

24 HOUR

CRIME SCENE

A Crime-Solving Game

TRAVEL EDITION



2 - 5



20 - 50 Mins

**Designed by
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HOW TO PLAY

24 Hour Crime Scene: Travel Edition is a fun, story-telling game for two to five players. It's ideal for long car rides, train journeys, and sitting around campfires. It is a stripped back version of the full game.

Each player assumes the role of a detective who is trying to solve a murder.

Choose one person to read out the prompts and then answer them one at a time.

Each player will introduce a suspect, clues, and information about the victim and crime scene. Then each player will present their theory as to what happened using whichever suspect and clues they wish.

CRIME SCENE

Where is the crime scene? Everyone should say at least one thing about the crime scene. (*Where is it? What's the weather like? Is it inside or outside?*)

VICTIM

Who is the victim? Everyone should say at least one thing about the victim. (*What's their name? How old are they? What was their job? Where did they live? Were they married?*)

How were they found? (*Where at the crime scene were they found? Is there anything unusual about their body?*)

SUSPECTS

Who are the suspects? Everyone should now introduce a suspect and answer the questions below. (*In a two-player game, each player should introduce two suspects.*)

Once you have introduced your suspect each player can ask you their own questions about the suspect, to get more information.

- **Who are they?** (*What's their name, age, job, etc...*)
- **How are they connected to the victim?** (*Are they family, colleagues, rivals etc. ?*)
- **Why might they have wanted to kill the victim?** (*For the insurance? For revenge? Were they up for the same promotion?*)

CLUES

What clues do you discover at the crime scene? Take it in turns to introduce a clue that you have found at the crime scene. *(Is it a potential weapon? Maybe it's a secret letter? Perhaps it's a suitcase full of money? Or maybe it's something as simple as a muddy footprint.)*

Once you have introduced a clue, each player can ask you their own questions about it, to get more information.

Continue until each player has introduced two clues each *(or three clues each in a two-player game)*.

THEORIES

What do you think happened? Each player should now succinctly explain their theory as to what happened by answering the questions below.

Then the other players can ask their own questions.

- **Which suspect is guilty?**
- **Why did they want to kill the victim?**
- **How did they kill the victim?**
- **Which clues are important to the case and why?**

CASE SOLVED

Vote to find out what really happened. Each player should now vote for which story sounds the most believable, and which suspect they want to charge with the murder.

If the vote is a tie, vote again to decide which of the tied suspects you want to charge.

If there is still a tie, then each tied suspect will be charged and it will be up to the courts to decide who is guilty.

The investigation ends and justice will be served.

THE END.