

HARTS MANOR GAME RULES

Game Objective

Be the first team to correctly identify the **Suspect, Weapon, and Room** hidden inside the "Case File" envelope at Home Base.

Preparation & Setup

1. **The Cards:** Separate the Clue cards into three piles: Suspects, Weapons, and Locations.
2. **The Case File:** Randomly select one card from each pile and place them in the official envelope. This envelope stays at **Home Base** with **the Lord of the Manor**.
3. **The Volunteers:** Distribute the remaining cards among your other volunteers (4-5 people).
4. **The Map:** Station each volunteer in a specific room around the church. Assign a **Roll Requirement** (2 through 12) to each room.
Tip: Label one high-traffic room a "12" and a remote room a "2" to vary the difficulty.
5. **The Teams:** Divide students into up to 5 teams. Give each team a **Detective Note** sheet and a pen.

Quick Setup Checklist

- Envelopes: 1 for the Case File.
- Dice: At least 2 six-sided dice at Home Base.
- Detective Notes: 1 per team.
- Volunteers: 1 "Lord of the Manor" (Base) + 4-5 "Room Leads."



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How to Play

1. Moving to a Room

To enter a room, a team must first report to Home Base and roll the dice.

- The Roll: If the team rolls the **Room Requirement** or higher, they may travel to that room.
- Re-entry: Teams must return to Home Base and roll again every time they want to move to a new room or re-enter the same one.
- Capacity: Only one team is allowed in a room at a time (except for Home Base).

2. Making a "Suggestion"

Once a team successfully enters a room, they make a suggestion to the volunteer there.

- The Format: "We suggest it was [**Suspect**] with the [**Weapon**] in the [**Current Room**]."
- The Reveal: If the volunteer holds any of the cards mentioned, they must *secretly* show the team *one* of those cards.

Example: If a team suggests "Vivy Violet with the Milkshake in the Dining Hall," and the volunteer has both the "Violet" and "Dining Hall" cards, they choose only one to show the team.

- The Detective Notes: The team marks the revealed card off their Detective Note sheet and returns to Home Base to roll for their next move.

Making an Accusation (The Finale)

When a team believes they have narrowed down the three cards in the official envelope, they head to Home Base to see the Lord of the Manor.

1. The Statement: The team officially announces: "We are making an Accusation." They name the Suspect, Weapon, and Room.
2. The Verdict: The Lord of the Manor privately checks the envelope.

If Correct: The team wins and the game ends!

If Incorrect: The team is eliminated. They must keep the secret and can no longer make suggestions or move, though they may stay with their adult leader until the game concludes.

