



Murder at St Drinian's

**INFORMATION AND
SAMPLE GAME
MATERIALS**

MURDER AT ST DRINIANS

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 Murder at St Drinian's
- An invitation
- A sample from the player rounds section
- A sample from the player clues section

THE MAIN GAME CONTAINS

- Instructions
- Introduction
- Invitation
- Costume suggestions
- Player rounds
- Player clues
- Accusation list
- Solution

HOW TO PLAY THE GAME

Murder at St Drinian's is for 8, 9 or 10 players. The actual game is sold in different versions for each number of characters. (4F/4M, 5F/4M, 4F/5M, 5F/5M) 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.

MURDER AT ST DRINIANS

St Drinian's School is proud to announce the 150th Annual Awards Evening. The staff and pupils will be joined by parents to celebrate the achievements of the boys and girls. Headmaster, Ivor Cane, and Headmistress Hedda DeSkule will present the awards to the successful boys and girls.

How to run this downloadable Murder Mystery Game

Instructions for ‘Murder at St Drinian’s – 8, 9 or 10 Players

Please note that this game has two optional characters, Algie Bra and Sugar Cane. The game functions perfectly well without these characters. The male roles are Algie, Randy, Ernest, Harry and Marcus. You will need to ignore the parts for any optional players that are not used.

1) Instructions For Printing After You Have Purchased And Downloaded

- You will need Paper (A4 or similar), scissors and 8, 9 or 10 envelopes (minimum size 22cm by 13cm)
- You should have ready for printing:

- A/ These ‘How To Run’ instructions
Introduction/Group clues
- B/ Player invitations
Ideas for costumes
- C/ Player slips
- D/ Player clues
- E/ Accusation list
Solution to the mystery
- F/ Labels

2) Printing

Print out the following:

- A/ **One copy**
 - How to run
 - Introduction/Group clues
- B/ **Eight to ten copies**
 - Invitations
 - Costume suggestions
- C/ **One copy**
 - Player slips

Cut along the dotted lines and place each player’s slips in an envelope on which you should write their 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 without reading it
- F/ Print onto sticky labels. These can also be used as table place setting labels

3) In advance of playing the game

- Allocate the characters to the players using the information on the invitation and ideas for costumes. (You can play with 8, 9 or 10 players).
- 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
- Each player reads their 'Do not reveal this information yet' 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)
- At the start of Round 3 the host should circulate the general clue (suspect time/location sheet)
- 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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Invitation

You are invited to the annual awards night at

St Drinian's School

for young ladies and gentlemen

St Drinian's School is proud to announce the 150th Annual Awards Evening. The staff and pupils will be joined by parents to celebrate the achievements of the boys and girls. Headmaster, Ivor Cane, and Headmistress Hedda DeSkule will present the awards to the successful boys and girls.

VENUE.....

DATE:..... TIME.....

YOUR CHARACTER IS.....

Joining Ivor will be:

Hedda DeSkule	-Headmistress
Marcus Absent	-Deputy Head
Randy Marathon	-Games Master
Faye Le Maul	-French Mistress
Harry Cane	-Ivor's Brother
Lucy Lastic	-Pupil
Ernest N Deavours	-Pupil
Minnie Skirt	-Pupil
Algie Bra	-Pupil
Sugar Cane	-Pupil

BACKGROUND

Twelve months ago St Drinian's opened its doors to boys for the first time in its history. After 149 years as a girl's school this was a momentous decision and a new Headmaster, Ivor Cane, was appointed to help the existing Headmistress, Hedda DeSkule.

This will be the first awards ceremony since boys were admitted and will be an opportunity to gauge the progress of the school since then.

ROUND 3

MARCUS ABSENT

ANSWER WHEN ASKED BY HARRY CANE

You shouldn't be reading private letters. Anyway, I just want to have my own headship but Ivor didn't want me to leave. He always seems to scupper all of my opportunities. The trouble is I have worked as his assistant for so long he has come to rely on me. I will get a headship one day, you wait and see.

ANSWER WHEN ASKED BY ERNEST N. DEAVOURS

Yes, I have always been a maths teacher, but I also taught IT at my last school.

ASK ALGIE BRA

Algie, when were you last in the Head's office?



ROUND 4

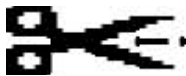
MARCUS ABSENT

ANSWER WHEN ASKED BY LUCY LASTIC

The headmaster was very forgetful and he tended to rely on me to remind him of important things. That's what the notes were for.

ASK ERNEST N. DEAVOURS

Ernest, I saw your poster advertising your after school electronics club and requesting ideas for topics. If you ever want to cover sound engineering I could help you out if you like.



ROUND 5

MARCUS ABSENT

ASK ERNEST N. DEAVOURS

Ernest, I saw a copy of a letter that Ivor had sent you about your free scholarship place. I told him that I thought he was being unfair as I knew your family couldn't afford to pay the normal fees and you would have to leave. He said that we had got to cut costs and free scholarships were a waste of money. I bet you hated him enough to kill him. I will read out the letter.

READ YOUR CLUE OUT NOW

ASK HARRY CANE

Harry, your mother's affairs must be very complicated with the amount of time that you have spent in Ivor's office in the last week. You seem to have been here every day. Was she very wealthy?

CLUE TO BE READ BY LUCY LASTIC
ROUND 4

JOURNAL

Samedi le 25

Je ne sais pas quoi faire. De puis que j'ai dit à Ivor que je ne voulais pas sortir avec lui' il a été horrible avec moi. Il a dit à Hedda qu'il veut se débarrasser de moi parce que je ne suis pas très bon professeur. Ce n'est pas vrai et je vais lui prouver le contraire s'il m'en donne l'occasion. Je déteste cet homme.

TRANSLATION

DIARY

Saturday 25th

*I do not know what to do. Ever since I turned down Ivor's advances he has been horrible to me. He has told Hedda that he wants to get rid of me as I am not a very good teacher. That is not true and I will prove him wrong if he gives me a chance.
I hate that man.*