



# Which Witch Did The Switch?

**INFORMATION AND  
SAMPLE GAME  
MATERIALS**

# WHICH WITCH DID THE SWITCH?

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 Which Witch Did The Switch
- An invitation
- A sample from the player rounds section
- A sample from the player clues section

## THE MAIN GAME CONTAINS

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

## HOW TO PLAY THE GAME

Which Witch (mixed version) is for 8, 9, 10, 11 or 12 players. The actual game is sold in different versions for each number of characters. (4F/4M, 5F/4M, 4F/5M, 5F/5M, 6M/5F, 5M/6F, 6M/6F) 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.

## WHICH WITCH DID THE SWITCH

Miss Terry's School of Magic is famous as the best school for young witches and wizards. At the School they learn all about the spells and potions needed to make their way in the world.

However Miss Terry can be a nasty and bossy headmistress and many of the pupils and staff hold grudges against her.

# How to run this downloadable Murder Mystery Game

## Instructions for 'Which Witch Did The Switch – 12 boys and girls

The male roles are Casta, Frankie, Skelly, Pointy, Col and Ivor Wand.

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

- You will need Paper (A4 or similar), scissors and 12 envelopes (minimum size 22cm by 13cm)
- You should have ready for printing:

- A/** These 'How To Run' instructions  
Introduction
- 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
- B/ Twelve 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 with-  
out reading it
- F/** Print out the labels onto sticky labels 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
- 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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# Which Witch Did The Switch?

Miss Terry, the head mistress of Miss Terry's School of Magic will take charge of the usual end of term assembly. The whole of the school, staff and pupils will gather to see who wins the annual school awards.

What could possibly go wrong with all of those witches and wizards around?

A children's mystery game set at Miss Terry's School of Magic. A great choice for Halloween and Harry Potter fans!

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Joining Miss Terry will be:

- |                  |   |                             |
|------------------|---|-----------------------------|
| Alison Carefully | • | Pupil and school swot       |
| Casta Spell      | • | Pupil                       |
| Eve Ill          | • | Pupil                       |
| Frankie Stein    | • | Pupil                       |
| Kat Black        | • | Teacher                     |
| Pointy Att       | • | Elf who is School Caretaker |
| Madge Ickle      | • | Assistant Headmistress      |
| Skelly Ton       | • | Pupil                       |
| Miss H Ubble     | • | Teacher                     |
| Col Dren         | • | Pupil                       |
| Miss B Ubble     | • | Teacher                     |
| Ivor Wand        | • | Shop Keeper                 |

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VENUE.....

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

YOUR CHARACTER IS.....

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## BACKGROUND

Miss Terry's School of Magic is famous as the best school for young witches and wizards. At the School they learn all about the spells and potions needed to make their way in the world.

However Miss Terry can be a nasty and bossy headmistress and many of the pupils and staff hold grudges against her.

### ROUND 3

ALISON CAREFULLY

#### ANSWER WHEN ASKED BY IVOR WAND

I was complaining that it was too cheap!

#### ASK CASTA SPELL

Casta, the other day I was in the common room and I found a letter to you from Miss Terry. It seems that she was blackmailing you.

Did you turn Miss Terry into a toad because of this?

#### **READ YOUR CLUE NOW**



### ROUND 4

ALISON CAREFULLY

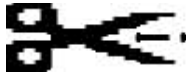
#### ANSWER WHEN ASKED BY MADGE ICKLE

I was in the library for extra studies. I had made sure with Miss Terry and my other teachers that I could study in the library for my exams that are coming up. I was hoping to keep my straight 'A' record.

#### ASK IVOR WAND

Ivor, Miss Terry told me that she was going to put up the rent on your shop. I bet you wouldn't have been able to afford it. Did you turn Miss Terry into a toad so the rent wouldn't be put up?

#### **READ YOUR CLUE NOW**



### ROUND 5

ALISON CAREFULLY

#### ANSWER WHEN ASKED BY CASTA SPELL

I could not do such a thing! I was fed up of being called names because I am smart so I purposely let my marks fall. However I did not turn Miss Terry into a toad!

**CLUE TO BE READ BY KAT BLACK  
ROUND 5**

**Miss Terry's**



**School of magic**

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Name of pupil: Eve Ill  
Male/Female: Female

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Term: Term 2      August-October

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Potions: Eve has missed all but two of her lessons and is bottom of the class. If she is not going to attend her lessons she should not bother with attending school.

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Magic by Incantation: Eve has only attended four lessons in one year. Once again Eve is bottom of the class. At the end of the year I am sending her home with all of her work that she has not done or completed.

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Magic by gesture: Same as Magic by Incantation but has only attended three lessons.

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Spelling: Eve has missed most of her lessons due to her illnesses, therefore is once again bottom of the class. If she wasn't ill as often as she is I am sure she could reach her full potential. She must learn some more complicated spells!