

YOU ARE INVITED: TO SOLVE THE MURDER MYSTERY

***Moonshine &
Malice***

1920's Murder Mystery

Story by April Truitt
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"Mary Poppins of Recreation"



1920's Murder Mystery

This version involved rooms where suspects waited to be questioned. I created the "locations" that were possible places of the murder.



You can do this yourself:

~Need to pre-select 6 suspect characters (these can be staff members or volunteers who are willing to dress up for the part)

You will need:

21 index cards

7 envelopes





1920's Murder Mystery

Write each **suspect's name** on a separate card. (6 cards)

Write **6 locations** (6 cards)

Write **9 weapons** (9 cards)

Shuffle each deck individually

Draw 1 suspect card, 1 location, and 1 weapon (this will be your murderer, where the murder happened & weapon used). These will go in an envelope marked as **"Solution"**

Continue drawing 1 card from each pile. (3 total)

The next 3 cards will go in an envelope for suspect 1.

The next 3 cards drawn will go in an envelope for suspect 2.

You will continue to put 3 cards for each suspect in envelopes until the cards are used up.

Before the game begins the suspects are allowed to look at the cards in their envelope.

These cards are the clues they are allowed to share when questioned by detectives. **ALL** cards and clues they give are the things **NOT involved with the murder**. This is the process of ***elimination***. The only solution to the murder are the 3 cards in the solution envelope.

This is how to play a live version of Clue.

1920's Murder Mystery

This can be played where residents work together as a team, choosing 1 suspect at a time to question.

They ask 3 questions of each suspect

Was it _____, in the _____ with the, _____?
suspect location weapon

Example: Was it Lucy, in the diner, with the knife?

If the suspect has a card in their envelope with Lucy's name, they can give the information that Lucy was **NOT** involved in the murder. The detective will mark Lucy out as a suspect and continue this line of questioning for each suspect to narrow down 1 suspect, 1 location and 1 weapon. They continue to try different combinations of questions and call back some suspects to glean more information. If a detective asks about clues the suspect does not have in their cards, the suspect can simply answer, **"I know nothing about that."**

Murder Mystery Characters & Story 1920s Moonshine & Malice –By April Truitt

On (month/day) 1922, Freddy Smith, a farmer caught making moonshine, created a sensation in the crowded courtroom in Strasburg when he took the stand in his own defense and threatened to expose prominent citizens he claimed were involved in his liquor-making operations. Commotion broke out as local attendees raised their voices in shock, and several women fainted. The disruption made the session end prematurely. This caused the Judge to set the next court date for the following week, the day the accomplices would be revealed.

Today, Freddy Smith was found dead early this morning. The Strasburg Detective Agency suspects foul play. The threat to disclose participants' names loomed over the community. Could one of his colleagues have murdered him the day before they were exposed?

Here is the list of citizens who are suspects in Freddy's murder

**Mister Shady (Banker)
Lucy Lou (Store Clerk)
Dr Furr (Veterinarian)
Diane Price (Wealthy Widow)
Sarah Soprano (Speakeasy Singer)
Edward (The Engineer)**

Meet Mister Shady, the banker. He encouraged Freddy to invest some of his questionable funds into broader illegal operations. Freddy was a regular client of Mister Shady, and together they hatched a plan to launder the money.

Meet Lucy Lou, the store clerk. She crossed paths with Freddy weekly as he shopped in her father's general store. Lou had a crush on the farmer and enjoyed fixing him up with whatever goods he fancied. If her father found out she was ordering suspicious supplies for moonshine-making, he would toss her out onto the street.

Meet Dr Furr, the town veterinarian. Dr. Furr (ever in a state of the sniffles due to his allergies to the animals he treats) frequently visited Freddy's farm to check on the ailing livestock. He carries a black medical case with larger bottles labeled "medicine" that he can fill with the moonshine and drop off at checkpoints. About two months ago, Furr examined Freddy's cows, who had been acting mighty strange, stumbling around in the field and lying on their sides. Passersby didn't know what to make of the situation. Dr Furr covered for it, telling folks the cause was just a short-term fever. Now there's talk that perhaps those cows had discovered the moonshine mash.

Meet Diane Price, the wealthy widow. Diane hosted some of the best dinner parties money can buy. The guests loved how the wine and champagne flowed. However, once Prohibition began, the extravagant dinner parties lost their luster. Secretly, Diane helps fund Freddy's operation. She sends runners to pick up Freddy's moonshine and profits from storing the white lightning on her estate property. She runs a distribution in partnership with the owner of a local speakeasy.

Meet Sara Soprano, a singer who is ready to take on Broadway. When she isn't performing in local shows, she sings at her brother's speakeasy. Her connections with the entertainment world enable her to be an unsuspecting runner of Freddy's moonshine to venues along her concert routes.

Meet Edward, the railway engineer, who grew up with Freddy. The two have been seen traveling together to different stations, meeting new people and new possibilities for mischief. Both men are industrious and enjoy making a buck on the side if a good opportunity comes along. What could be more profitable than selling illegal liquor on the black market?

Was it _____ in the _____ with the _____ ?

SUSPECTS

Suspect	Location		Weapon	
Mr. Shady				
Lucy Lou				
Dr. Furr				
Diane Price				
Edward Engineer				
Sara Soprano				

LOCATIONS

Train Station				
Freddy's Barn				
Freddy's Parlor				
Vet's Office				
The Theater				
Town Diner				

WEAPONS

Pitchfork				
Harness				
Poison				
Gun				
Knife				
Jug				
Frying Pan				
Firepoker				
Rope				

Each detective needs a notepad to mark their questioning and clue answers. (the one on the left can be used by detectives who are playing the game independently)

The detective note on the right is for playing the game as a group in one room.

Each resident can have a copy of that, so when it is their turn to question suspects, they can mark off the options they have already eliminated.

Suspects

Mr. Shady
Lucy Lou
Dr. Furr
Diane Price
Edward Engineer
Sara Soprano

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Freddy's Barn
Vet's Office
Town Diner

Weapons

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Poison
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Jug
Frying Pan
Firepoker
Rope
Knife

Was it _____, in the _____,
with the _____ ?

This was the **group** version of the murder mystery. Each suspect received a name tag and was introduced with their story.

Then the residents got to question each one.



This is the Large Print
Detective Notepad (for
group play)

<https://drive.google.com/file/d/10MzysAW2ugQSe9yuN9fy0NakkQbRfQox/view?usp=sharing>

This is the Detective Notepad
for Independent Players

<https://drive.google.com/file/d/1npQ6lizuJ42owrlxXsO-th2IJRZ3Yp5k/view?usp=sharing>

Characters & story to read to your audience

https://drive.google.com/file/d/1A1oy_A2fFyqncqllLd_TwAxLwWZhFGJ3/view?usp=sharing

The great thing about this version is that it can be played
multiple times with different outcomes!
Since the index cards are shuffled, you can play the game year
after year with a new murderer, location, and weapon.

Have fun! Here is a more in-depth **explanation of how to play**
the game on YouTube

<https://youtu.be/vWCGn-mytCk?si=ZOu-pZivXKdZhtTJ>



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Was it _____ in the _____ with the _____ ?

SUSPECTS

Suspect	Location			Weapon	
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Was it _____, in the _____,
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