

Powers of Observation

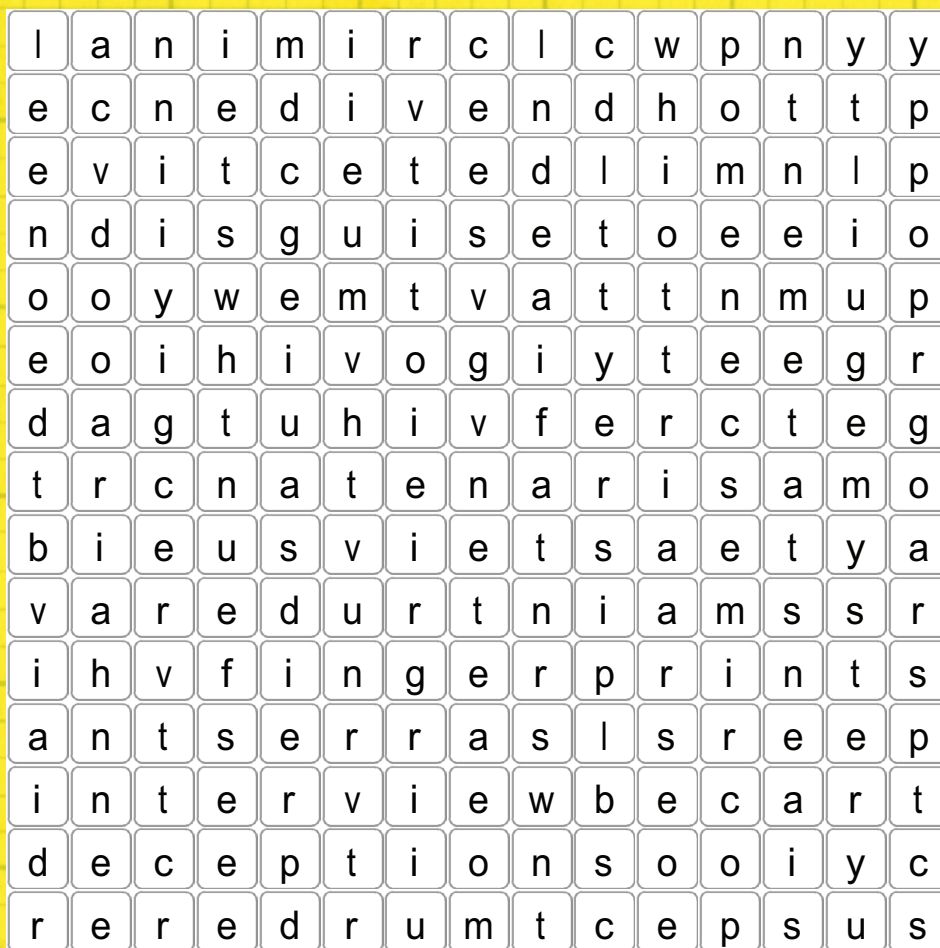
If you want to be a class-A detective, you need to have wickedly fast powers of observation. So, to test your skills, we've made this wordsearch for you, with a twist. We've scrambled the words, so before you can look for them you have to unravel them!

Grpnitfsiner
ecrenimscce
viestotiganni
yremyts
ttedeecvi

epusstc
etovmi
icneotedp
gsieusid
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treunrdi
rmdreuer
tmicvi

crliiman
rreast
stnemeatt
nierweivt
cidevnee



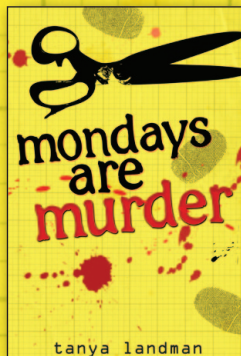
If you struggle with unscrambling, the words are all here, upside down!

Criminal
Arrest
Statement
Interview
Evidence

Guilty
Observation
Intruder
Murderer
Victim

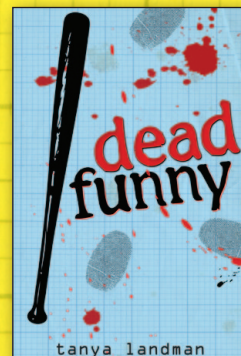
Suspect
Motive
Deception
Disguise
Poppy

Fingerprints
Crimescene
Investigation
Mystery
Detective



Mondays are Murder
9781406314601
£4.99 • 1 June 2009

Mondays are Murder and Dead Funny, by Tanya Landman
Out June 2009 • WALKER BOOKS • www.walker.co.uk



Dead Funny
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Murder in the Dark

This is a game that needs a few players – over seven is best!

First off, get a small piece of paper for each player.

On one of the pieces write **You are the Murderer.**

On the other write **You are the Detective.**

Leave the rest plain.

Seal all of the pieces in separate envelopes and shuffle them thoroughly. Then give one envelope to each player. Making sure no-one can see what's on your piece, you each open up the envelopes.

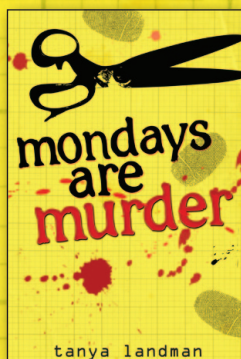
If you are the detective, you must let everyone know straight away. But everyone else must remain deadly silent about what was in their envelope. When you're all ready, the detective should turn out and then you all start moving around the room.

If you are the murderer, you must commit the crime in the dark, by very gently squeezing someone's neck and then moving away from your victim. If you're the victim you must scream as loudly as possible and fall to the floor. Be as theatrical as you like!

The detective should then put the lights back on, a few seconds later. Now they have to work out who the murderer is. They can ask questions to anyone in the room to try and find out who did the evil deed.

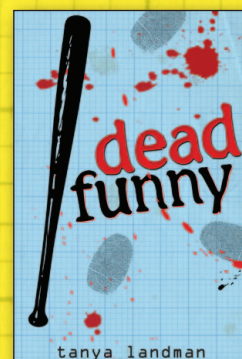
The only rule is this – if your paper is blank, you have to answer every question truthfully. But if you are the murderer, then you can lie as much as you like.

When the detective thinks he or she knows the identity of the murderer, they officially accuse someone. Be careful, though, as you only have one guess! If the detective is right, they might be as good as Poppy Fields. If not, then the murderer wins and the mystery remains unsolved!



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Fingerprints

Often a criminal will leave fingerprints that could lead to their downfall – maybe they touched the murder weapon, or left a hand on the safe before they broke into it. If you're to become as good as Poppy Fields, you'll have to master this simple art.

Taking Fingerprints.

If you find a fingerprint and want to take a copy, you'll need three things; a paintbrush, a little bit of charcoal and some see-through tape. First, put your paintbrush in charcoal, then lightly brush it against the fingerprint. The charcoal should catch to the oil in the fingerprint. Then, take a piece of see-through tape, and stick it over the blackened print, very gently, so that the sticky side picks up the dust. Then, remove the tape very carefully, stick it down in your fingerprint square and the print should transfer over. *Voila* – you're halfway to catching the criminal.

Identifying Suspects

Taking fingerprints from your suspects is much easier – all you need is an ink pad. Gently roll the suspects finger over the ink pad, then roll it over the fingerprint square. Don't press too firm or it will smudge.

To test your skills, you'll need some friends. Together they must decide that one of them is the criminal. Then, one by one, they each go into a room and out again, but the criminal touches a special item (television, bookcase, whatever you like!) When they've all come out, use your newfound skills to see if you can find fingerprints at the crimescene. Then when you've found some, take your friends' fingerprints to compare and see who the culprit is. Put all the fingerprints in a table like the one below so you can easily compare them!

Crime Fingerprints taken for:

Where fingerprints
found:

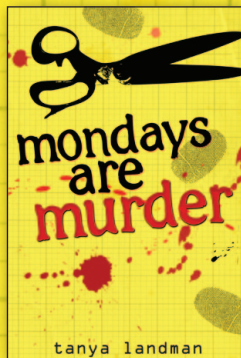
Name of suspect:

Name of suspect:

Date found:

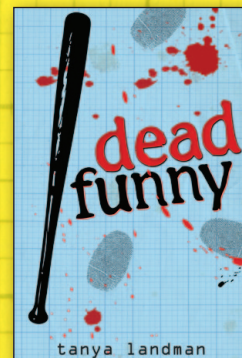
Date taken:

Date taken:

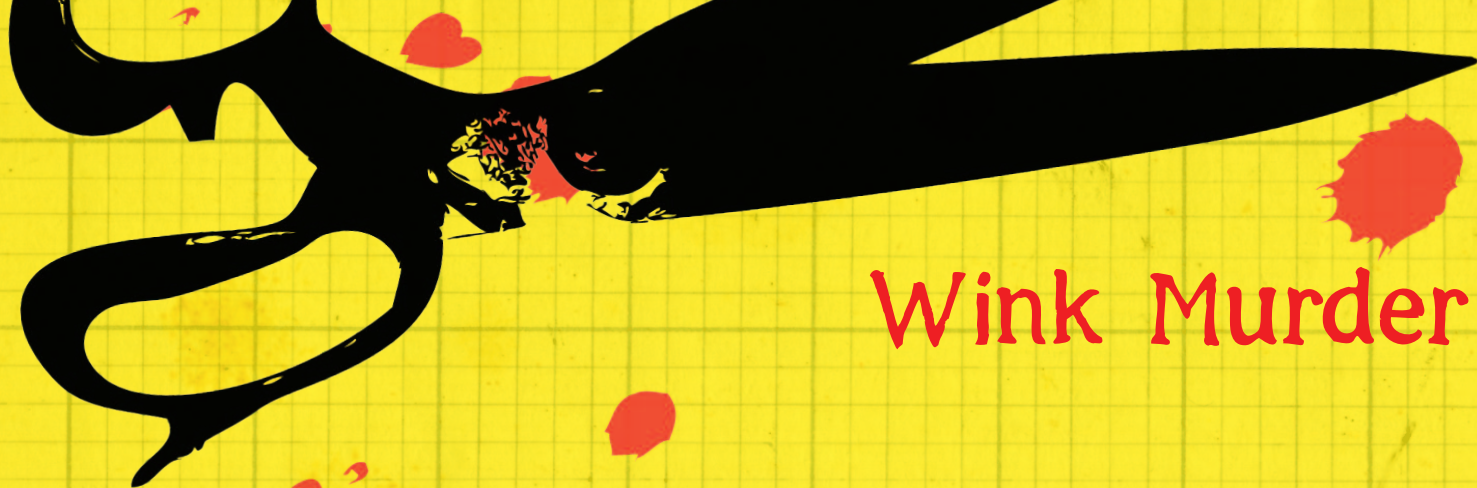


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Wink Murder

Everyone sits (or stands) in a circle. One person is chosen to be the detective and has to leave the room while the murderer is picked.

Once the detective is back in the room, they stand in the middle of the circle and look at people one at a time. Whoever is the murderer has to wink at people in the circle to make them die, when the detective isn't looking. Everyone has to keep looking all around the circle and not just at the murderer, to make it tougher.

When the murderer winks at you, wait three seconds before you moan and die by lying down. Again, be theatrical if you like!

The detective should only have three guesses to work out who the murderer is, and, when the game is over, the murderer becomes the next detective.

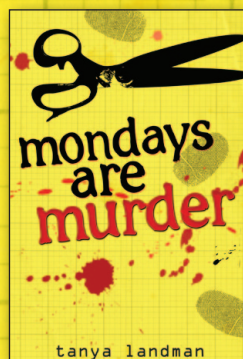
Memory Game

If you're to become a first class investigator, you will need a good memory. And what better way to train yourself than this – the memory game! This can be played anywhere, and it's great to do with just one other friend, or a whole bunch.

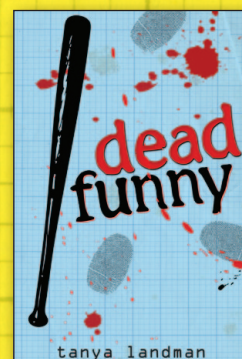
All you need is: a random assortment of 25 objects, a tray, a towel, some paper and some pencils. Before the game begins, have someone randomly arrange the objects on the tray, and gently cover them with a towel. Do this whilst the other players can't see it, and then place the tray where all of the players can see it well.

Remove the towel from the tray for about a minute while the players try to memorize what objects are on the tray. When the time is up, cover the tray again and ask the players to try to write down as many objects as they can remember.

The player with the most complete list is the winner, and the best potential detective!



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Code Breaking

There are a number of codes you can use to exchange messages, but if you want to be extra safe, you need a cipher wheel!

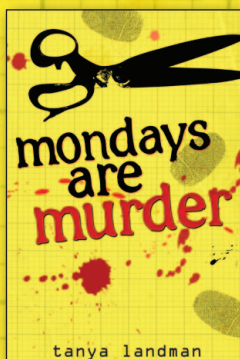
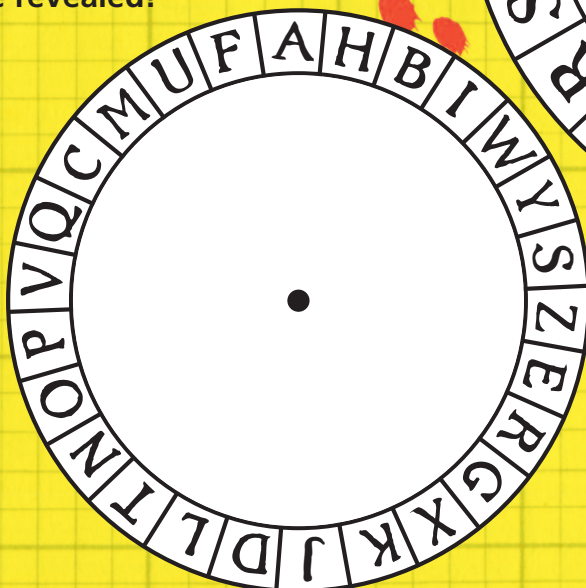
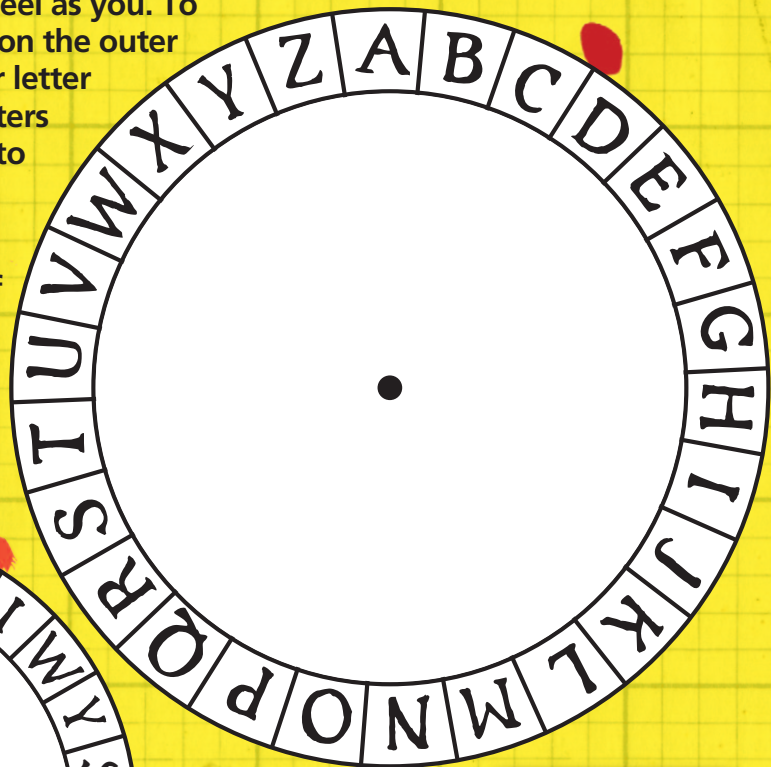
Below is a cipher wheel kit. All you have to do is cut the wheels out, put the smaller one onto the bigger one, and fasten them together. A fastening pin works best.

To encode a message, all you have to do is move the two wheels so that the letter A on the outer wheel is lined up with a random letter. So, for example, line the outer A with the inner T. Write A = T on a piece of paper and then write out your message, replacing the outer letters with those now lined against them on the inner wheel.

To say "hello", for example, write A=T, MVHHW

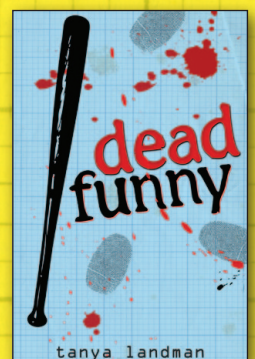
When you've written your message, give the piece of paper to a friend who has the same cipher wheel as you. To decipher it, all they need to do is line A on the outer wheel with T on the inner, (or whatever letter you've chosen) and then change the letters from the ones on the inner wheel back to those on the outer one.

It's as simple as that. Try sending a message to a friend at school – even if you get caught out no one will know what you were trying to say! But remember to keep your cipher wheel safe – if someone gets their hands on it all your messages could be revealed!



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