

**BALL GOWN?**

**138 FL??9**

**ARMOUR**

**MISSING**

**INVERNESS**

# There's been a murder!

**4-7 players**

**A murder mystery game**  
Play virtually online or at home  
and be a #LocalHero

**Donate £5**  
**Text HERO to 70507**

**children's appeal**

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SUPPORT STV CHILDREN'S APPEAL • HAVE FUN! • SUPPORT STV CHILDREN'S APPEAL • HAVE FUN! • SUPPORT STV CHILDREN'S APPEAL • HAVE FUN! • SUPPORT STV CHILDREN'S APPEAL • HAVE FUN!

# The STV Children's Appeal

Thank you for requesting the STV Children's Appeal pack to host your 'There's been a murder' game. Whether you are hosting it online or playing at home, school or work, we hope you have lots of fun arranging the event and your players enjoy cracking the mystery!

We created this game to provide you with a different, but fun, way to raise funds to help the children in Scotland who are living in poverty.

There are around 220,000 children and young people living below the breadline in cities, towns and villages across all of the country's 32 local authorities – that is roughly 1 in every 4 youngsters.

The issue is so acute that some families have to make the heartbreaking decision each day as to whether it is more important to heat their house or sit down to eat.

We're here to raise funds and to help make a real difference to those who need it most, by providing practical help like food and warm clothes; creating opportunities for training and employability; and enabling social and emotional support.



# By taking part, you're helping to ensure kids receive nutritious meals and other essentials.

Scotland faced massive challenges at the wake of the coronavirus pandemic and there was an immediate need to help vulnerable families across the country with the most basic of needs, including food supplies.

Because of your incredible support and fundraising, grants were given to enable frontline charities and community groups to distribute good quality surplus food to communities across the country where this support was needed most.

Simon Pitts, Chief Executive of STV and Trustee of the STV Children's Appeal, said: "When the STV Children's Appeal was set up the trustees wanted to ensure that it had the flexibility to respond to any situation to help those most in need. As a charity, we work hard to help the most vulnerable in society and it is those people who will be hit hardest by the coronavirus.

We're strongest when we pull together and respond quickly, and we wanted to offer immediate support to Scotland's charitable sector to help those that need it most."



Lanarkshire Community Food  
@lcfhp

Today we and our volunteers from Airdrie Community Trust provided 40 food boxes worth £50 each to our friends at Airdrie Action Partnership to distribute to vulnerable families in Airdrie during Covid-19 with funding from [@STVAppeal](#)

**TOP STUFF**

# How to host a fun event

## Decide on your venue

If hosting virtually there are many apps for group video calls you can choose from (some popular ones include, Zoom, Google Hangouts etc).

Each has their own advantages and disadvantages so take note of things like participant or time limits.

## Invite your friends

For virtual games, smaller numbers work better, but why not host several murder mystery events to include all your friends?

Don't forget to send the information to players in advance (see instructions for the game)



## Encourage donations to STV Children's Appeal to play

For example, you could ask each player to donate £5 to take part and they can do that in the following ways:

- ✓ Text HERO to 70507 to make a £5 donation
- ✓ Via **[www.stv.tv/appeal](http://www.stv.tv/appeal)**
- ✓ Through your Justgiving page if you choose to set one up

## Make a night of it

- Decide what food you want at the event or encourage everyone to create a cocktail fitting of a Murder Mystery party
- Include a quiz or conversation topics following the murder mystery game
- Don't forget to let people know the difference they are making to children in Scotland affected by poverty:

**£5**

could provide internet access to a young person feeling cut off from others

**£10**

could provide essential food and household items like nappies to a family struggling to make ends meet

**£20**

could provide a couple of days of gas and electricity to heat a family home

## Have fun!

Play lots of games, eat lots of food and take and share lots of photos using **#STVAppeal**



# Instructions



**There's  
been a  
murder!**

## **What is 'There's been a murder'?**

A murder mystery game that can either be played virtually with friends online, or in the comfort of your own home together with family.

## **How many players?**

4-7 people (one is the host)

## **What is the aim?**

To correctly guess 'who dunnit' – along with the key pieces of evidence; the murder weapon, what they were wearing at the time, their motive, and where the murder took place.

# Preparation in advance for the host

## **Choose where you want to host the game**

If hosting virtually there are many apps for group video calls you can choose from (some popular ones include, Zoom, Google Hangouts etc) and invite between 3 and 6 of your friends for the time and date you choose.

## **Request donations**

Don't forget to request a donation for them to join in the fun towards STV Children's Appeal

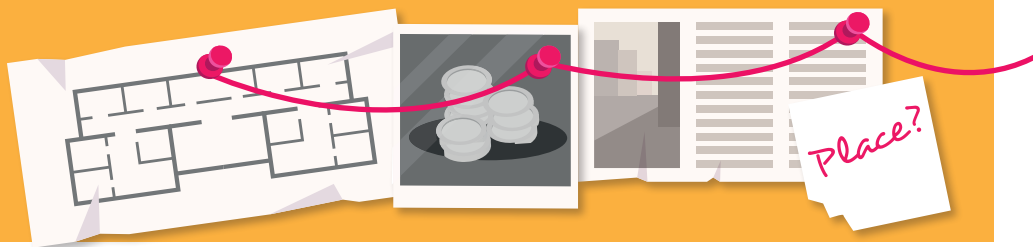
## **Get your guests ready**

Inform them to have paper and a pen handy, and to get their super sleuth skills at the ready! You will also need to agree a way to provide each of them with their required information separately before the game starts (e.g. text, email, DM).

## Shortly before the game starts you have a few tasks you need to complete to set up the murder mystery:

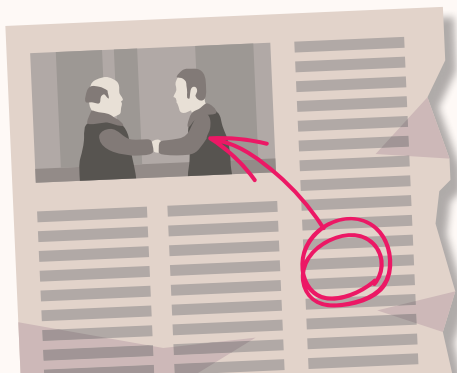
- If you have three players joining you, you need to select four suspects, four outfits, four weapons, four locations and four motives from the list. If four people are joining you, select five items from each, and if six people, use all seven items from each.
- Make a note of all the evidence items that will be in play. This list is known as the 'detectives pad' and you will send to all players ahead of the game for them to write down and use to keep track as they try to solve the murder.
- Picking the murderer and evidence items: You must now secretly choose from the items you selected to be in play, one suspect, a location, a weapon, a motive and outfit, to be the murderer and all the corresponding evidence. Do not share this with anyone, this information is what everyone else is trying to solve – keep a note for your eyes only.
- It's time to allocate the remaining category items that you selected and that you haven't used for the above. For each player, allocate a suspect, a weapon, location, clothing and motive. Send each of your friends a note of their items individually and privately by the way you agreed previously.

**To recap – each player now has a list of all of the suspects, clothing, locations, motives and weapons in play, as well as their unique items of 1 suspect, 1 location, 1 weapon, 1 motive and 1 outfit each.**



## How to play

- The host can decide who starts by either drawing a name from a hat, choosing the youngest player, alphabetical order etc.
- The first player begins the game by picking any of the other players to ask a question to, to try and eliminate an item. Only one item can be enquired at a time. For example "Do you have the gun" or "Do you have the track suit?" or "do you have Duncan the DJ?"
- If a player has a particular item then it is not possible it can have been involved in the murder.
- All players must answer honestly and the host must ensure this as you have the master list to check!



- If a player is asked if they have a location, weapon or outfit and they have it – they must announce to all players who can then score off their detective pad. If they do not have the location, weapon or outfit, they tell everyone that and it may still be considered.
- If a player is asked if they have a name or a motive – they must only provide the answer to the person who asked! The answer of Yes or No can be done in a private online chat, text, DM etc or if not possible, the host can inform the player who asked in the previously agreed way. Only the player who asked can either score off their pad or keep in mind for later.



Once a question has been asked and the answer shared, the play moves to the next player and play continues like that and everyone marks up their detective's pad.

When a player believes they have solved the murder and can name 'who dunnit' along with the location, outfit, motive and weapon, the must wait until their next turn and then shout "There's been a murder!" and list the 5 items. The host will confirm if they are completely correct and if so that player wins.

If the guess was incorrect they can no longer try to solve the murder or ask questions, however if asked a question they must still answer honestly.



## Notes

To play virtually over the internet, it is recommended the host only invites 3 or 4 people to play. Fewer numbers not only makes it easier to manage but as some social apps have time / participant limits, smaller numbers will ensure the game can be completed within time with maximum levels of fun.

You can make the game harder or easier; you could remove evidence categories (e.g. only include name, weapon and location) to make it quicker and easier, or you could make more of the categories 'private' in addition to name and motive so not all players hear the answer.

If playing within the same household, the host can take part if all the items for the murderer and other players are drawn at random without looking.

# Evidence items

## Name

- Isla the Influencer
- Duncan the DJ
- Senga the CEO
- Jimmy the Janitor
- Fiona the Florist
- Blair the Bartender
- Skye the Spy

## Outfit

- Track suit
- Ball gown
- Drag
- Pyjamas
- Office wear
- Suit of armour
- Cloak

## Motive

- Lifelong rivalry
- Revenge
- Confused identity
- Jealousy
- Fit of rage
- Adultery
- Accident

## Weapon

- Gun
- Knife
- Poison
- Bow and Arrow
- Pillow
- Baseball bat
- Cut the car brakes

## Location

- Glasgow
- Edinburgh
- Aberdeen
- Inverness
- Dundee
- Dumfries
- Lerwick



# Example of Detectives Pad (6 players + 1 host)

See an example for a 3 player game on the next page!

|            |                     | Player 1 | Player 2 | Player 3 | Player 4 | Player 5 | Player 6 |
|------------|---------------------|----------|----------|----------|----------|----------|----------|
| Who dunnit | Isla the Influencer |          |          |          |          |          |          |
|            | Duncan the DJ       |          |          |          |          |          |          |
|            | Sengo the CEO       |          |          |          |          |          |          |
|            | Jimmy the Janitor   |          |          |          |          |          |          |
|            | Fiona the Florist   |          |          |          |          |          |          |
|            | Blair the Bartender |          |          |          |          |          |          |
|            | Skye the Spy        |          |          |          |          |          |          |
| Motive     | Lifelong rivalry    |          |          |          |          |          |          |
|            | Revenge             |          |          |          |          |          |          |
|            | Confused identity   |          |          |          |          |          |          |
|            | Jealousy            |          |          |          |          |          |          |
|            | Fit of rage         |          |          |          |          |          |          |
|            | Adultery            |          |          |          |          |          |          |
|            | Accident            |          |          |          |          |          |          |
| Outfit     | Track suit          |          |          |          |          |          |          |
|            | Ball gown           |          |          |          |          |          |          |
|            | Drag                |          |          |          |          |          |          |
|            | Pyjamas             |          |          |          |          |          |          |
|            | Office wear         |          |          |          |          |          |          |
|            | Suit of armour      |          |          |          |          |          |          |
|            | Cloak               |          |          |          |          |          |          |
| Weapon     | Gun                 |          |          |          |          |          |          |
|            | Knife               |          |          |          |          |          |          |
|            | Poison              |          |          |          |          |          |          |
|            | Bow and arrow       |          |          |          |          |          |          |
|            | Pillow              |          |          |          |          |          |          |
|            | Boseball bat        |          |          |          |          |          |          |
|            | Cut the car brakes  |          |          |          |          |          |          |
| Location   | Glasgow             |          |          |          |          |          |          |
|            | Edinburgh           |          |          |          |          |          |          |
|            | Aberdeen            |          |          |          |          |          |          |
|            | Inverness           |          |          |          |          |          |          |
|            | Dundee              |          |          |          |          |          |          |
|            | Dumfries            |          |          |          |          |          |          |
|            | Lerwick             |          |          |          |          |          |          |

## How to use

If player 1 asks player 2 if they have Poison and the answer is **yes**, poison can be scored off completely by all players. If player 2 asks player 3 if they have ‘Glasgow’ and the answer is **no**, player 2 can mark an ‘x’ in the box that corresponds with Player 3 and Glasgow. This could mean either player 1, 4, 5, or 6 has it, or Glasgow was the location of the murder.

# Example of Detectives Pad (3 players + 1 host)

|            |                     | Player 1 | Player 2 | Player 3 |
|------------|---------------------|----------|----------|----------|
| Who dunnit | Isla the Influencer |          |          |          |
|            | Duncan the DJ       |          |          |          |
|            | Senga the CEO       |          |          |          |
|            | Jimmy the Janitor   |          |          |          |
| Motive     | Lifelong rivalry    |          |          |          |
|            | Revenge             |          |          |          |
|            | Confused identity   |          |          |          |
|            | Jealousy            |          |          |          |
| Outfit     | Track suit          |          |          |          |
|            | Ball gown           |          |          |          |
|            | Drag                |          |          |          |
|            | Pyjamas             |          |          |          |
| Weapon     | Gun                 |          |          |          |
|            | Knife               |          |          |          |
|            | Poison              |          |          |          |
|            | Bow and arrow       |          |          |          |
| Location   | Glasgow             |          |          |          |
|            | Edinburgh           |          |          |          |
|            | Aberdeen            |          |          |          |
|            | Inverness           |          |          |          |

