



# MURDER ON THE TRANS SIBERIAN RAILWAY



## Briefing for Teams

No player is obliged to reveal all that he or she knows but must, unless to reveal it would be to admit a criminal act, tell the truth to a straight question. During the game any player that has committed a crime is allowed to lie about that crime. Player's may choose to protect loved ones or colleagues by limiting the information divulged but cannot lie.

Participating players may ask questions. Players' questions may be primed or may arise from facts they are aware of or just from curiosity. They must not divulge the motivation for their question.

### **There will be four sessions.**

At the end of the third stage, on-looker teams must name one suspect and set out in writing two questions that they would like inspector Plodivich to ask on their behalf.

They must also name a red herring to throw the others off the scent. This is a false suspect whom the team is convinced is not guilty. Two questions will also need to be set for the red herring.

Players will also be allowed to name one suspect and one red herring. They will not be allowed to ask further questions but the players' votes will be announced. The villain(s) will be allowed two red herrings.

After the questions have been asked each team and each player will write down

- 1 The name of the accused
- 2 How the crime was committed
- 3 The motive.

### **Points will be awarded as follows.**

**10 points** for correctly identifying **the villain(s)**

**up to 15 points** for identifying **the means and method**

**up to 10 points** for identifying **the motive**

If you correctly identified the villain( s) and this was the same person as your named suspect you receive **an extra 10 points**

If you identified the villain(s) but this person(s) was your red herring you **lose 5 points**.

The more evidence written down the more points are given for means, method and motive but points will be lost for false evidence.

It is 1937 and winter. Stalin is in power. The purge is in full swing and Trotsky has escaped to South America and is living in Mexico.

You are at a Mallinki, a small town on the line from Moscow to Vladivostok. Having started at midday the day before, progress has been slow.

In the night the train ran into a vehicle on a level crossing, fortunately no one was hurt and the train was able to proceed after a small delay. However it was announced that the engine had been damaged in the crash and could only proceed to Maliinki where the engine would be changed.

At Mallinki the train was joined by Police Inspector Plodivich who had a message for Semyon Kamenev, a leading member of OGPU, who was in the first compartment of carriage one. Unable to raise Semyon he suspected foul play may have occurred and asked everyone to move away while he broke into the carriage.

He announced that Semyon was dead with a bullet in his head. The carriage and all windows were locked from the inside. It looks like suicide, was it?

*The game begins.*