

Lab: There is Murder in the Air

(modified from NYS Dept of Enviro Conservation & Clue by Hasbro)

Setup: First place all 6 character game pieces (whether you have 6 people playing or not) on the board at the starting squares marked with each color. Suspects: Black Lung Benny (black), Druscilla de Spilla (green), Electra Sparks (yellow), Petite La Wheeze (white), Radiation Ron (red), Plastic Pete (blue). The character game piece that each player is physically sitting closest to is the one they will use throughout the game. Next, separate the cards in to people, countries and air pollutants. Select a card out of each pile and put them (without looking at them) in the “Confidential Case File” envelope (essentially you should then have a person, air pollutant, and country in the envelope). Place the envelope in the center of the game board. Shuffle all of the rest of the cards and hand them out to each player, one at a time in a clockwise fashion, until all cards have been dealt. Do not let anyone see your cards!

Strategy: Use your detective pad to eliminate the possible suspects, countries, and air pollutants used in the murder. You should immediately check off the cards that were dealt to you (you know for a fact that those cards aren’t in the Confidential Case File envelope).

How to Play:

- The player that is using Plastic Pete (blue) goes first. From there, the turns go in a clockwise fashion.
- For each turn, a player will roll the die (unless using a secret passage) and advance their game piece towards the port of the country they are trying to enter.
- Players can move left, right, up, or down (no diagonal moving), but can’t move into a space that is already occupied by another player.
- You can use a secret passage as your turn if you are in a country that has that secret passage option on the board. You do not roll the die on this turn if you do use a secret passage.
- You cannot move through a port if the space is blocked by an opponent’s piece (it is possible to be stuck in a country if all ports are blocked, in which case you would have to pass on your turn until the country is unblocked).
- You can’t exit a country and then come back in on the same turn.
- Your game piece can also be moved into countries by other players making suggestions of your characters’ guilt in their particular country. (So if an opponent moves to Brazil and makes a suggestion involving your character, your game piece will be moved to Brazil)
- As soon as you enter a country you’ll make a suggestion. Making a suggestion helps eliminate the possibilities of which cards are in the Confidential Case File envelope.
- A suggestion consists of listing out loud: a person, an air pollutant, and the country that you entered. When you suggest a character, they must be present in that country with you. (if the character is not already in the room, move the character game piece to that room)
- There are 3 things to remember about making suggestions: You need to be in the country that you are suggesting; consider all character pieces as suspects (including your own and the ones that aren’t being used by players); there is no limit for the amount of character game pieces that can be in each country.
- As soon as you make a suggestion, the player to your left will look through their cards and see if any of them match (disprove) your suggestion. If they have any cards that were named in your suggestion, they have to show you (and only you) one of them. After it is showed, your turn is over. If the player to your left does not have a card that is named in your suggestion, they will say so and the next player to the left will have to disprove the suggestion. If it makes it all the way around the board without anyone being able to disprove your suggestion, you can make an accusation to win the game.
- Once it is your turn again, you must enter a new country or leave then come back to the same country (you can’t do this in one turn) before you can make a new suggestion.
- Making an Accusation: Make an accusation on your turn when you think you know which 3 cards are in the Confidential Case File envelope. This is done out loud so everyone can hear.
- Once an accusation is made, that same person will carefully check the envelope to see if they are right. If they are, the game is over and they win. If they are wrong, they carefully put the cards back in (without showing anyone) and forfeit the game. They still have to disprove other players’ suggestions by showing players their cards when asked, but won’t be playing other than that.
- You can make an accusation on the same turn that you made a suggestion.

Game Tally Sheet:

SUSPECTS	1st game	2nd game
Black Lung Benny (black)		
Druscilla de Spilla (green)		
Electra Sparks (yellow)		
Petite La Wheeze (white)		
Plastic Pete (blue)		
Radiation Ron (red)		
AIR POLLUTANTS		
Asbestos		
Carbon Monoxide		
Lead		
Mercury		
Nitrogen Oxides		
Ozone		
PM 10		
Radon		
Sulfur Dioxide		
COUNTRIES		
Brazil		
China		
India		
Mexico		
Nigeria		
Poland		
Saudi Arabia		
Turkey		
United States		

Final Analysis:

1. List the guilty person, air pollutant and country for the game you played.
2. For this outcome, relate the air pollutant with the possible source within the country given.
- 3-11. For each of the nine pollutants, provide a description and source.
12. Name the United States federal law that controls these pollutants.
13. Identify four of the nine pollutants that you think could be found in Cary, NC.
14. How could the effects of each of the four pollutants identified in #12 be mitigated?
15. Choose one pollutant you feel would most influence your life and explain why.