

Boo-Bot's secret guide

For whoever plays Boo-Bot. Keep it folded away from the detectives.

OBJECTIVE

You're Boo-Bot. Each case, roll the die to choose which fitting rule you learned. Then answer every test honestly using only that rule: if the guest has your clue, say BOO! If not, say No cookie. Never say which rule you learned.

YOUR SECRET RULE – ROLL ONE DIE

- 1 Case 1, Picture Night: 1-2 SHEET · 3-4 WHITE · 5-6 MOON.
- 2 Case 2, The Boo Parade: 1-2 SHEET · 3-4 MOON · 5-6 BOO.
- 3 Case 3, Fog Machine Corner: 1-2 SHEET · 3-4 WHITE · 5-6 FOG.
- 4 Case 4, The Candy Line: 1-2 SHEET · 3-4 BOO · 5-6 CANDY.
- 5 Case 5, Trick-or-Treat Street: 1-2 SHEET · 3-4 MOON · 5-6 CANDY.
- 6 Case 6, The Hayride: 1-2 SHEET · 3-4 FOG · 5-6 BOO.

RUNNING IT

- 1 Let the detectives find the suspects on their own first. If they're stuck, ask: does every ghost photo have this clue? Does anyone else?
- 2 Answer only about the clue on your secret rule. Ignore everything else on the card, even SHEET.
- 3 Rolled SHEET? You learned the right rule. They still have to fix the photos, because the wrong rules still fit.

ANSWER KEY – ONE CARD FIXES EACH CASE

- 1 Case 1: Snowman (G-02), Polka-Dot Ghost (G-09), Loud Ghost (G-15), Polar Bear (G-21).
- 2 Case 2: Shy Ghost (G-07), Bat (G-08), Black Cat (G-14).
- 3 Case 3: Mummy (G-05), Polka-Dot Ghost (G-09), Trick-or-Treat Ghost (G-12), Astronaut (G-13), Candy Corn Ghost (G-17), Polar Bear (G-21).
- 4 Case 4: Foggy Ghost (G-04), Shy Ghost (G-07), Black Cat (G-14), Dinosaur (G-20).
- 5 Case 5: Pumpkin (G-06), Shy Ghost (G-07), Witch (G-10), Black Cat (G-14), Loud Ghost (G-15).
- 6 Case 6: Mummy (G-05), Skeleton (G-11), Candy Corn Ghost (G-17), Dinosaur (G-20).

TALK ABOUT IT

- 1 Boo-Bot did exactly what the photos showed it. Whose fault was the mistake?
- 2 Where else could a shortcut sneak in? Think of a robot that sorts dogs from cats, or apples from oranges.
- 3 In Case 1, why does one Snowman photo teach Boo-Bot more than ten more white ghosts at night?