



# OPERATION MURDER

**INFORMATION AND  
SAMPLE GAME  
MATERIALS**

# OPERATION MURDER

Thank you for downloading this information and sample file. The documents you need to run the game are contained in the main pdf file which is available to purchase.

## THIS SAMPLE CONTAINS

- Instructions for running Operation Murder
- An invitation
- A sample from the player rounds section
- A sample from the player clues section

## THE MAIN GAME DOWNLOAD CONTAINS

- Instructions
- Introduction
- Police Bulletin
- Invitation
- Costume suggestions
- Player rounds
- Player clues
- Accusation list
- Solution
- Name labels
- Optional banner

## HOW TO PLAY THE GAME

Operation Murder for 12 or 14 players. There are six/seven female characters and six/seven male characters. The host is responsible for printing out and organising the documents for the game (Full instructions are provided)

Games usually take two and a half to three hours and are designed to be played around a meal or a buffet

## OPERATION MURDER

Killem Hall Hospital is the venue for a party to celebrate the opening of the new Snife Wing. Sir John Snife is the guest of honour and is treating the guests to his after dinner stories "Under the surgeon's knife". However before he could cut the ribbon and declare the new wing open, he dropped dead. Why did someone want him dead? What had they got to hide? Find out the answers by hosting your own party to solve the mystery of Operation Murder.

# How to run this downloadable Murder Mystery Game

## Instructions for 'Operation Murder' – 14 Players

Please note that this game has 14 characters. The male roles are Mal, Aachen, Ray, Willie, Lance, Ammin and Parry.

### 1) Instructions For Printing After You Have Purchased And Downloaded

- You will need Paper (A4 or similar), scissors and 14 envelopes (minimum size 22cm by 13cm)
- You should have ready for printing:

- A/** These 'How To Run' instructions  
Introduction  
Police bulletin
- B/** Player invitations  
Ideas for costumes
- C/** Player slips
- D/** Player clues
- E/** Accusation list  
Solution to the Mystery
- F/** Labels
- G/** Banner

### 2) Printing

Print out the following:

- A/ One copy**
  - How to run
  - Introduction /group clue
- B/ Fourteen copies**
  - Invitations
  - Costume suggestions
- C/ One copy**
  - Player slips

Cut along the dotted lines and place each players slips in an envelope on which you should write their character name (do this task with the papers upside down and try not to read anything!)
- D/** Print out the player clues (one copy of each). Fold each clue up from the bottom leaving only the top two lines showing
- E/** Print out one copy of the accusation list and solution taking care to fold the solution with-  
out reading it
- F/** Print one copy of the labels
- G/** Print one copy of the banner if required

### 3) In advance of playing the game

- Allocate the characters to the players using the information on the invitation and ideas for costumes.
- Send an invitation and ideas for costumes sheet to each player at least one week before the Murder Mystery takes place (to give them chance to organise their costumes)
- You may wish to prepare labels or nametags for each character on the night (if you do, please be careful with delicate fabrics)

#### 4) On The Night

- Welcome your guests with a nametag or label
- Hand out the player envelopes and clues
- Read out the introduction and then the police bulletin
- Each player reads their 'Secret information' slip to themselves
- Commence the game with each player reading out his or her 'Round 1-Reveal this information now' slips (starting with the hosts)
- Work through the remaining rounds ensuring that each player has read their slip (and clue if appropriate) before moving on to the next round
- This game has seven rounds. After the final round the players should make their accusations giving their reasons. Use the list to decide the order of the accusations
- When all accusations have been made the host reads out the solution to the mystery.

#### **Important Notes**

*The story and characters in this Murder Mystery are fictitious. Any resemblance to any person living or dead is purely coincidental.*

*Any disputes arising from the sale of this game are subject to the laws of England and Wales irrespective of the geographical location of the customer*

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# Operation Murder

## An Invitation

Killem Hall Hospital is pleased to invite you to a party to celebrate the opening of the new 'Snife Wing'. The new wing will be formally opened by the chief executive of Killem Hall Primary Care Trust, our own Sir John Snife.

THE PARTY IS AT:.....

ON:.....

YOUR CHARACTER IS.....

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Joining Sir John at the Party will be:

- |                        |   |
|------------------------|---|
| <b>Dee Spence</b>      | – Pharmacist (She's got a pill for everything)                    |
| <b>Mal Practice</b>    | – Surgeon (No nurse, I said "prick his boil")                     |
| <b>Ann T Septic</b>    | – Nurse (She's squeaky clean, not!)                               |
| <b>Aachen Head</b>     | – Doctor (Don't worry about that case of VD, I'll drink anything) |
| <b>Drew Blood</b>      | – Nurse (That's a whole armful)                                   |
| <b>Ray D O'Grapher</b> | – X-Ray Operator (He'll see right through you)                    |
| <b>Sister Sledge</b>   | – Matron (Ooooh Matron)   |
| <b>Willie Everwake</b> | – Anaesthetist (You'll come round to his way of thinking)         |
| <b>Cilla Con</b>       | – Plastic Surgeon (They can't afford a real one)                  |
| <b>Lance Boyles</b>    | – Consultant (I guess it doesn't matter any more)                 |
| <b>Emma Roids</b>      | – Nurse (She's a right pain in the backside)                      |
| <b>Ammin Trubbel</b>   | – Doctor (Goodness Gracious Me)                                   |
| <b>Carrie Patients</b> | – Porter (She'll pick anybody up)                                 |
| <b>Parry Medic</b>     | – Ambulance Driver (You can play with his Ding-a-ling)            |

### BACKGROUND

It is thanks to Sir John's efforts that the new wing, which bears his name, has been built. Ever since he was promoted from head surgeon to chief executive he has gone through the whole hospital to weed out the inefficiencies and irregularities. It is the savings that he has achieved and promised that have enabled us to finance the project.

Sir John himself is our guest of honour and, after the opening ceremony, he will treat us to some of his witty after-dinner stories on the subject 'Under the surgeon's knife with Sir John Snife'.

ROUND 3 ASK CILLA CON

WILLIE EVERWAKE

Just supposing, hypothetically of course, that somebody wanted a new physical identity, how much would it cost and how quickly could it be done?



ROUND 4 ASK RAY D O'GRAPHER

WILLIE EVERWAKE

I was working on one of the computers in the office last week and Sir John had been on before me and had left an e-mail open. I think that you killed him because he was on to your little scam. I printed out the e-mail and it makes very interesting reading.

**READ YOUR CLUE OUT NOW**

ASK LANCE BOYLES

Didn't I hear that you tried to buy Sir John's Bugatti from him?



ROUND 5 ANSWER WHEN ASKED BY AACHEN HEAD

WILLIE EVERWAKE

Well after I got my chemistry degree I tried being an inventor for a few years but I couldn't make a living at it so I trained to be an anaesthetist. I had a particular interest in gasses so it seemed a good idea.

**CLUE TO BE READ BY ANN T SEPTIC  
ROUND 6**

**Sir John Snife  
Honorary Chairman of the Killeen Hall Hospital Scanner  
Appeal**

Dear Lance

As part of my review of all hospital activities I have been carrying out an audit of some of the larger payments from the Scanner Appeal Fund.

There are sixteen payments in excess of £5,000 and most of them appear to be for consultancy and advice from various companies. I should be grateful if you would let me have the invoices in support of these payments.

Yours sincerely

John

P.S.

I like your new Ferrari. I don't know how you can afford it on your salary.