



Resurrection Clue Hunt is an adaptation of the classic deduction game, Clue. Ideal for use in small groups facilitated by a leader, this lesson-based game helps to uncover the many aspects of Jesus' crucifixion and resurrection story.

OBJECT

You and your fellow explorers are searching for clues that tell the story of Jesus' death and resurrection. However, 3 clues are missing! To win this game, you must discover which PEOPLE clue is missing, what LOCATION clue is unknown, and which OBJECT clue is needed to complete the set. During this adventure, as explorers hunt for clues, Biblical investigation and devotionals illustrate how the clues fit together to shape the resurrection story.

PREPARATION

Print the cards contained within this PDF file. Choose what works best for your situation, COLOR or BLACK & WHITE cards. An optional background has been provided if you would like to use that on the back of the cards.

This game is designed for ages 7-13 and can be played in groups of 4-6 players, thus you'll need to print one set per group. A set contains the following cards:

People (8 total)

- Jesus
- Peter
- Judas
- Pilate
- Roman Guard
- Mary
- Angel
- Thief on the Cross

Locations (6 total)

- Garden of Gethsemane
- Temple
- Via Dolorosa
- Golgotha
- Courtyard
- Tomb

Objects (6 total)

- Cross
- Crown of Thorns
- Nails
- Spear
- Whip
- Sponge

Also, a set includes printable sheets of *Explorer Notebooks*. A individual Notebook needs to be provided to each player so they can keep track of the clues discovered during the game, and it can be folded closed to conceal their progress.

INSTRUCTIONS

GAME SETUP

1. Separate the cards into 3 piles: People, Locations, and Objects. Shuffle these piles individually and set aside 1 card from each face down. The 3 cards removed from the piles represent the Missing Clues that must be discovered during the game.
2. Shuffle together the remaining cards to form a single deck. Then deal them, face down, to each player in the game, ensuring that each player receives the same number of cards. Any remaining cards are placed face up in the middle of the group for everyone to see as Bonus Hints to help with their clue hunt.
3. Each player should fold their *Explorer Notebook* in half (so others can't see their notes) and check off the cards that they hold in their own hand. Since these cards are in their hand, they can't be the Missing Clues that were set aside earlier. Thus, these clues can be ruled out of their hunt! Additionally, players should also check off any extra cards that were placed in the middle of the group as Bonus Hints.
4. Select a player to go first. Play then proceeds, in turn, to the first player's left.

HOW TO PLAY

On each turn, a player will "Search for Clues." This process involves a player asking other players to reveal clue cards so that they can be checked off in their personal *Explorer Notebook*. When conducting a "Search," a player selects someone else in the group to inquire about the Missing Clues.

Choosing from 2 out of the 3 clue categories (People, Locations, and Objects), the player inquires with a question, for example, "Do you have Peter or the Spear?" In this case, the player asked about a Person and an Object, but not a Location. If the responding player



has either of the cards mentioned, they must reveal one of their cards privately to the player making the inquiry. This player then checks off the card in their Explorer Notebook. However, if the responding player does NOT have any of the cards featured in the question, they can say "Keep Searching!" and the turn ends.

Play then continues to the next player, who will then ask a question so they can "Search for Clues."

WINNING THE HUNT

Once a player thinks they know the identity of the 3 Missing Clues, they announce at the beginning of their turn that "I've discovered the Missing Clues!" They proceed to tell the group their guesses for the missing Person, Location, and Object. After making this announcement, they pick up the pile of Missing Clues to see if they were correct.

If their guesses were correct, they show the cards to the group and end the game, as they are the winner. However, if their guesses are NOT correct, they must state how many cards they guessed correctly (1 or 2). This player can no longer win the game, however, they can continue to respond to "Searches" by other players as the game continues to the next player.

LESSON APPLICATION

After the game has ended, the group leader may choose to lead a devotion that correlates to one or more of the winning Missing Clue cards. A "Fact Sheet" devotional has been included for all 20 cards, and includes a Bible verse, discussion question, and teaching application related to the subject of the card.

Each "Fact Sheet" devotional is available as part of this PDF, as well as accessible online via the unique QR code printed on each card.