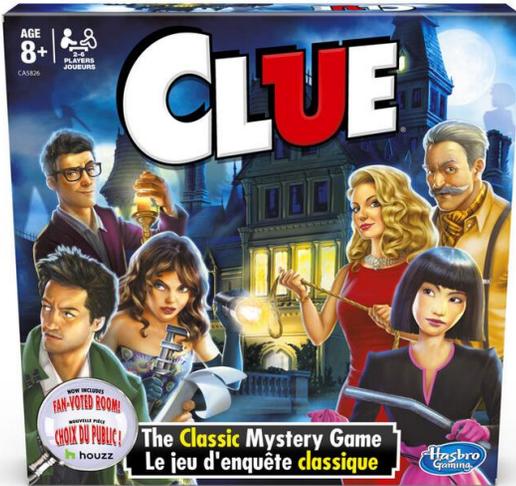


GOSPEL RULES



Clue (Cluedo)

These Gospel Rules may be applied to any version of Clue.

As you'll see, the rules transform Clue into a cooperative game. That means the players are no longer competing against each other, they are competing, together, against the clock. You will need an extra pad of paper to mark down the number of turns that have occurred. You will also need a second die to roll.

This Gospel Rule comes from Matthew 12:25. Look it up.

Use the ordinary rules for Clue along with these Gospel Rules:

1. All the players are working together to solve the mystery before the storm clears and the culprit escapes. That means each player has only three turns before the group collectively makes a final guess. Use some extra paper to track how many turns remain.
2. Each player chooses a room to start in—only one player per room. This is your first cooperative challenge. Choose wisely.
3. Players roll two dice on their turn. If they roll doubles, they can choose any room to go to.
4. Players are only allowed to reveal which cards they have to each other when the player whose turn it is makes a guess related to a specific card in their hand.





**Want to explore these Gospel Rules further?
Here are some prompts to help you do that:**

With these rules, your only chance to win is to win together. That's a pretty important lesson in life. If you communicate and cooperate well, you can set up each person's turn for maximum success, which in turn helps the whole group.

Was it hard to switch to a mindset of using your turn to set up the next person's turn for success?

In Matthew 12:22-25 Jesus is challenged for helping someone. He is questioned as to whether he has the authority to heal the person he heals. In God's kingdom you always have the authority to help a person like that. When you switch to thinking about how you can find new ways to help from how things have always been done, it's like adding a whole tool box your work in building God's kingdom.

What's one way you can be helpful to someone you played Clue with, beyond the game itself?

In one or two of your own words, what is the game-changing idea behind these Gospel Rules?