

'THE MOST DANGEROUS GAME... MURDER AT THE CRIME SCENE INVESTIGATOR CONVENTION.'

(8-15+ Guest Electronic Version)

Copyright © 2007 Mymysteryparty.com All rights reserved. Worldwide copyright laws and conventions protect all mymysteryparty.com printed materials. This document may not be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, scanning or by any information storage and retrieval system without express written consent from Mymysteryparty.com. The buyer has purchased this as a single use game and is hereby entitled to use these materials for one event only in a private setting. Multi-Use licenses shall be purchased from mymysteryparty.com by the buyer in the event this game is intended to be utilized for multiple events in private, commercial and / or public settings. **DISCLAIMER:** Because we have no control over the application and production of this game, Mymysteryparty.com cannot guarantee results and will not be responsible for any personal injury, death and/or loss to participants. No use of this production other than the stated entertainment use is implied or intended. Such use is the sole responsibility of the user. The subject matter contained here is fiction and is intended purely for entertainment. The names and actions carried out by the characters are not intended to represent or imply the behavior of any person, living or dead. Any likenesses to real persons or events are purely coincidental.

MURDEROUS TABLE OF CONTENTS

List of Characters.....	2
General Instructions for the Host.....	4
How to Play a Murder Mystery – Guests Instructions.....	5
Optional Pre-game Round.....	6
Round One – Appetizer Hour.....	16
Round Two – Dinner Hour.....	30
Victim Sign.....	41
Murder Weapon for the Victim.....	42
Forensic Analysis Report.....	43
Murder Mystery Investigation Sheets.....	44+
Round Two Fingerprint Challenge.....	60
Round Three - Solution Round with Hot cocoa and Dessert.....	62
Name Tags	69
Menu Suggestions.....	71
Additional Bonus Game.....	73









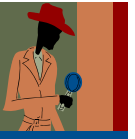
CRIME SCENE DO NOT CROSS

SYNOPSIS (THIS OUTLINES THE FLOW OF THE PARTY EVENTS).

It was the Annual International Crime Scene Investigation Association Convention and the who's who of the CSI world had arrived the day before at the Grande Hotel & Resort. During the first two days of the three-day convention, the crème de la crème of forensic investigators presented their exciting and innovative forensic science research to their colleagues. On the second night of the convention was the traditional social gathering where a delectable buffet-style dinner was served to the attendees. The crime scene investigators from around the globe finally relaxed and enjoyed appetizers while quizzing each other with some fun ice-breaking crime scene trivia. They discussed their big cases and traded interesting stories from the crime scenes that they had investigated over the past year. Some of the CSIs didn't get along too well, but the convention ran its course with various entertaining activities that were planned such as the *Forensic Sleuthing Battle*, the *Crime Drama Movie Challenge* and the *What Crime Scene thing am I* challenge. Everything was going smooth as butter until the most unsuspecting thing happened in the most unlikely place in the world - a *murder* happened right under the noses of the world's top crime scene investigators! The investigators all knew what to do next - figure out whodunit as fast as possible since the murderer who stood among them possessed one of the most brilliant forensic minds in the world! The participants knew the difficult challenge that lied ahead of them and so they put aside any differences and rallied together to figure out whodunit and to everyone's shock - the murderer confessed! After an exciting getaway attempt, the investigators capped off the evening with a hilarious game of *Fantastic Forensic Charades*! Overall, it was a very memorable convention!

LIST OF CHARACTERS

CHARACTER NAME AND LABORATORY	CHARACTER DESCRIPTION	COSTUME SUGGESTIONS
 <p>TAYLOR HOLMES <i>London, England</i> REQUIRED Either M/F</p>	<p>If you had to choose one word to describe Taylor Holmes it would definitely be 'Genius.' Taylor is the Director of the Crime Lab of the Metropolitan Police Service in London, England. Taylor is highly respected in the U.K. as a criminal investigator and is an international leader in biochemical forensics research!</p>	<p>Lab coat and any type of investigation tools - notepad, latex gloves, forceps, etc.</p>
 <p>CRICK WATSON <i>Sydney, Australia</i> REQUIRED Either M/F</p>	<p>Crick Watson is the crabby and introverted trace evidence analyst from Sydney Australia. Brilliant-minded but lacking in social skills, this microscope-wielding lab tech is the one to go to if you need a hair, fiber or paint chip analyzed!</p>	<p>More traditional detective attire - i.e. a Sherlock Holmes costume.</p>
 <p>CAT WILLOWS <i>Las Vegas, U.S.</i> REQUIRED Either M/F</p>	<p>Cat Willows is the dependable and very loyal trace evidence specialist from Las Vegas, Nevada. Known to suffer from obsessive compulsive disorder, Cat is definitely one to check the test results two, three or even four times! If Cat's analyzed the data - you <i>know</i> it's right.</p>	<p>All black attire with a black jacket that says 'Forensics' or 'CSI' on it. You can make the letters out of construction paper and tape it to the back.</p>
 <p>ALEX CHRISTIE <i>Los Angeles, U.S.</i> REQUIRED Either M/F</p>	<p>Alex Christie is the ultra-mysterious DNA analyst from Los Angeles, California. Even though Alex has been a crime scene investigator for over ten years, nobody <i>truly</i> knows the real Alex.</p>	<p>A trench coat and a fedora hat and any type of investigation tools - notepad, latex gloves, forceps, etc.</p>
 <p>MAGNUS PI <i>Dallas, U.S.</i> REQUIRED Either M/F</p>	<p>The ultra-eccentric Magnus Pi is the talented questioned document examiner from Dallas, Texas. An international legend in handwriting and document analysis, this fraud-spotting crime scene investigator is definitely one to call on to investigate any crimes involving documents!</p>	<p>Lab coat, a cowboy hat and any type of investigation tools - notepad, latex gloves, forceps, etc.</p>
 <p>JORDYN "J.J." GITES <i>Dublin, Ireland</i> REQUIRED Either M/F</p>	<p>Fingerprints anyone? Jordyn 'JJ' Gites is the world's preeminent fingerprint examiner....<i>hands down!</i> If a crime lab can't lift a fingerprint from a piece of evidence they send it to JJ and s/he'll find every last one! This is one nerdy perfectionist that definitely knows how to dust a print...<i>and how to cut a rug on the dance floor!</i></p>	<p>A light-colored suit and a makeup brush and baby powder in a small container (i.e. a fingerprint dusting kit).</p>
 <p>SKY STOKES <i>Cape Town, South Africa</i> REQUIRED Either M/F</p>	<p>If you hear singing during a crime scene investigation, it is most likely the voice of Sky Stokes. Known to be quite paranoid, this hyperactive firearm and tool mark analyst from Cape Town, South Africa is the one to be around during any investigation...that is, if you want entertainment!</p>	<p>All black attire with a black jacket that says 'Forensics' or 'CSI' on it. You can make the letters out of construction paper and tape it to the back.</p>
 <p>JAIME CLUSEAU <i>Ontario, Canada</i> REQUIRED Either M/F</p>	<p>Jaime Cluseau is the ill-mannered DNA analyst from Ontario, Canada. One of the brightest minds in the field of DNA, but extremely hard to work with - Jaime has developed quite a reputation for being difficult.</p>	<p>More traditional detective attire - i.e. a Sherlock Holmes costume.</p>
 <p>RYAN LANGLEY <i>New York, U.S.</i> Optional Either M/F</p>	<p>Ryan Langley is the overly-sensitive entomologist from New York, New York. Ryan is the leading expert of forensic insect evidence. If you need identification of an insect or if you need to know how long it's been there...see Ryan Langley! However, treat Ryan with the utmost respect and care as it's known that s/he can't take strong personalities.</p>	<p>Lab coat and any type of investigation tools - notepad, latex gloves, forceps, etc. An I ♥ NEW YORK button or t-shirt under the lab coat is an optional prop.</p>

	<p>TEMPLAS SIMONE</p> <p><i>Los Cabos, Mexico</i></p> <p>Optional Either M/F</p>	<p>The moody and insensitive Templas Simone is the world's renowned arson expert. It's rumored that Templas can smell smoke from over a mile and detects the cause of a fire by simply walking into an ashy room! Templas is definitely a hard friend to have, however, as the mood swings are a real killer!</p>	<p>Lab coat, a sombrero and any type of investigation tools - notepad, latex gloves, forceps, etc.</p>
	<p>SAGE SPADE</p> <p><i>Bundenbach, Germany</i></p> <p>Optional Either M/F</p>	<p>Watch what you say around Sage Spade. Sage is the nosy & gossiping German botanist and long-time member of the <i>International Crime Scene Investigation Association</i>. There is not a plant alive that Sage doesn't know every detail about, so Sage is definitely the one to go to if you need details about a plant specimen or soil sample. But take heed because whatever you say when you talk to Sage is definitely on public record!</p>	<p>Lab coat and any type of investigation tools - notepad, latex gloves, forceps, etc. Optional props are any type of plant specimens that you can show your colleagues.</p>
	<p>JADEN BRASS</p> <p><i>Madrid, Spain</i></p> <p>Optional Either M/F</p>	<p>Jaden Brass is the Spanish rookie of the International Crime Scene Investigators Association. A part-time bull fighter specializing in latent fingerprints, this bluntly honest newbie crime scene investigator has been doing quite well at the Madrid Criminal Investigation Laboratory. Rumor has it that Jaden is up for a big promotion already!</p>	<p>Lab coat, a bull-fighting cape and any type of investigation tools - notepad, latex gloves, forceps, etc.</p>
	<p>GIOSETTE GRISSOM</p> <p><i>Napoli, Italy</i></p> <p>Optional Either M/F</p>	<p>The ultra-spunky Italian - Giosette Grissom - is one of the 'greats' of fire arms and tool mark analyzing. Giosette Grissom is also known for another awesome talent - s/he is a constant mocker! Just don't let Giosette stand behind you or you'll definitely have an irritating shadow!</p>	<p>Lab coat and any type of investigation tools - notepad, latex gloves, forceps, etc. Hair slicked straight back.</p>
	<p>SIDNEY SIDLE</p> <p><i>Washington D.C., U.S.</i></p> <p>Optional Either M/F</p>	<p>Sidney Sidle is the outgoing part time stand-up comedienne and DNA Analyst from Washington, D. C. S/he is ultra-friendly on the outside, but don't cross this comic or you are certainly going to pay...possibly with your career! This lab analyst has friends in very high places!</p>	<p>A dark-colored suit and any type of investigation tools - notepad, latex gloves, forceps, etc. Hair should be ultra-professional. A rubber chicken or any other 'joke/comedy' items as optional props.</p>
	<p>DAKOTA TRACEY</p> <p><i>Manchester, England</i></p> <p>Optional Either M/F *Can be expanded to 5 (M/F) characters as Dakota's lab personnel</p>	<p>Dakota Tracey can best be described as the prim & proper poet of the crime scene investigation world. A biochemist by training, Dakota heads up the Crime Lab in Manchester, England. Since the Manchester Lab is a famous forensic science training facility, Dakota is known for bringing most of the Manchester Crime Lab personnel with him/her to the <i>International Crime Scene Investigation Association</i> conventions. Dakota believes that his/her staff needs the same exposure that s/he gets by attending all of the world-wide forensic conventions.</p>	<p>More traditional detective attire - i.e. a Sherlock Holmes costume.</p>

GENERAL INSTRUCTIONS FOR THE HOST

Get ready for an intriguing party with your purchase of **THE MOST DANGEROUS GAME - MURDER AT THE CRIME SCENE INVESTIGATION CONVENTION** game from mymysteryparty.com! This party is an exciting murder mystery where the players act the roles of hilarious CSI personalities while sleuthing the intriguing CSI-themed story line. This is an excellent choice for your next get together!

The party pack (this document) needs to be printed in advance of the party. Cut out the clues and slip them into envelopes labeled with the appropriate round and character for each round of the party. It is optimal to choose different colored envelopes for each round.



The game is organized into three rounds. This is only a suggestion on how to play the mystery, you as the host can elect to do in any way that you wish. The game rounds are designed as follows:

PRE-GAME STARTER: these pre-game starters (i.e. the convention registration confirmation & schedules) are to be delivered to each guest before the party or give them to the guests as they arrive. All pre-game starters are optional and do not alter the mystery and are intended to enhance the pre-game build up for the event. These starters are not vital to solving the mystery. In this game, there are also pre-game tasks for the characters to perform. These pre-game tasks are optional and the omission of them does not alter the mystery in any way. You will need to fill in your guests' contact information (email is typically the best method of contact) on the pre-game task sheets for each guest to be able to contact the characters listed on each of their task sheets (see below).

APPETIZER HOUR: Deliver these clues as your guests arrive.

DINNER HOUR: Deliver these clues while you serve dinner to your guests.

DESSERT, HOT COCOA AND THE BIG REVEAL: Deliver these clues with hot cocoa and dessert.

For further questions, check out our FAQ web page at www.mymysteryparty.com/frasqu.html

If your question is not listed in our FAQ, contact us at the email addresses below.

Mystery Questions: <mailto:author@mymysteryparty.com>

Web based Questions: support@mymysteryparty.com

OPTIONAL PRE-GAME ROUND

DIRECTIONS FOR THE HOST: Before the party, encourage your guests to view this mystery on the www.mymysteryparty.com website or use the MY MYSTERY PARTY invitations as they have the character list included. This way, before the party, they can get familiar with the other characters that will be at the party.

This optional pre-game round is to be implemented approximately one week before the party. Please note that this round is to be delivered to you by the host.



PRE GAME STARTERS: (The following starters (i.e. the registration confirmation and schedules below) need to be cut out and put into sealed envelopes and labeled with the appropriate character and round - and should be given along with the optional pre-game task sheets that follow.)

Dear Colleague,
 Thank you for registering for the 13TH Annual International Crime Scene Investigation Association Convention. Your confirmation number is 8847997AP387 - keep this for your records. We look forward to seeing you at the Grande Hotel & Resort. Below is the schedule of events:

<u>ACTIVITY</u>	<u>LOCATION</u>
<u>DAY ONE</u>	
Convention Welcome Committee Breakfast	Ballroom Foyer
Presentations	Main Ballroom
Lunch	Ballroom Foyer
Presentations	Main Ballroom
<u>DAY TWO</u>	
Convention Welcome Committee Breakfast	Ballroom Foyer
Presentations	Main Ballroom
Lunch	Ballroom Foyer
Presentations	Main Ballroom
Social & Buffet-Style Dinner	Ballroom Foyer
<u>DAY THREE</u>	
Convention Welcome Committee Breakfast	Ballroom Foyer
Annual Volleyball Tournament	Hotel Volleyball Court
Lunch & Closing Remarks	Main Ballroom

EVERY CHARACTER WILL HAVE A PRE-GAME STARTER IN THE PURCHASED GAME

1:15 PM to 4:00 PM

8:30 AM to 9:50 AM
 10:00 AM to Noon
 12:15 PM to 1:00 PM
 1:15 PM to 4:00 PM
 5:00 PM to Midnight

8:30 AM to 9:50 AM
 10:15 AM to Noon
 12:15 PM to 1:00 PM



OPTIONAL PRE-GAME TASKS: The following tasks are completely optional and exclusion of them does not alter the mystery in any way. However, it does lead to pre-game build up and excitement! Cut the task strips out and slip them into the pre-game clue envelopes (with the above pre-game starters) and send about 1 week prior to the party. Be sure to fill in your guests' preferred contact information on the task slips so they will be able to contact each other. The usual method of contact is via email. ✂

CHARACTER- TAYLOR HOLMES

OPTIONAL - for some pre-party fun, you can contact (email, phone, etc.) the following guests in the week leading up to the party:

Contact the guest playing Crick Watson and say that you are still waiting on Crick to pay you the money that s/he owes you! Say that paying you at the convention would be great.

(Contact info : _____)

Contact the guest playing Jaden Brass and ask if it is true that the Director of the Madrid Crime Lab position is open. Say that if so, Jaden should definitely apply for it! (If Jaden Brass is not a required guest, disregard this task.)

(Contact info : _____)

Contact the guest playing Giosette Grissom and say that you need a DNA analysis. Say that your lab can't do the analysis and this bullet is key evidence. Find out if you can find you and mock you during the convention. (If Giosette Grissom is not a required guest, disregard this task.)

(Contact info : _____)

**EVERY CHARACTER WILL
HAVE A PRE-GAME TASK CARD
IN THE PURCHASED GAME**

Please note: either contacting the guests above or deciding to skip these tasks will not alter the mystery or anyone's ability to solve the mystery in anyway. However, contacting other guests will lead to excitement about the party and will encourage other guests to read about the other characters and be prepared for some completely mysterious fun!

APPETIZER HOUR - IT'S PARTY TIME!

DIRECTIONS FOR THE HOST: Round one – appetizer hour begins as the guests arrive. Create a CSI Convention ambiance with an elegant party mix CD playing softly and any CSI movie/ television show playing without the audio (i.e. CSI Vegas, etc.) if there is a television in the party room.

**FULL INSTRUCTIONS
IN THE PURCHASED
GAME 😊**

OPTIONAL BUT FUN: At the conclusion of this round, the 'Forensic Sleuthing Battle' can be played.

PROP LIST: These are the items needed for this round. Collect these items in advance and have them ready.

- Round One Clue Cards - placed into envelopes and labeled with the appropriate characters' name and round.
- If the optional *Forensic Sleuthing Battle* is played (see below), the materials will need to be available.

OPTIONAL ACTIVITY AT THE CONCLUSION OF ROUND ONE: FORENSIC SLEUTHING BATTLE

FULL INSTRUCTIONS AND GAME MATERIALS IN THE PURCHASED GAME 😊

APPETIZER HOUR CLUES – CUT OUT, SLIP INTO ENVELOPES AND LABEL WITH THE APPROPRIATE ROUND AND CHARACTER ✂

TAYLOR HOLMES – ROUND ONE

USE THE FOLLOWING TRIVIA QUESTIONS AS AN ICE BREAKER

Question: Name the four blood types! **Answer:** A, B, AB and O

Question: What's another term for 'Deoxyribonucleic Acid?' **Answer:** DNA

During this round, mingle with the other guests and discuss the following information with whomever you choose:

CLUES TO REVEAL

- Remember that you're an absolute genius and you are a bit of a snob. Don't forget your British accent if you don't already have one.
- You presented your research - *The Biochemistry of Forensic DNA* - at the convention. Your talk went well...with the exception of Crick Watson.
- Talk to a few people about how Crick Watson owes you money and you are still quite irritated even though it was over 13 years ago.
- Talk to Cat Willows about her Paintball Killer case. Say that you've been reading the news about it and you can't believe it has come down to a struggle between two international fiber experts!
- Talk to Jordyn JJ Gites about how you think that the Crime Labs in Ireland have come a long way in recent years and you credit the Dublin Crime lab for that! Tell Jordyn that s/he's done a fantastic job!
- Tell a few people that you are ready to annihilate your opposing team at the convention's Annual Volleyball tournament tomorrow!

PERSONAL CLUES TO CONCEAL

- You absolutely despise Crick Watson. You went to college at the British Columbia Institute of Science Technology and Crick Watson was your roommate in a small apartment next to campus. Crick Watson didn't pay his/her share of the rent the last month of the lease and you were stuck with the entire bill. Crick still owes you money and you want to collect it once and for all!

During the mystery, your character must be honest and not make up any potentially mystery-altering clues in addition to those provided to you. You do not, however, have to share the clues that you collect with other guests.

ROUND TWO - DINNER HOUR

DIRECTIONS FOR THE HOST: In the nearest bathroom, place the following items under the sink - the victim sign, scotch tape, host supplied white non-toxic face makeup (optional but funny and suggested), the cut out murder weapon (the butter knife), any type of drinking glass (host supplied) and if you have purchased the victim t-shirt and / or crime scene tape. If there is not a cabinet under the sink, place these items in any location that can be concealed within that bathroom. The murder victim will be instructed in their clue card for round two to look for it if there is not a cabinet under the sink.

The murder victim will be instructed in their round two clue card to put the white face makeup on their face, put on the victim sign by adhering it to their chest with Scotch tape, to adhere the murder weapon to their back with scotch tape, hold the drinking glass and if the optional victim t-shirt is available- to put that on (with the victim sign on top) and if the crime scene tape is there - to decorate themselves with it. **It is hilarious when a fully decorated victim walks back into the party room!**

FULL INSTRUCTIONS IN THE PURCHASED GAME 😊

At the conclusion of this round, give the guests a time period in which to fill in their final guesses as to the unit on the **'Murder Mystery Investigation Sheet'**. Collect the guess sheets from your guests at the conclusion of this round.

PROP LIST: These are props needed for this round. Collect these items in advance and have them ready!

- The victim sign for the victim's clue in Round Two (page 42.)
- Scotch Tape (to adhere the victim sign and the murder weapon to the victim)
- Murder Weapon sheet (cut out) (page 43).
- Any drinking glass (host supplied)
- The Mystery Investigation Sheets (page 44+).
- The 'Crime Drama Movie Challenge' (below).
- Non-toxic white face powder / paint for the victim (the victim's clue will describe what to do with it; host supplied).
- Answer sheet for the 'Crime Drama Movie Challenge' (below).
- The forensic examination report in a sealed envelope (page 44).
- Fingerprint Challenge (page 60-61).
- Victim t-shirt (optional) and crime scene tape to decorate the victim (optional).

ROUND TWO REQUIRED ACTIVITY CRIME DRAMA MOVIE CHALLENGE

FULL INSTRUCTIONS AND GAME MATERIALS IN THE PURCHASED GAME 😊

TAYLOR HOLMES – ROUND TWO - The murder will occur during this round

PRE-MURDER CLUES:

- 🕒 Confront Crick Watson and demand that Crick pay the money that s/he owes you immediately!
- 🕒 Talk to Jaden Brass (if Jaden is a guest) about Crick Watson's possible move to Madrid and the possibility of Crick applying for the position of Director at the Madrid Crime Lab. Say that you thought that Jaden was going to be the youngest Crime Lab Director in Madrid's history until you heard about Crick possibly taking the job!
- 🕒 Ask Jordyn JJ Gites if s/he has had a chance to discuss the rude comments that Crick Watson made in his/her published review article about how there are no Forensics Labs in Ireland to speak of.

CRIME SCENE

POST-M

**EVERY CHARACTER WILL
HAVE A ROUND TWO CLUE
CARD IN THE PURCHASED
GAME**

LOSS

- ☠️ You know that nobody was missing from the Ballroom Foyer and this is where the murder occurred. Since everyone was in relation to the victim when the lights went out.
- ☠️ You were standing about a foot north of the victim in the Ballroom Foyer when the lights came back on.
- ☠️ You might have touched the murder weapon earlier because you helped set up the Convention buffet tables.
- ☠️ You might have touched the victim's glass earlier because you helped set up the Convention beverage bar.
- ☠️ You are staying in a standard hotel room during this convention. Your room is right next to the victim's room - s/he has a standard room as well.
- ☠️ Now that you think about it, Crick seemed increasingly disoriented during the social.
- ☠️ There is a light switch on each wall of the ballroom foyer. The murderer had to switch off the light and maneuver his/her way to the center of the room to stab the victim. The murderer had to be in shape to pull this crime off.

THE VICTIM SIGN: CUT IT OUT AND PLACE IT UNDER THE SINK DURING THIS ROUND WITH THE OTHER EVIDENCE. ✂

VICTIM SIGN IS IN THE PURCHASED GAME



FOR THE VICTIM - ROUND TWO. ✂
CUT THIS OUT AND PUT IT WITH THE OTHER ITEMS FOR THE VICTIM UNDER THE SINK IN THE NEAREST BATHROOM. THE VICTIM IS TO TAPE IT TO HIS/HER BACK WITH SCOTCH TAPE.

Forensic Examination Report

INCLUDED IN THE PURCHASED GAME

Sample game

ROUND TWO - REQUIRED ACTIVITY

FINGERPRINT CHALLENGE:

After about 10-15 minutes into the investigation - implement this activity. Designate a room as the "BALLROOM FOYER." Cut out the following fingerprints and hide them anywhere in the room for a fun scavenger hunt. You can also get a toy knife or a butter knife and a glass. Tape the prints that were found on the knife to the knife and the prints found on the glass to the glass. Then, hide both of these items in the room designated as the ballroom foyer. If you do not want your guests 'searching' for the fingerprints, it is alright to simply give them the fingerprints and tell them that Taylor dusted for fingerprints. Then, allow them to perform a simple 'match up' to the reference sheet (page 48).

INCLUDED IN THE PURCHASED GAME

ROUND THREE- DESSERT, HOT COCOA AND 'THE BIG REVEAL'

DIRECTIONS FOR THE HOST: After you collect the Murder Mystery Investigation Sheets, allow the guests to one by one in front of the group accuse who they believe the murderer is as well as the motive behind the murder and how they were able to do it.

**FULL INSTRUCTIONS
IN THE PURCHASED
GAME 😊**

ROUND THREE OPTIONAL ACTIVITY FANTASTIC FORENSIC CHARADE CHALLENGE

**INSTRUCTIONS AND TOPICS IN THE PURCHASED
GAME**

SOLUTION ROUND - ✂ CUT OUT THE SOLUTION CARDS, SLIP INTO ENVELOPES THAT ARE LABELED WITH THE APPROPRIATE ROUND AND CHARACTER. PASS OUT THE ENVELOPES TO THE GUESTS TO COMMENCE THE FINAL ROUND.

CAT WILLOWS- FINAL SOLUTION ROUND THREE - READ AFTER CRICK WATSON

This is the final solution round. Every guest at this party will now tell their story to the group - in a specific order dictated by this final solution clue card - and the murderer will now confess. Before you read your final solution, read the following movie quote to the other guests and ask them to give you the movie and the actor who said it:

“Say hello to my little friend.”

Answer: The movie is *S*

Say the fol

“I am *SO GLAD* that Crick is gone. Now the jury can f
one who did it. I’ve got a bum wrist - how could I even s
when the murder occurred. I think someone might have to get kind of close to a stabbing victim to be considered the

EVERY CHARACTER WILL HAVE A ROUND THREE SOLUTION CARD IN THE PURCHASED GAME



! But I’m not the
ven close to Crick
murderer.”

JORDYN ‘JJ’ GITES IS NEXT TO READ HIS/HER SOLUTION TO THE GROUP

NAME TAGS!

TAYLOR HOLMES

LONDON, ENGLAND

played by:

CRICK WATSON

SYDNEY, AUSTRALIA

played by:

EVERY CHARACTER WILL HAVE A NAME TAG IN THE PURCHASED GAME

*International Crime Scene Investigation
Association Annual Convention*

ATTENDEE



*International Crime Scene Investigation
Association Annual Convention*

ATTENDEE



MENU SUGGESTIONS - IN THE PURCHASED GAME

OPTIONAL BONUS GAME FOR ANY TIME DURING THE GAME:
THE 'WHAT CRIME SCENE THING AM I?' GAME!

INSTRUCTIONS & GAME MATERIALS IN THE PURCHASED GAME

Sample game