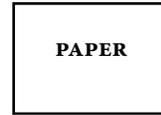


THE MURDER OF MR. CROW

AN ONE HOUR LONG
PARLOUR GAME
BY
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COMPONENTS

NEEDED FOR THIS
SIMPLE FORMULA



TWO ROLES

ALWAYS PRESENT

THE DETECTIVE

Everyone takes turns to play the Detective, who has already figured out who the murderer is. All the Suspects have been gathered in the parlor and *it's time for the big reveal*: who murdered Mr. Crow? The fun in playing this game lies in seeing a scenario grow in front of us while contributing to it following these three steps:

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

THE ASSISTANT

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 SUSPECTS

CREATING THEM

Take a sheet of paper.

The Suspects are all living in the same apartment building as Mr. Crow.

Take turns adding Suspects at the top of the paper.



← Create a Suspect by picking:

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

Title + species = the name

Hand the pencil to the left.

The pencil will go two times around the table.

Create a total of *five Suspects* 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* at the bottom of the paper.

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

Remember that you can always *ask for an Assistant*, if needed.

MONOLOGUE

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 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 the questioning begins, take all the remaining glass beads (starting at six) and let the person playing the Suspect draw one without looking. The color is then revealed to everyone.

When answering the Detective's questions, the Suspect will follow the guidelines determined by the color of the drawn bead:

- Listen carefully, and agree with every question. You **may** help the Detective by adding one or two details.
- Listen carefully, and agree with every question. You **may** make things difficult for the Detective by involving other Suspects or answering evasively.

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 it was Mr. Rhino arguing about a debt?

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

Did you obtain this cross from joining a cult?

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

Did Mr. Crow borrow you money, Mr. Rhino, so you could pay off this debt of yours?

And Mr. Crow was your husband?

Didn't the cult's last ritual involve Mr. Crow?

It's allowed to ask to elaborate if the question or the answer is too vague. Anyone can do this!

THE NOTEBOOK

A GROWING SCENARIO

After each round of questioning:

- ✓ Put the hat on the table.
- ✓ The person who played the Detective will make notes on the paper about what has just been revealed. To distinguish one fact from another, put bullets in front of the *facts* and underline the *motives*.
- ✓ Don't forget to include what the Suspect said!
- ✓ Another participant then takes the hat and becomes the Detective.
- ✓ Continue questioning Suspects as above.
- ✓ The glass beads are only returned to the Detective *when there are two beads left*.



Anyone may look at the paper for inspiration.

<u>Mrs. Horse</u> student	<u>Mr. Rhino</u> businessman	<u>Ms. E</u> janitor
<u>Had a love affair with</u>	<u>Had a love affair with</u>	• Owns
<u>Mr. Rhino</u> a long time ago.	<u>Mrs. Horse a long time ago.</u>	• Were

Continue until each Suspect has a *motive* and at least *two facts* that tie them to other things on the paper.

REVELATION

WRAPPING IT UP

Each participant:

- ✓ Write a small note with your name and the Suspect you choose to be the murderer.
- ✓ 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 theories and explanations, taking the previous ones into account.

Kelly
Mr. Rhino



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.

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.
May 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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THE DETECTIVE

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- First question** Link the Suspect to something else on the paper.
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- Final question (optional)** Without quite accusing them, insinuate the guilt of one of the people mentioned in the questioning.

*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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Must listen carefully, and agree with every question.

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You *may* add one or two details.
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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.

*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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May 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.

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