

THE MURDER OF MR. CROW

in which a group of friends will create a murder scenario together.

A 1-2 HOUR LONG
PARLOUR GAME
BY
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For this simple recipe you will need:

PAPER

DIE

HAT

PENCIL

3-5

FRIENDS

YOU
THE DETECTIVE

Everyone takes turn playing the Detective, who has already figured out who murdered Mr. Crow in an apartment building. We're going to find the joy in creating a scenario while contributing with ideas by following these three steps:

- ✓ Creating suspects.
- ✓ Revealing motives.
- ✓ Revealing the murderer.

THE SUSPECTS

CREATING THEM

Take a sheet of paper.

Take turns adding Suspects to the paper.

Create a Suspect by picking:

<i>a title</i>	<i>a species</i>	<i>an occupation</i>
Mr.	Rhino	janitor
Mrs.	Cow	housewife
Ms.	Echidna	student
Dr.	Rat	pediatrician
Lord	Panda	businessman

Title + species = the name

Hand the pencil to the left.

Take two turns each.

A limit of *five Suspects* is recommended for a standard one-hour game.

When the quota of Suspects is filled, pick and add instead either *a small object* or something *heard or noticed* one night.

- | | |
|----------|---------------------------|
| a cross | noises from the staircase |
| a letter | footprints |
| a hat | a howling |

Ask for an Assistant, if needed.

WHEN & WHERE

READ OUT LOUD

I have called you all here to shed some light on the murder of Mr. Crow. However, this is not a time for tears, but a time to discover the truth. Look around you—in this room right now is Mr. Crow's murderer! You are about to find out who did the deed.

THE ASSISTANT

THERE AT ALL TIMES

At any time in the game, anyone can say "Assistant, please!" and let a volunteer take this role. The Assistant then gives two suggestions, and the Detective picks one. An Assistant may call for another Assistant.

THE MOTIVES

REVEALING THEM

Put on the hat. You're now the Detective.

Point at someone and assign that person to play a Suspect.

The Suspect will have to answer up to three questions posed by the Detective.

Before questioning begins, the Suspect rolls the die in the open. When answering the Detective's questions, the Suspect will follow the guidelines determined by this roll:

1 1 1 1 Listen carefully, and agree with every question. You may help the Detective by adding one or two details.

1 1 1 1 Listen carefully, and agree with every question. You **may** make things difficult for the Detective by involving other Suspects or answering evasively.

The Suspect may ask the Detective to elaborate if a question is too vague.

Now the questioning begins. The Detective will ask two or three questions, in an accusing way, and must take previous answers into account.

The first question must link the Suspect to something else on the paper.

Did you hear noises from the staircase one night?

Is it true that you know Mr. Rhino?

Have you ever seen this cross before?

The second question must state a fact; something that connects the Suspect to the previous question and is relevant to the murder. This is *new information* that the current Detective will make up, based on the previous answer.

And you said that it was Mr. Rhino arguing about a gambling debt?

Have you ever had a love affair with Mr. Rhino?

Did you obtain this cross by joining a mystical cult?

The final question is *optional* and suggests a Motive as to why the Suspect murdered Mr. Crow. This question should insinuate, but not literally accuse.

Did Mr. Crow help you, Mr. Rhino, to pay off your gambling debt?

And Mr. Crow was your husband?

Isn't it true that the cult's last ritual involved Mr. Crow?

THE NOTEBOOK

A GROWING SCENARIO

During each round of questioning:

The previous person to be Detective writes the facts that the new Detective reveals.

Write the facts about each involved Suspect in their own column.

<u>Mrs. Cow</u> student Had a love affair with Mr. Rhino a long time ago.	<u>Mr. Rhino</u> businessman Had a love affair with Mrs. Cow a long time ago.	<u>Ms. E</u> janitor
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Don't forget to add what the Suspect said!

Anyone may look at the paper for inspiration.

Put the hat on the table.

Another participant then takes the hat and becomes the Detective. Continue questioning Suspects as above.

REVELATION

WRAPPING IT UP

Each participant:
Write a small note with your name and the Suspect you choose to be the murderer.

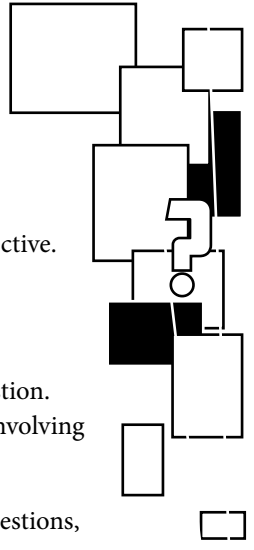
Kelly
Mr. Rhino

Put your note into the hat.

The last to finish shakes the hat, draws a note, and calls out both names. The author of the note will describe how and why the chosen Suspect could have killed Mr. Crow. New information may be added to this explanation. Continue drawing names and adding explanations, taking the previous

ones into account. If the same Suspect appears more than once during the draw, it's also allowed to describe how another Suspect helped out. When there are two notes left, the next drawn note reveals the murderer. That participant does the whole explanation, with or without the aid of the Assistant.

The game is over. Discuss what you have accomplished, and what should be changed next time.



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THE SUSPECT

Must listen carefully, and agree with every question.

Help the Detective during questioning.
You may add one or two details.

Make things difficult for the Detective.
Involve other Suspects or answer evasively.

THE DETECTIVE

Ask, accusingly, up to three questions:

- First question** Link the Suspect to something else on the paper.
- Second question** Make up new information that may be relevant to the murder, linked to the results of the previous question.
- Final question (optional)** Without quite accusing them, insinuate the guilt of one of the people mentioned in the questioning.

*The others have examples in this space.
You don't. Tough luck.
There is no shame in asking for the Assistant.*

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*Have you ever seen this cross before?
Did you get this cross by joining a mystical cult?
Isn't it so that the cult's last ritual involved Mr. Crow?*

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You may add one or two details.

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*Is it true that you heard noises from the staircase one night?
And that it was Mr Rhino arguing about a gambling debt?
Did Mr. Crow help you, Mr. Rhino, to pay this gambling debt?*

THE SUSPECT

Must listen carefully, and agree with every question.

Help the Detective during questioning.
You may add one or two details.

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- Second question** Make up new information that may be relevant to the murder, linked to the results of the previous question.
- Final question (optional)** Without quite accusing them, insinuate the guilt of one of the people mentioned in the questioning.

*Do you know Mr. Rhino?
Have you ever had a love affair with Mr. Rhino?
And Mr. Crow was your husband?*