# Instructions Page #2

The game play will have 5 parts:

**Introductions** (20min): We will introduce you all to setting and prompt each of you to read aloud your character descriptions as you “enter” the school gymnasium. DO NOT read anything else on your character card other than the part that says “Introduction” and “Relationships.” DO NOT read the secrets, the questions or the alibi.

**Pre-Murder** (20min): We will create breakout rooms they represent random locations throughout the school. **You can only ask people questions (some will be prompted to you) if you are in the same room as them.** It is your job to travel to different rooms to find your target and acquire relevant information. If you want to go to a certain room in the school, let us know and we will move you there. \***Pro-tip: move around, it’ll help you listen in on other people’s conversations too.** But also be aware of who is in a room with you when you reveal information.

**Murder** (10-15min): \*someone\* will be murdered. We will share relevant information about the murder, including evidence found at the scene.

**Post-Murder** (30-40 min): You have more questions to ask your fellow classmates to gain more information about the murder. This will also involve break out rooms like the pre-murder.

**Discussion** (30-40 min): We will all reconvene in the main room and I will send out a google form for people to input who they think it is and why. Then we will discuss, and find out who the murderer is!