

Instructions

Thank you for purchasing the murder mystery game **Death on the Campus**.

Death on the Campus is a large group mystery requiring seven cast (who are fully in the know, one of which is just an inspector who will read the solution), use of six rooms, three room facilitators and a series of prop clues. The murder occurs before the guests arrive and one of the rooms they will visit will be the crime scene.

Your guests play the role of detectives. You can have any number of detectives for this mystery, your only limit is the size of your room(s), and the time you have available.

The mystery requires a lot of advance preparation. The more notice you have, and the more preparation and effort you put into running the mystery, the better it will run for you and your guests. It's been designed as a daytime activity for students aged 11 and upwards.

The mystery was originally written for the Grimsby Institute. However, we've tried to make it generic where we can. If you feel some references are too region specific you should be able to change them. If you wish to reset the game in your local area and need to effect some changes to be able to do it, please request an MSword copy.

These instructions consist of the following:

- Preparations required to run the multi-room mystery.
- List of Clues / Props required for the mystery.
- Instructions for the workshop spaces for the multi-room mystery.
- Cast Guidelines
- Final check list before running the event(s).

Multi-room mystery – preparations and instructions

Introduction to the game

This mystery is written so that it can be conducted using several smaller rooms/spaces, rather than simply one big one with a stage. There is a list of clues/props which will be required in some of the rooms or located with the suspects. There are also three workshop rooms which have their own requirements.

The cast are spread between the rooms available. If you are short on rooms, some of the cast can double up in a room, one pair remaining quiet while the other recites their lines and vice versa. If you are doing this, then make sure the prop clues in the rooms you do not plan to use are also moved.

The cast are all required to learn their parts before the event, or at the very least to have read through their background material more than once to familiarise themselves with their background and be able to read their dialogues to the guests (hiding their scripts within a prop of some kind). All six of them share a dialogue between themselves and another suspect. If you want to increase the number of rooms used, you can split the suspects up and rework their dialogues into monologues.

It is the role of the invited guests to act as detectives and try and solve the mystery and determine the killer. On arrival, guests should be greeted and given a copy of the guest handout and an answer sheet. The guest handout contains instructions for them on how to solve the crime. Printable copies have been included in your pack

The person greeting them may want to add additional instructions depending on the venue, with information on the location of specific rooms or amenities (such as toilets or refreshments). He/she should also answer any questions the guests might have. If you want to meet and greet everyone in one room and then split them up, this could be handled by the person playing the inspector later. It's often a good idea for the guests to be shown to their first room by a suspect/facilitator, so they know where they're going. After that, the guests simply visit all the rooms listed, complete the workshops, listen to the casts' speeches, review all the clues and ask the cast further questions. A question for each cast member has been included in the guest handout to give them a starting point.

The guests need to find the answer to each question to solve the crime. These questions are specific to a cast member, but which cast member they are for is not specified in the handout. This means the guests may need to ask several different questions to get the response they need. Guests can also ask any other questions they like to help them solve the case. The cast will either answer these additional questions using the information they were given in their background information, or make something up if the answers are not important to the case, e.g. "What is your favourite colour?"

Once a guest thinks they have the solution, they fill in the answer sheet and hand this back in, either to a drop box, or to some nominated person. It is up to the host to decide if these answer sheets will be used to give out prizes, and how this will be decided, e.g. first correct solution handed in, or quickest time, etc. The mystery closes when the solution is provided by the inspector.

Preparations

This mystery requires a lot of advance preparation. However, all the extra effort you put in to running this event will be more than worth the effort.

Time, location and event format

Before you do anything else, try and fix a date for the event. Everyone involved in the preparation needs a date to work towards, and given what is involved, please set a date well in advance to give yourself ample time.

With regards to location, the only deciding factor is that you need 6 rooms/spaces. Depending on the number of guests you plan on inviting, these can be small or large. You could even rope off sections of a large room to create small 'sets' if you like. However, make sure there is enough space between the cast that guests aren't struggling with overlapping sound.

The multi-room event is designed to operate without a meal. However, you may wish to schedule a meal break into the timetable.

Sample schedule is below:

10.20 – First room – Actors x 2
10.40 – Second room – Crime Scene SOCO and evidence collection – facilitator
11.00 – Third room – Actors x 2
11.20 – Fourth room – Code-break workshop – facilitator
11.40 – Fifth room – Actors x 2

12.00 - LUNCH (30 MINUTES)

12.30 – Sixth room – Fingerprint analysis – Facilitator
12.50 – GATHER FOR ANSWERS/FINAL QUESTIONS WITH SUSPECTS
13.10 - Denouement

It's suggested that the students follow a circular route. They can begin in any room and progress around the rooms in use. So, if a guest starts in the second room at 10.20, then their last room will be the first room at 12.30.

Preparation for the mystery

Cast

Firstly, select your cast members. As well as the 7 cast members, you also need three facilitators who understand forensics in a small way and are 'naturally engaging' to be able to work with the guests in the workshop rooms. It may help to select understudies in case of accident or illness.

Give each cast member their character information and scripts, and also a copy of the cast guidelines.

Give each facilitator information on running their workshop (these have been produced as lesson plans).

Make sure everyone has ample time to rehearse their parts. If any struggle with memorising their scripts, then think of ways in which it can be hidden on their 'stage' area, e.g. taped inside props, like a handbag.

The cast required for **Death on the Campus**:

Rita Nartical (reporter)

With a nose for scandal and headlines, Rita is a local reporter with an eye on the nationals, waiting for a big scoop to land her a plum assignment.

Dr. Lisa Ning (psychologist)

Warm and empathetic, Lisa Ning is able to put people at their ease. She specializes in criminal psychology.

Len Scap (photographer for the Telegraph)

Used to being in the background and hiding behind his camera, Len has a lot of technical knowledge about exposures and brightness, but isn't used to being a main feature himself!

Ellie Trick (electrical engineer)

A bright spark with a super-geek knowledge of conductive cabling and the latest in fibre-optic technology, Ellie is always on call for all the university needs.

Ed Panns (guest lecturer)

Caring and compassionate with great bed-side manner, Ed Panns is a qualified first-aider and knows all about medical procedures.

Al Cappucino (café manager)

Larger than life and able to win friends easily with his general bonhomie, Al Cappucino is master of the atrium and not a man to be messed about.

Inspector Ivor Jagg

Whatever happens this evening, the inspector will always get his/her man (or woman).

Costumes

Find costumes for the cast appropriate to the event. It is set in the present day, so all the actors can be in their own clothes appropriate to their work role.

Suggested costumes for the cast are as follows:

Rita Nartical – smart casual

Dr. Lisa Ning – smart lecturer look

Len Scap – scruffy casual

Ellie Trick – workwear (lots of pockets in trousers)

Ed Panns - smart lecturer look

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Al Cappucino – smart casual with an apron around his waist (or uniformed in chef’s whites)

Inspector Ivor Jagg – suit

Dressing up the venue

The rooms are simply a backdrop to the cast and mystery. There is no need for any extra scene setting within the rooms used. However, if you wanted to add to the atmosphere you could set up a show of student’s work that Derek Terr was there to judge in the crime scene, and you could lay out some electrical cabling and set out an area that Ellie could have been working on in the corridors around the campus.

Guests to the mystery are required to visit all the rooms at least once in order to solve the crime. It is wise, therefore, to ensure, when setting the mystery up, that you have ample space for guests to walk between rooms, and that there will be no bottlenecks during the performance. If possible, set up a circular route around the rooms and begin all duologues and activities at the same time so that guests can move between room to room with ease. You will need approximately 20 minutes between rooms.

Guest handouts

Your guests will each need a copy of the guest handout and answer sheet. Printable copies of these files are included with the pack. They are designed to print double-sided, fold in half and be and stapled in the middle.

We suggest you print out all the answer sheets and either staple them into the back of the booklet for use at the end of the mystery, or keep them to one side and hand them out at the end of the performance.

Props/Clues

This mystery includes key props/clues which will need to be positioned within the rooms for the mystery. Some of these clues are physical, others are printable items (included within the pack)

Each clue requires an evidence label or marker and these should be attached to the clues. We suggest you use luggage tags for authenticity for the evidence labels. Markers should be folded “tent” style cards.

It is important all clues are given a numbered label as guests will want to check they have found them all.

The props/clues required are detailed below.

Workshop - (the crime scene)

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If you want to have Derek Terr judging something, this is a good room to showcase the student's work. We'd suggest having a display of the students work in this room, but it's not essential.

Within this room you will need to place the following clues/props. All these items will be on the floor.

- A dead body outline. Use masking tape or chalk depending on floor surface (use evidence marker 1).
- Photo of Ethernet cable with sign that says "Removed by Crime scene Investigation team for further analysis" left in neck region (use evidence marker 2).
- Photo of diary and wordsearch puzzle books with sign that says "Removed by Crime scene Investigation team for further analysis" (use evidence marker 3).
- A coffee spill (put your normal 'wet floor' marker next to it to prevent any slips or trips (use evidence marker 4).
- Photo of an empty paper coffee cup with a sign that says "Removed by Crime scene Investigation team for further analysis" (use evidence marker 5).
- Wallet containing cards but no cash (use evidence marker 6).
- Photo of briefcase with sign that says "Removed by Crime scene Investigation team for further analysis" (use evidence marker 7).
- Visitor lanyard left in neck region (use evidence marker 8).

Workshop - Fingerprinting

- Ethernet cable (use evidence label 2).
- Coffee cup (use evidence label 4).

Workshop - Codebreak

- Briefcase (use evidence label 7).
- Diary (use evidence label 3a).
- Wordsearch book (use evidence Label 3b).
- Will – inside briefcase (use evidence label 9).
- Taxi cards – inside briefcase (use evidence label 10).
- Newspaper article on hit-and-run, including photo of dead woman (use evidence label 10).

Actors room (Al Cappucino and Lisa Ning) – ideally located in a café room

- Photograph of dead wife (use evidence label 12).
- Ebay invoices for coffee (use evidence label 13).
- Coffee receipts from Lidl (use evidence label 14).

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- Coffee receipts for expensive coffee billed to the university (use evidence label 15).
- Coffee bags from Lidl in dustbin (use evidence label 16).
- Loose coffee in jar with 'posh label' (use evidence label 17).
- Acting script with highlighting for lines (use evidence label 18).

Actors room (Len Scap and Rita Nartical)

- Cash – with Len (use evidence label 19).

Actors room (Ed Panns and Ellie Trick)

- Insolvency letter to Ed Panns explaining his private nursing company is going bust (use evidence label 20).

Cast guidelines

These are also contained in a separate file for ease of printing for each character.

As a member of the cast you should have been given three things:

- The cast guidelines (what you are reading now!).
- Your character's background information.
- Your character's script, which also contains an answer to a specific question.

It is important you familiarise yourself with your character's background information and your script, though word for word recital is not a requirement during the event. In fact, you are positively encouraged to ad lib on your scripts, using your own personality to jazz things up where you feel it's appropriate. Your character background will give you the information you need to act in character throughout the night.

When the guests first visit you during the mystery, you should recite your script. Only when this is concluded should the guests begin to ask questions. There is no limit to the number or type of questions they may ask, but as a member of the cast (and potential suspect) you may want to limit your responses. DON'T under any circumstances give away who actually did it!

As a general rule, act a little suspiciously. All the characters have something to hide, so it shouldn't be too difficult! You should be trying to prove your innocence rather than incriminating yourself (that goes for the murderer too) so where possible, use the information contained in your character background to cast dispersions on the other characters.

There are two types of questions that guests may ask.

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The first is the one from the guest handout. The questions contained in the handout and to whom they apply are as follows:

Have you lost something precious to you?	- Al Cappucino
Did you get a shock today?	- Ellie Trick
Are you angry about something?	- Rita Nartical
Were you shaken today?	- Lisa Nartical
Did you threaten anyone today?	- Len Scap
Are you worried about something?	- Ed Panns

When asked the correct question you should answer it with the answer given in your script. Remember though, the guests don't know which question is for which character so they may ask all of them at first until they hit the right one. When they ask the wrong question, either say, "No", or ad lib some variant of that to indicate they have the wrong person.

The second type of question is one of their own fabrication. These come in all shapes and sizes, from favourite colour to something detailed about personal history and motive. This is where the background information comes in useful. It provides the basis for sensible ad libbing. For anything not covered in the background information, simply invent something appropriate, but don't go overboard and create a whole new plot line! The rule of thumb is the simpler the better. We all know how much trouble we can get into when we lie and you don't want to get caught out, even if it is only a bit of fun! As a general rule, give out information about yourself only reluctantly, and gossip about what you know about the other suspects more readily. You know a lot!

In short, you have several possibilities with regards to answers:

- Reveal something from the background information.
- Simply say, "I don't know", or some variant of that.
- Divert the question to someone else, e.g. "I don't know why you're asking me that when you should really be asking so and so, such and such."
- Lastly, don't forget you could always ask the guests a question to throw them, e.g. "I don't like where this is heading. I tell you I'm innocent – but where were *you* when so and so was murdered?"

You may want to review the solution contained in the inspector's speech to ensure you do not give away too much information, particularly the murderer, unwittingly.

Finally, whatever you do, **don't** get harassed into giving a definite time for anything that you witnessed or did. When you start giving out times, the guests start trying to trip up the cast. Quite frankly, different times are incredibly difficult to remember and you will quickly become confused, as will your guests. If they insist, keep it vague and simply give the time as sometime after you did/saw such and such, or before you did/saw such and such, or say that you don't recall the exact time as you

were too busy to look at your watch this afternoon or simply you were enjoying yourself too much to notice!

Further information

Fingerprints will be found on the coffee mug in the crime scene belonging to Derek Terr and Al Cappucino.

Fingerprints will be found on the Ethernet cable belonging to Ed Panns, Derek Terr, Ellie Trick and Lisa Ning.

Prizes

Prizes are a bonus at an event such as a mystery. They needn't be expensive, but there should be enough for all in the team, especially if the team is constructed of individual couples. One bottle of champagne can be disappointing if it has to then be given to a nominated couple at the end of the night.

Ideas for prizes are:

- Useful items like fuses, light bulbs, boxes of matches etc, all gift wrapped of course.
- Stationery items, like the ever useful post-it notes
- Sweets you haven't eaten since childhood.
- Cheap toys – we never really grow up, you'll probably find a yo-yo will keep your guests amused for hours!
- Chocolates. Small boxes for individuals rather than one big box for the team.
- We also stock a range of small gift items on Red Herring Games if you get stuck!

Final checklist

Your last minute checklist for the mystery is as follows:-

- Make sure you have enough guest handouts and answer sheets available on the guest's tables.
- Make sure the cast are all ready and in the right place.
- Make sure any props you need are readily to hand.
- Start the music.
- Let the fun begin!