

Alibi

Murder in the big city, & you must solve the crime. Brenda's dead, foul play is suspected.

To win, find out who did it, where, when, how, and why.

You are each detectives on a murder case. Like real detectives, you will each work with a partner. You must gather evidence about Who committed the murder, at what Time, in what Place, at what Location, How, with what Weapon, in what Emotional state, for what Motive. Use the evidence you gather and your reasoning abilities to figure out the crime. Your teacher is the judge who will write the warrant (assign the points to determine who won the game) when enough evidence has been gathered to make an accusation.

Blue Cards = Suspects [24 cards]

There are 8 suspects. Each suspect may have committed the crime at 3 different times (morning, noon, night)

Green Cards = Place [18 cards]

There are 6 places where the murder may have occurred. For each place, there are 3 locations.

Brown [Yellow] Cards = Weapon [18 cards]

There are 6 means of murder. For each means, there are 3 specific weapons that could have killed Brenda.

Red [Pink] Cards = Emotion [18 cards]

There are 6 types of emotions that triggered the murder. For each emotion, there are 3 possible motives.

Each team gets a set of cards that provide some evidence for the crime – specifically, they provide alibis for people, places, things, and ideas. On your turn, you can choose one of the following options:

A.) Ask a question to gather evidence about the murder.

Choose any other player/team, and ask ONE question that can be answered with a number. Use the icons on your cards and record sheet to help you frame your questions and keep track of your responses. (Ignore the numbers on your sheets, as they are only related to scoring.)

Ex. How many *Slim Slant* cards do you have? (If you have 1 Slim Slant card in your hand, and the other person responds that they have 2 – you know Slim Slant wasn't the killer. BUT, if you have a Slim Slant/morning card, and the other person has one Slim Slant card, you don't know whether it's noon or night – so you need to remember that even though the odds of it being Slim have gone down, you can't be sure WHAT TIMES Slim has an alibi for..)

Or you can get more complicated and try a question like, I think Brenda was killed by *Slim Slant* in the *morning* in the *front seat* of her *auto* with a *pillow*? How many of those cards have you **seen** (as opposed to "have")?

HINT: Listen carefully to the questions and answers of other players as well, because you can use that information to help you reason out the case, too. ****This is the point of the exercise: listening, adaptation, and reasoning.**

After each detective team has asked one question, all the teams exchange one card. (After the 2nd round, exchange 2 cards. Ectetera.

B.) Make an accusation.

If you choose to make an accusation on your turn, you must make note of it on your record sheet before announcing the accusation to the rest of the players. (Everyone will have a chance to make an accusation on paper at this time.) You must be able to identify the suspect and at least 3 of the other 7 blanks (time, place, location, means, weapon, emotion, and motive). WARNING: Making an accusation will end the game.

Winning

Once all accusations have been recorded, the answer will be revealed and the judge will decide what detectives earn a promotion and what ones get assigned to desk jobs.