Whodo IRL

Game time approx. 30-40mins

You will need:
1 main location
6 different rooms/areas in which to place your characters (leaders)
6 volunteers (excluding yourself – you will facilitate the game from the main location)
1 big cube cardboard box to make your game die
Detective sheets for each player/team
Pencils/pens

Create your characters:

- Testwood Baptist Church based theirs on real life things to do with their leaders. You could have 'The rocket engineer', 'The gardener' or 'The twin'. Or you could have Miss De Boat, Dwain Pipe and Theresa Green. Be creative.

Instructions
On the Powerpoint:

- Replace Person 1, 2, etc with your characters (see above).
- Replace Room 1, 2, etc. with names that describe your locations. It may be The Creche, or Charlie's Office.

On the detective sheets:

- Replace Person 1, etc and Room 1, etc with your characters and rooms.

The weapons should all be easy enough to find, but replace any you need to on both the Powerpoint and detective sheets.

Print:

- Rooms to stick on doors. Make them big!
- Rooms again to stick on a BIG die.
- Characters to stick on leaders (get them to dress up!). Again, make them big.
- Entire set as small cards (6 locations, 6 characters, 6 weapons). To do this, print '6 slides vertical' so 6 cards on each sheet of A4)
- Detective sheets for each player/term to fill in.

Prepare the answer:

After you've printed the whole set as cards – pick a location, character and weapon (at random) to be the solved mystery (take note of this!) – put it in a sealed envelope.

Prepare the characters (Leaders)

Deal out the remaining cards to the leaders at random (they will have 2/3 each).

The six characters (leaders) with their corresponding weapons go to their six separate locations (Just because a leader has a certain weapon in a certain location doesn't make it the answer – it's just great aesthetically!). Put people in six different rooms if you can.

Game play
Young people get into teams – number each group (the order they roll in). After they've all rolled a few times, you can scrap the order and teams can role as soon as they return from a location.

In your main central location, each team takes it in turn to role the big die – the room they land on is the room they must go to (they cannot visit a room until they have rolled it!) – only one roll per go.

Only ONE team can be in a location at one time – they must wait outside until the other team are out.

When in a location, the leader (character) fans out all the cards they have (face down) – like "pick a card", and the team chooses a card – which they can then cross off on their table

If the team returns subsequent times to the same location and picks the same card, they can choose another card (or not, if you want the game to last longer, though it may be really annoying!). If the team has crossed off all cards in one location and keeps rolling that location, they must wait until their next turn to roll again – you must role a location to visit it.

When a team is ready to guess the mystery, they come to the overall game leader in the main location (quietly), they sacrifice their roll of the die for that go – if they are right, they win the game and it's game over – if they are wrong, they're told quietly and the game continues.

The game will get teams running around the building, racing to the end!

The first team to guess the mystery, wins!

Warning

You know your context. If this sort of game would be unsuitable in your context, don't play it.

Game devised by Scott Rushby at Testwood Baptist Church
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