

24 HOUR

CRIME SCENE

A Crime-Solving RPG



1-4



1-2 Hours

**Designed by
William Long**

"Murder
is terribly
exhausting."

Albert Camus

CONFIDENTIAL

REPORT.

DATE: [REDACTED]

Yesterday at [REDACTED] we discovered the corpse of [REDACTED].

The victim had been brutally murdered. It appeared that the killer had taken great joy in [REDACTED] and [REDACTED] the victim.

Detective [REDACTED] said that it was the worst case he had seen since [REDACTED]. I don't need to remind you, of all people, what happened there.

The murder was so grizzly that upon seeing the mutilated body of [REDACTED] the Coroner vomited in the corner of the crime scene.

We have searched the crime scene and have taken [REDACTED], [REDACTED], [REDACTED] and [REDACTED] as evidence.

We have several suspects including [REDACTED], [REDACTED] and, most surprisingly, [REDACTED] but myself and the other detectives believe that most of the evidence points towards [REDACTED] being the killer. After all, they were the victim's [REDACTED].

Needless to say, it's been one hell of a night.

INTRO

OVERVIEW

After a vicious murder has been committed, you and your colleagues are the detectives tasked with solving the case, but you only have 24 hours at the crime scene to connect the clues, interview the suspects, and uncover the truth of what happened.

YOU WILL NEED

- **A blank sheet of paper** (which will become the **Crime Scene**)
- **Printed copies of the Victim Sheet** and the **Suspect Lists** (found on pp.16-18)
- **Something to write and draw with**
- **A standard deck of playing cards**

ABOUT THE GAME

24 Hour Crime Scene is a role-playing game for one to four players where each player assumes the role of a detective investigating the crime scene of a murder.

Over the course of the game you will discover more about the crime scene, discover clues, collect evidence, find suspects and interview them.

As a player, it is up to you to invent the clues and information that you discover. For instance, when you discover a Clue, you decide what that Clue is, and then draw it onto the Crime Scene, anywhere you'd like. It will then be up to you and the other detectives to connect all of the clues and evidence later.

By the end of the game you will have gathered enough evidence to charge one of the suspects with the murder.

SET UP

A Quick Start guide can be found on p.13

THE SHEETS

The game takes place over three sheets of paper: the Crime Scene, the Suspect Lists and the Victim Sheet. Print off the Suspect Lists and the Victim Sheet and use a blank sheet of paper for the Crime Scene.

Crime Scene This is the main sheet you'll use in the game. This is where you will draw the features of the Crime Scene, any Clues you find, and the Victim's body.

Suspect Lists You'll use these sheets to keep track of any information you learn about the Suspects and any Evidence connected to them.

Victim Sheet You'll use this sheet to keep track of any information you learn about the Victim and any Evidence connected to them.

DETECTIVES

Each player is playing as a different detective and should come up with some details about their detective.

Each player should introduce themselves. Tell each other your names and a piece of information about your detective. (*Such as: How long have you've been a detective for? Are you only days away from retirement? Why did you become a detective?*)

CRIME SCENE

As a group, you need to establish some facts about the Crime Scene.

Decide where the murder took place. On the blank sheet of paper, sketch out the layout of the Crime Scene and add some basic details (If it's in a house, draw out a

few rooms and some furniture. If it's in a specific room, sketch out some key components of the room. If it's an outside location, sketch some noticeable features.) More of the Crime Scene's features will be added during the game.

You now need to establish where the Victim's body was found. Draw an outline of the Victim's body on the Crime Scene, in proportion to your location. The Victim's body starts off at the Crime Scene, so during the game you can search them for Clues. During the second half of the game, the Coroner will remove the Victim's body.

You don't have to draw well but over the course of the game every player should draw something onto the Crime Scene.

CLUES & EVIDENCE

A Clue is something that has been found at the Crime Scene. It might be an object, like a notebook or a weapon, or it might be a feature of the Crime Scene, like bloody footprints or a dent. You will be making up the clues, so what you find is up to you.

Evidence is a Clue that has been linked to a specific Suspect or the Victim. When a Clue becomes Evidence, add it to the Victim's or Suspect's Evidence List.

Each player should now discover a Clue and draw it onto the Crime Scene. It can be something small, like an unopened envelope, or something big, like a smashed window. The Clues that you are discovering now shouldn't be absolutes: instead of discovering the murder weapon you should discover a gun, or a bloody knife – it might look like the murder weapon now but it could be disregarded later.

Over the course of the game you'll discover many more Clues and pieces of Evidence. Some of them might even be red herrings and prove to be irrelevant to the case.

VICTIM

Write the name of the Victim on the Victim Sheet. Who were they? Each player should share one detail about the Victim (such as age, occupation, hobbies etc.) and write it down on the Victim sheet. The Victim's identity could start off as a mystery. In that case, just add a question mark instead of a name. The details you share about the unknown Victim should be details that you can see, (rough age, outfit, items in their possession etc.).

THE CARDS & PROMPTS

For this game you will only need 24 cards from a standard deck of playing cards: the Spades ♠ and Hearts ♥ with the Aces removed (2,3,4,5,6,7,8,9,10,J,Q,K).

To assemble the deck, shuffle the Jack, Queen and King of Hearts and put them on the bottom. Then shuffle the remaining Hearts and put them on top of the Jack, Queen and King. Then shuffle the Spades and put them on top of the hearts.

The deck should look like this:

Top 12 Cards : ♠ **Spades, shuffled**

Middle 9 Cards : ♥ **Hearts, shuffled**

Bottom 3 Cards : ♥ **J, Q, K of Hearts, shuffled**

You're now ready to play!

HOW TO PLAY

TURN ORDER

On your turn you will do the following:

1. Draw a card, read the related prompt out loud, and then resolve it.
2. Take one of the following actions: **Investigate**, **Interview a Suspect**, or **Consult** with the other Detectives.

DRAWING A CARD

At the beginning of your turn you will draw a card, look up the related prompt, read it out loud and then resolve it. Most of the prompts have two options to choose from, separated by an 'OR'. Pick one that you feel best suits your investigation. They'll either relate to Clues, Evidence, Suspects, the Crime Scene or the Victim. Some will help your investigation, whilst others might confuse it.

E.g. If you draw the 2 of Spades at the beginning of your turn, you will look up the Prompt for the 2 of Spades, choose one option, read it out loud and then resolve it.

Some of the prompts may ask you to carry out an action. You will do this in addition to taking another action on your turn.

Because you only have 24 hours to examine the Crime Scene, there are only 24 cards in the game. Each card represents an hour of time. As you draw a card another hour passes by. The Spades represent Night and the Hearts represent Day.

Spades relate to prompts that are mainly focused on the Crime Scene and the Victim. Hearts relate to prompts that are mainly focused on Suspects. The Royal Hearts (J,Q,K) at the bottom of the deck relate to prompts that will help you to finally understand what happened at the Crime Scene and solidify your suspicions.

THE CORONER

During the second half of the game the Coroner (represented by the **2 of Hearts**) will remove the Victim's body from the Crime Scene. You will no longer be able to Investigate the Victim's body. You can still discover new things about the Victim but you are unable to search the body for Clues. So make use of your time with the victim.

In the final three turns of the game the Coroner will send you their report (represented by the **Queen of Hearts**), and share with you what they have found.

ACTIONS

INVESTIGATE

Investigating is all about learning new information.

On your turn there are four things that you can investigate: **The Crime Scene**, **A Clue, Evidence**, or **The Victim**.

The Crime Scene: You discover a feature of the Crime Scene (*e.g. a table, a loose floorboard, a new room*) or you discover a Clue at the Crime Scene (*e.g. fingerprints on the table, a package under the floorboards, a locked door*). Draw it onto the Crime Scene where it was discovered and tell the other detectives what it is and how you discovered it.

A Clue: You learn something new about a Clue that has been found at the Crime Scene (*eg. the fingerprints belong to the Victim, or the package contains diamonds*).

You can also connect a Clue to a specific Suspect or Suspects, which will turn it into Evidence. You will add any Evidence to the Suspect's Evidence List.

Evidence: You learn something new about a piece of Evidence (*e.g. the diamonds were given to Suspect A by the Victim*).

The Victim: You learn something new about the Victim (*e.g. their watch has stopped, or their shoes are clean despite it being muddy outside*). You can even search the Victim's body for items whilst it is still at the Crime Scene (*e.g. you discover a strange tattoo on their arm, or you find a picture of a suspect in their pocket*). Add what you learn to the Victim Sheet.

INTERVIEW A SUSPECT

Interviewing a Suspect is a way to gather information about the Suspect but you can also use it to learn more about the Victim, a Clue, Evidence, the Crime Scene or even another suspect.

When you take this action, tell the other Detectives a single piece of information that the Suspect has told you. Write it down on their Suspect Profile.

E.g. If you want to ask a Suspect about an envelope found at the crime scene you could say, "I've just interviewed Suspect A and they told me that they saw the Victim hand the envelope to Suspect B." Write this information down on their Suspect Profile.

A Suspect might also bring light to a clue that hasn't been discovered at the Crime Scene yet. *E.g. "Suspect B told me that they saw Suspect C hide a knife at the Crime Scene."* It would then be up to another Detective to Investigate it on their turn.

A Suspect might give you information that turns a Clue into Evidence. *E.g. "I've just interviewed Suspect D and they told me that the bag was theirs."* The bag has just become Evidence. Add it to the Suspect's Evidence List.

Another option is to find a new Suspect. You start the game without any Suspects. If you choose to Interview A Suspect then you may add a new Suspect instead (the first player to take this action has to add a new Suspect). You cannot have more than four Suspects.

When you add a new suspect, write their name on the Suspect List and then reveal why they are a Suspect. You should link them to the Victim, the Crime Scene or to a Clue (*e.g. the Suspect might be the Victim's friend, or they might work at the Crime Scene, or a clue might have belonged to them*).

Remember that some Suspects may be lying and anything a suspect says could contradict something that another suspect has said, or will say.

CONSULT

The final thing you can do on your turn is Consult with the other Detectives. To do this, ask the other players a question about the Crime Scene, a Suspect, a Clue, Evidence, or the Victim.

E.g. You might ask the other detectives, “Does the knife or the envelope seem more important?” or “Which suspect do you think was closest to the victim?” Each detective may then make one short response. The active player has the final say.

When Consulting the Detectives, try to avoid absolutes. For instance, don't ask, “Did Suspect A kill the victim?” Instead you could ask, “Who appears to be more guilty, Suspect A or Suspect B?” or “I think a Suspect might be lying to us. What might they be trying to hide?”

THE END OF THE GAME

After the final card has been resolved, and the active player finishes their turn, you will have one final Consultation to decide which Suspect you are going to charge with the Victim's murder.

Each Detective will succinctly explain which Suspect they think murdered the Victim, how they committed the murder and why. You will then vote on which Suspect you want to charge. Each detective can only vote once.

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.

TIPS FOR PLAYING

SHOW RESTRAINT

You might have a strong idea about who the killer is and how the victim was murdered but try to avoid saying these things directly as other players will have their own ideas and a piece of Evidence that you're trying to set up to be the murder weapon might be shown to be irrelevant by another Detective later.

Try not to bulldoze through the game. This game is all about the journey and excitement that comes with an investigation. You're inventing clues and piecing the information together. So try to set up interesting mysteries for other detectives and make shocking revelations about the mysteries that other players have set up.

MAKE CONNECTIONS

During the course of the game you and the other detectives will make up Clues, Evidence and information about the Victim and the Suspects. Sometimes these will seem unrelated. It is your job to find ways to connect them and draw conclusions as to how they might be related.

INTERPRETATION

The examples and prompts provided in this game favour a modern setting but you can set your crime scene anywhere, and anytime, you'd like: a distant planet, an ancient world, a fantasy realm.

You can even play with different genres: the murder could be straight out of a slasher-movie. Or if you're more into comedies you could have the victim die in a humorous way and the clues might err on the side of silly.

The setting is completely up to you, but you might need to interpret some of the prompts so that they fit your world.

VARIANTS

SERIAL KILLER MODE

Serial Killer Mode is a campaign-style mode that plays over three games.

You will play three full games with three separate Crime Scenes but there will be only one killer.

The games work the same as normal except at the end of game one and game two you will vote for which two suspects are most suspicious. Add these two suspects to the Suspect Lists for the next game. You might find that the suspects on the final Suspect Lists weren't even on the first Suspect Lists. At the end of the third game you will vote for which suspect from the final Suspect Lists you want to charge with the murder.

Serial Killer Mode will take between three and six hours to play, but can be played over three different game sessions.

Whilst playing Serial Killer Mode, think about which clues might be found over the different Crime Scenes. (*E.g. Does the same clue appear at each Crime Scene? Were the Victim's murdered in the same way? Does the serial killer leave a calling card?*)

Serial Killer Mode is recommended for players who have already played the normal game at least once and are looking for advanced gameplay. It's recommended that you play each game in Serial Killer Mode with the same players.

SOLO MODE

Solo Mode is essentially the same as the normal game.

You will draw a card, read the prompt, and then resolve it. Then you will take an action. The only difference is that you will not be able to Consult with the other detectives. So if a prompt asks you to Consult with the other detectives you'll have to come up with your own conclusion. At the end of the game you will choose which Suspect you want to charge with the murder instead of holding a vote.

GAME SHEETS

Print out the following sheets:

Quick Start (p.13), which includes set up instructions and a turn order reference.

The prompt sheets **Night** (p.14) and **Day** (p.15).

The Victim Sheet (p.16)

The Suspect Lists (p.17-18).

QUICK START

SET UP

CARDS

Take the Spades and Hearts, remove the Aces, and set up the deck as follows:

Top 12 Cards : ♠ **Spades, shuffled**

Middle 9 Cards : ♥ **Hearts, shuffled**

Bottom 3 Cards : ♥ **J, Q, K of Hearts, shuffled**

CRIME SCENE

Sketch out the Crime Scene on a sheet of paper. Draw an outline of the Victim's body.

Each player now draws a Clue onto the Crime Scene.

DETECTIVES

Each player now introduces their Detective, with their name and one feature about them.

VICTIM

Write the Victim's name on the Victim Sheet.

Each player now shares one piece of information about the Victim and adds it to the Victim Sheet

You're now ready to play!

TURN ORDER

1. Draw a card, read the related prompt out loud, and then resolve it.
2. Take one of the following actions: **Investigate** (the Crime Scene, A Clue, Evidence, The Victim), **Interview a Suspect**, or **Consult** with the other Detectives.



NIGHT



2 What was the weather like at the time of the murder? How does this affect the Crime Scene?	- OR -	What big event was happening at the time of the murder? (A big sporting event, town-wide celebrations, a religious holiday etc.)
3 Something about the Crime Scene really disturbs you. What is it?	- OR -	You find a news article about the Victim. Why were they mentioned in the paper?
4 You recognise the Victim from somewhere else. Why do you recognise them?	- OR -	There are signs of a struggle at the Crime scene. What are they?
5 You discover the last message the Victim either sent or received (a letter, e-mail etc.). What does it say?	- OR -	What is the most unusual thing about the Victim? Describe it and then add it to the Victim Sheet.
6 There was a big conflict in the Victim's community. What was it? Was the Victim involved? (A big political election, a scuffle between rival sport-teams, etc.)	- OR -	Someone gives you something that was taken from the Crime Scene before you arrived. What is it? Who gave it to you?
7 You discover an item related to the Victim's job. What is it? Add it to the Crime Scene and to the Victim Sheet.	- OR -	What was the Victim doing before they were murdered? Where were they?
8 You discover a letter at the Crime Scene. Who is it from and who is it to? Add it to the relevant sheets.	- OR -	This isn't the first time that you've been to this Crime Scene. Why were you here before?
9 You hear/smell something that piques your interest. What is it?	- OR -	Who contacted the police about the murder? When/how did they discover the Victim's body?
10 Someone arrives at the Crime Scene and they tell you that they were supposed to meet someone at this location. Who are they? Who were they supposed to meet?	- OR -	What was the biggest topic of conversation before people were talking about the Victim's murder? Did the Victim's death steal the spotlight?
J The clothes the Victim is now wearing weren't the clothes they were wearing when they left home. What were they wearing and what are they wearing now?	- OR -	You suspect that the Victim's body was moved after they were killed. Where was their body before?
Q People in the town are preparing for something (<i>a holiday, a competition etc.</i>). What is it? Was the Victim involved?	- OR -	The Victim had been keeping a secret. What was it? Add it to the Victim Sheet.
K Your Commander informs you of a Clue found away from the Crime Scene. What is it? Where was it found?	- OR -	You discover something hidden. What is it? Draw it onto the Crime Scene.



DAY



The Coroner removes the Victim's body from the Crime Scene. You may no longer

2 Investigate the Victim's body. (You can still discover new things about the Victim but you are unable to search the body for Clues.)

3 You think that one of the Suspects is lying. What are they lying about? - OR - You recognise one of the Suspects. Where do you recognise them from?

4 Which Suspect seems the least upset about the Victim's death? - OR - A family member of the Victim shows you a photo of the Victim and someone else. Describe the photo.

5 You interview a Suspect and discover that they are related to the Victim. Who is it and how are they related? Add it to the Suspect's Profile and to the Victim Sheet. - OR - A Suspect tells you where they were when the Victim was murdered. Who is it? What did they say? Do you believe them?

6 A Suspect refuses to tell you their alibi. Who is it and why are they refusing? - OR - You interview a Suspect and discover that they know another Suspect. Who is it and how are they connected?

7 The weather has changed since the murder took place. How? What is the weather like now? - OR - Reporters start to arrive. Who told them about the murder? What are they most interested in?

8 You receive an anonymous call about one of the Suspects. What did they say? Do you believe them? - OR - A Suspect tries to warn you about something. What are they trying to warn you about?

9 A family member reveals something to you about the Victim. What do they tell you? Add it to the Victim Sheet. - OR - Which Suspect has previously been convicted of a crime and what was it?

10 What is something that you find unnerving about a Suspect? - OR - A Suspect contradicts something that another Suspect has said. What is it?

J Consult the other Detectives. Which Suspect had the best opportunity to kill the Victim? - OR - Consult the other Detectives. Which Suspect has the weakest alibi?

Q **Coroner's Report:** The Coroner rules that the time of death was between _____ and _____. (eg. *Dusk and Dawn, Lunch and Dinner, 10pm and midnight*) - OR - **Coroner's Report:** The Coroner eliminates a possible cause of death. (eg. *gunshot, stab wound, poison*)

K Consult the other Detectives. Which Suspect has the biggest reason for wanting to kill the Victim? - OR - Consult the other Detectives. Which Suspect seems the most capable of killing?

VICTIM SHEET



NAME

AGE

OCCUPATION

PHYSICAL
DESCRIPTION

.....
.....

INVESTIGATION NOTES

EVIDENCE LIST

SUSPECTS A & B

 <p>SUSPECT PORTRAIT</p>	<p>SUSPECT A</p> <p>NAME</p> <p>DESCRIPTION</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p>	 <p>SUSPECT PORTRAIT</p>	<p>SUSPECT B</p> <p>NAME</p> <p>DESCRIPTION</p> <p>.....</p> <p>.....</p> <p>.....</p>	<p>NOTES</p>	<p>NOTES</p>	<p>EVIDENCE LIST</p>	<p>EVIDENCE LIST</p>
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SUSPECTS C & D

 <p>SUSPECT PORTRAIT</p>	<p>SUSPECT C</p> <p>NAME</p> <p>DESCRIPTION</p> <p>.....</p> <p>.....</p> <p>.....</p>	 <p>SUSPECT PORTRAIT</p>	<p>SUSPECT D</p> <p>NAME</p> <p>DESCRIPTION</p> <p>.....</p> <p>.....</p> <p>.....</p>
<p>NOTES</p>		<p>NOTES</p>	
<p>EVIDENCE LIST</p>		<p>EVIDENCE LIST</p>	