

TITLE: Murderer

IMPACT: Creates playful suspense, challenges people to watch closely, encourages dramatic play, and facilitates close interpersonal interactions through hand shaking

RISK: Low

GROUP SIZE: 10 or more

TIME REQUIRED: 10 minutes

DIRECTIONS:

- Everyone should be directed to stand outside the designated playing area.
- The facilitator shakes the hand of each person in the group as each enters the room or playing area one by one.
- As the leader shakes hands, s/he squeezes one person's hand twice without the other players noticing. The person who received the squeezes is now "the murderer", and s/he must keep his/ her identity secret.
- Group members circulate in the room, intermingling and shaking the hand of each person they pass.
- As the murderer shakes peoples' hands, s/he squeezes their hands once. This squeeze lets people know that they have been "killed". Anyone who receives a squeeze from the murderer, must silently count to five and then fall to the floor in a dramatic death.
- The "living" people still standing can guess who the murderer is at any time, but anyone who guesses wrong is also considered dead and out of the game. A person who guesses the murderer correctly gets to choose the new murderer by shaking everyone's hand and squeezing someone's twice. That person can also choose to make himself/herself the murderer.

