

TABLE LEADERS

- You are in charge of six characters at your table and the top secret envelope
- Each youth will be assigned a table and a character to play before being seated.
- There are name tags to represent each of these 6 characters for the youth to wear.
- At the beginning of the game there will be a narrator that will set the murder scene and give a brief history about each character. He will then instruct the game to begin and do any announcing to break for the main course, dessert, announce murder suspect, etc.
- As you begin playing you will open your top secret envelope and only remove white envelope with clue #1.
- There will be a clue for each player to read and each clue has a particular player's name on it...make sure each clue goes to its intended character
- They are not to show one another their clues at ANY time.
- Go around the table and have each character read their clue.
- Encourage talk in between the readings of the clues. Sometimes they place blame on others...encourage the youth to stand up for themselves and make up alibis if needed. They are out to accuse another and not look guilty. The murderer could be any one of them, but they want to appear innocent. Help them understand this.
- If it is not certain which character should read next just pick someone.
- If there happens to be extra youth at your table they could be the spokesman at the end of the rounds or help pass out clues.
- If there happens to not be enough youth at your table, you will have to take on a character role.

THANKS FOR ALL YOUR HELP!