

Win three ways.

Every other cooperative game has one win condition. We have three. They are weighted equally. All three are required to win.

PILLAR 1 • SOLVE

10 POINTS

Did you crack the case?

WHO, WHERE, HOW, and the RED FLAG from the Classified Envelope.
A team that misses all four still has 20 points left to play for.

PILLAR 2 • HELP

10 POINTS

Did you take care of each other?

Cross-Discipline Consults given and used. Spell-checks for teammates.
Rescuing a teammate from a Hazard with your specialty.

PILLAR 3 • INTEGRITY

10 POINTS

Did you treat the topic with care?

Truth (every claim sourced). Awareness (traps spotted, hazards survived).
Curiosity (saying "I don't know yet" out loud earns the most).

The Floor Rule

A team must score at least 4 in every pillar to claim a qualifying win.
Solved the case but never consulted? Lone Wolf – did not qualify.
Helped beautifully but never solved anything? Heart of Gold – did not qualify.
Both are honest outcomes. Both invite a different game next time.

FAMILY DETECTIVE LAB · SCORECARD

WIN THREE WAYS

CASE _____ DATE _____

PILLAR 1 · SOLVE

____ / 10

Did you crack the case?

WHO WHERE HOW RED FLAG (3 / 2 / 2 / 3 pts)

tally: ___ ___

PILLAR 2 · HELP

____ / 10

Did you take care of each other?

Consults given/used · Spell-checks · Hazard rescues

tally: ___ ___

PILLAR 3 · INTEGRITY

____ / 10

Did you treat the topic with care?

Truth (sources tagged) · Awareness (traps spotted) · Curiosity

tally: ___ ___

Total _____ / 30

QUALIFYING WIN

Needs at least 4 in every pillar.

MVP · HELP _____ MVP · INTEGRITY _____

OUTCOME Qualifying Win Honor Roll Perfect Game Lone Wolf Heart of Gold

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