Mastermind Mansion

Mission: the thief locked the mascot behind a color code inside the mansion, and guessing wild just wastes tries. Win the games, crack the code on the whiteboard using the clues, whisper it, open the box, free the mascot. Character trait today: **Responsible Decisions**.

1 · Four Corners: The Mansion Rooms (5–16 min) — run to a room, clues rule one out at a time

Warm-up Kitchen, Library, Ballroom, Cellar. Clues: "no flour, not the Kitchen" → "no muddy boots, not the Cellar" → "no books knocked over, not the Library." Ballroom is the scene.

Faster same rooms, read once and quicker so they rule out on their feet.

Two clues read two facts before anyone moves ("no water AND window locked"), combine both to find the one room left.

Diff TK–2: obvious rooms, read slow, nobody out. 3–8: abstract A–D rooms with combining clues, 5-second sudden-death shot clock, running tournament to a champion, an older kid becomes Case Master and reads the sequence.

2 · Who Did It? / Human Guess Who (16–31 min) — yes/no about what you can see, sit out the ruled-out

Setup 6–8 kids stand as suspects. Case Leader secretly picks one and writes it. Detectives ask yes/no about visible clothing, colors, shoes, hair. Ruled-out suspects sit down until one is left. Count the questions.

Coach the halving question, ask something that splits the suspects about in half ("wearing something blue?") instead of naming one person. Answers strict yes/no about what everyone can see.

Diff TK–2: 4–5 suspects, coach is Case Leader, no limit. 3–8: 10+ suspects and two culprits, fewest-questions leaderboard, student Case Leader plus a referee who throws out lazy name-guesses.

3 · Mastermind / Code Breakers (31–45 min) — guess, get locked/loose clues, crack the code

Codes 3-color: RED-BLUE-GREEN, GREEN-GREEN-YELLOW (repeats trip them up), BLUE-YELLOW-RED. Or numbers: 4-1-6, 2-2-5, 6-3-1. You keep the secret; a student reads the clues.

Clue rule **locked in** = right color AND right spot; **loose** = right color, wrong spot. Score locked first, count loose from what is left so no color counts twice. Ex: code RED-BLUE-GREEN, guess RED-GREEN-YELLOW → 1 locked, 1 loose. Never say which ones. Cracked code = box password.

Diff TK–2: 2-color code, locked-in clue only, fill in locked colors as you go. 3–8: 4-slot codes with 4 colors, capped guesses (8), head-to-head race on parallel boards, then teams set 4-slot codes for each other and a student runs the clues.

4 · Finale + Wristband (45–60 min)

Open Winning team announces the cracked code to the room, coach turns the key, mascot lifts out, big cheer. Optional "thief's note" inside: "You cracked my code with cold logic. I surrender!"

Award the **Responsible Decisions** trait wristband to detectives who used a clue before they chose ("I ruled that out", "the clue told me to move it").

3–8 For older kids and the two middle schools, run the whole hour competitive: fixed teams, score every game on the whiteboard, visible timer each round, crown a champion here. Games bank adds **Detective Mafia** (2–

3 Culprits + a Detective, 5–7 min rounds) — the one middle schoolers ask to replay.

Detective's Oath (say together, magnifiers up): I am a detective. / My brain is my best tool. / I don't guess, I reason. / I follow the clues to the truth.