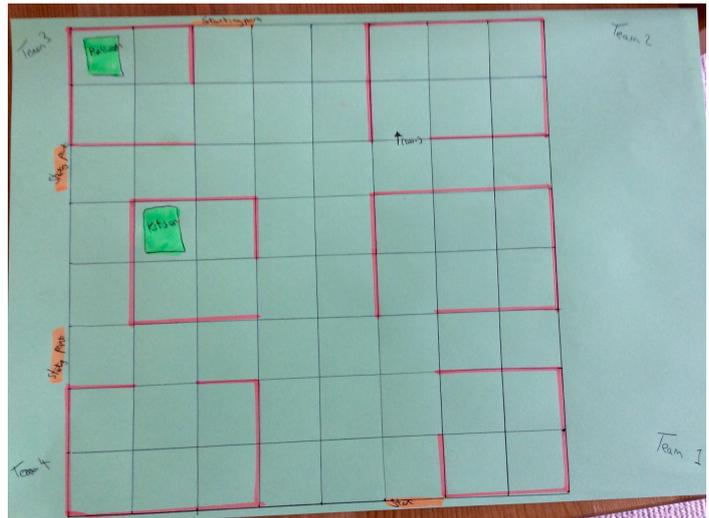


Guide Cluedo

Mark out large board on the floor so that a guide can comfortably stand in the squares. The board can be any size and shape – as long as you can show 6 rooms with doors on it. The example here is a board 8 squares by 8 squares. The pink marks the walls and the orange is the start point.



Clues. Provide answers to the questions in the form of hidden clues in each of 6 locations. **You need 18 cards: 6 'people', 6 'places' and '6 items'.** Shuffle them up and keep one of each in the answer envelope. Then the rest are distributed at random between the locations. Its fun to make the places, people and items guiding related... a light-hearted crime. For example your leader, in the kitchen with hot chocolate...

Guessing sheets. One for each patrol so that they can eliminate the people, place and item as they are revealed. List all the places, people, items on the left so they can cross them out as they proceed.

Answer sheets. 3 per patrol. They fill it in the person, place and item to make a guess.

Play with each patrol as a team. One member of the team is elected as a counter. The counters all start at a 'start' point on the board. They can have free choice as to where they wish to start.

To win: Submit an answer sheet with all three correct at the same time before another patrol.

Submitting an answer sheet. A maximum of three guesses are allowed during the game. If a patrol uses up all their guesses without getting it right they are out. The first patrol to get it right win. If the patrol wishes to make a guess they submit their guess at the start of their go instead of rolling the dice. They cannot submit a guess until it's their go. They can guess at any time during the game when it's their go, but only get told if it's all correct. So for example if they guess the person and the place correctly and get the item wrong the answer is declined and they go back to playing.

Moving about the board: Each patrol takes it in turn to roll the dice and their counter is moved around the board accordingly.

1. Only one counter can occupy a space at any one time. No other counter can pass through a square occupied by another counter – they must go round.
2. Counters can only move forward, backwards or to either side one square at a time (no diagonal moves). So if 5 is rolled the counter moves 5 squares. They don't have to move in one direction so a counter could move 1 forward, 1 left and then 3 forward with a roll of 5 on the dice.
3. Counters can only enter a room via the doorway (not over the walls). Any number of counters can be in a room at a time and there is free movement within the room so they don't have to 'stand' at the entrance except when starting a move out of the room.
4. Once a counter has entered a room – the guides in their team can go to that place to check the clues there without letting the other teams see their answers. This is done as soon as the counter enters the room and the next patrol can proceed to their go.
5. It is not necessary to throw an exact number to enter a room as long as it is sufficient to enter the room. E.g. if 3 is needed and they roll 5 then the counter moves the required 3 spaces into the room and the rest of the roll is ignored. But if 2 is thrown then they may be standing at the entrance of the doorway which effectively blocks the room from anyone entering or leaving until they move again.
6. If a counter cannot move out of the room (because the entrance is blocked) then their team can choose to make a guess instead or simply pass on the dice to the next team.
7. With the exception of entering a room the full throw of the dice must be moved on the board. I.e. a counter cannot move only 3 if they threw a 5. They must move forward or back or to the side but not back and forth between the same two squares.
8. Throwing a 6 does not give you another throw.