

# Super Police Investigators

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*A fast talking, quick thinking, storytelling investigation.*

5 items have been found at the scene of a crime. It's your job as *Super Police Investigator* to tell us the most elaborate and creative story of how the crime took place using the objects in front of you.

You'll need great storytelling skills and be able to think on your feet.

The most inventive story is the winner!

Here's some scenarios to help get things started.

## **Murder at the Manor**

Duchess Clementine has been murdered at her Manor in the English Countryside on the night of the annual Spring Ball. The first 5 guests had just arrived when the butler found her. We need an investigator to figure out what happened to her and why...

## **Mystery on the Mersey**

The plug at the bottom of the River Mersey has been pulled out and all of the water is draining away! Who did it?  
How did they manage to pull it out and why?

## **Suspicious Supermarket**

A supermarket opens its doors to find all of the products have been replaced with cheese! There are mice everywhere and it's starting to smell. There are 5 items in the aisle that might help us figure out who's behind this...

## **Trickery in the Theatre**

It's the opening night of panto at the Everyman theatre and all of the actors have mysteriously disappeared. In each of their dressing rooms is a strange object and a note which reads 'HELP'...you need to figure out what's going on and get them back before 7:30, the show must go on!

#EveryPlayTime

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