Murder Mystery Dinner

Leader

Camp version · 22 roles · 3 rounds

THE STORY · TELL YOUR GUESTS

Colonel Juan Garcia Cortez has been away for a long time. Now that he's back, he's throwing a big dinner for his friends and acquaintances.

He has invited the guests to his estate. Some of them arrived early.

A murder has taken place. Carla Hopkins, who ran the kitchen, has been murdered. She was found at around 3 p.m. Everyone present has been told.

Your job now is to find the murderer. The killer is probably sitting at the table with you!

Rules

- Everyone stays in character.
- Special role: the judge decides whether an accusation takes place. After an accusation, it's revealed whether the accused person is the murderer.
- After the appetizer, the main course and dessert, there can be an accusation each time (3 times).
- If the accused person isn't the murderer, read out their alibi.

> *For example:* The person only arrived after the victim was found. The chauffeur who drove them confirms it.

> *Or:* At the time of the murder, the person was swimming in the pool. Several of the estate's staff confirm it.

What to print

Name tags
22 name tags on 3 pages. Cut along the dotted line.

Role cards
One page per role: the character and the clues for rounds 1, 2 and 3.

Solution
Who the murderer is and every clue by round. For your eyes only.

Editable files
Word and Excel in the "editable" folder, in case you want to change roles or clues.

Schedule

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1. **Welcome drink**
   Everyone gets their character on arrival.

2. **Introductions**
   Everyone sits down and introduces themselves (Who are you?).

3. **Appetizer** round 1
   Hand out the clues for each person. Players may share them out loud.
   After the appetizer: accusation (optional).

4. **Main course** round 2
   Hand out the clues for each person. Players may share them out loud.
   After the main course: accusation (optional).

5. **Dessert** round 3
   Hand out the clues for each person. Players may share them out loud.
   After dessert: accusation (optional).

6. **If the murderer hasn't been found**
   Every player can name a suspect. Then the solution is revealed.

Accusation (optional)

- The judge decides whether it happens, based on what the majority thinks.
- Then it's revealed whether the person is the murderer or not.
- If not: the game goes on. If so: the game is over.

Have fun hunting down the murderer!

Murder Mystery Dinner was created by Hans Christian Graß; the camp version, by Sem Dietterle. Free for your work with young people. What you may do with this material: Terms of use.