

The RHS Library Forum
presents

MURDER IN THE LIBRARY

Arrangements:

- **8 teams** (or less) of 2-4 players (maximum 32 players): goldenrod, magenta, tangerine, celedon, indigo, crimson, black, khaki
- **9 library tables** designated as “locations” in the Sinisterville Library and numbered 2-10: foyer, breakroom, computer section, reference, circulation desk, librarian’s office, periodical area, fiction stacks, and storage closet with **2 “hallways”** (4 chairs each)
- **8 weapons:** bookend, unabridged dictionary, rubber cement, paper cutter, computer cable, furniture polish, letter opener and projection hook. Optional: duct tape, barcode scanner, extension cord
- **Pair of dice**
- **Team files** consisting of a folder including game rules, pencils, scratch paper, & detective checklist
- **25 playing cards on same color cardstock for each suspect, area, & weapon**
- **Refreshments (and snacks for “lounge & office” tables)**

Publicity and Sign-Up:

Teams may sign up in the library after general announcement: Online forum, PA announcement, chalk body outline on sidewalks, and window as bulletin board. (Back Story: The victim, beloved school librarian, Mrs. Readmore, has been murdered in the school library.) Teams may sign up for any color and come dressed in that color, designate an actor/actress for their team with lawyers and private detectives, etc.

Rules & Start of Play:

Each team will choose a section card to determine starting position. Every team may make a suggestion from this position before dice rolling begins. It is recommended that one person be designated in each round to be the **Spokesperson, Dice Roller, Private Investigator** who will collect clues for the team and **Reporter** who is responsible for showing named cards or recording information for the group in their file folder.

Location cards, suspect cards, and weapon cards will be separated. One card from each stack will be chosen and locked in the library fine drawer. The remaining cards will be shuffled and distributed to each team beginning with the team seated at table 2, then 3, 4, etc. The distribution of cards may not be equal depending on the number of teams.

Play begins with the table 10, then 9, 8, and proceeds in reverse numeric order.

Suggestions: As soon as the cards are distributed, the first team will make a suggestion. By making suggestions throughout the game, teams will try to determine by process of elimination which three cards are locked in the fine drawer. To make a suggestion, the team Spokesperson will announce, “We suggest the crime was committed by XXXX with XXXX in the XXXX. All suspects including your own team may fall under equal suspicion.

“Proof” Activities: After a team makes a suggestion, the other team will look through their clue cards. In clockwise manner, a Private Investigator will go to each table and secretly report back any clues proving the suggestion to be false. Only one card needs to be shown even if a team has more than one card named in the suggestion. [Unless a referee determines that length of play needs to be shortened, only the first team in the clockwise sequence is required to reveal a card.]

As soon as an opposing team reveals a card, the PI returns to his/her team and reports the information. Play resumes with the next team in initial (reverse numeric) order.

Note: A team may choose to mislead the opponents by “red herring.” This means a team may name one or more cards in a suggestion that are already held in their possession.

Moving Between Tables: After the initial round, each team will roll a dice to determine their new “library location” placement. Each table will be designed with a number from 2-10 and given a place label. Dice rolls of 11 will result in loss of turn and no suggestion can be made. Dice rolls of 12 will result in a free suggestion turn. If a number is rolled and the table is occupied, the occupying team will be escorted to the hallway area of 4 chairs. If both hallway areas are occupied, the team must continue to roll the dice until the number of an unoccupied table is rolled or loss of turn (11). Teams in hallways must show named cards if required. If a team, rolls the same number as the table they are currently seated at they may make a suggestion or continue to roll for a new table or loss of turn (11).

Making a Final Accusation: When a team has made a decision, the Spokesperson says, “We accuse XXXXXX in the XXXXX(location) with XXXX(weapon). The team does not have to be seated at the table where the murder supposedly occurred to make an accusation. If the accusation is false and an opposing team is holding a named card, the accusing team returns the cards to the library fine drawer (if opened) and show opponents their cards when named in a Suggestion as play continues. The falsely accusing team may no longer change tables and may be placed in a hallway for the remainder of the game.

Winning the Game: The first team to correctly identify the Suspect, Library Location, and Weapon in the Confidential File wins.

Detective Notes

Team _____

Suspects:	Game 1	Game 2
Dr. Goldenrod		
Lt. Khaki		
Ms. Indigo		
Mr. Black		
Madam Magenta		
Mr. Celedon		
Prof. Crimson		
Miss Tangerine		
Weapons:		
Bookend		
Unabrid. Dictionary		
Rubber Cement		
Furniture Polish		
Paper Cutter		
Computer Cable		
Projector Hook		
Letter Opener		
Library Location:		
Grand Foyer		
Fiction Stacks		
Magazine Area		
Reference Section		
Circulation Desk		
Library Office		
Storage Room		
Kitchen		
Computer Area		

Notes:

Detective Notes

Team _____

Suspects:	Game 1	Game 2
Mrs. Goodcookie		
Senorita Burrito		
Mr. Fractal		
Prof. VonLabcoat		
Ms. McEasel		
Madame Bouffant		
Mrs. Gerund		
Coach Wimpy		
Weapons:		
Bookend		
Unabrid. Dictionary		
Rubber Cement		
Furniture Polish		
Barcode Scanner		
Computer Cable		
Duct Tape		
Letter Opener		
Library Location:		
Foyer		
Fiction Stacks		
Periodical Area		
Reference		
Circulation Desk		
Librarian's Office		
Storage Closet		
Employee Lounge		
Computer Section		

Notes: