

BODYMORE MURDALAND

PREP

EVERYBODY

One player is the Baltimore homicide detective and everybody else is a suspect in a killing.

→ You need to play in two rooms with a door that closes between them, and a paper bag. Everybody should bring \$1.50 in quarters, which are divided into two piles - one goes to the Detective and the other to the suspects. The game will take less than an hour.

SUSPECTS

A guy named Sweet, a football player for the Ravens, got got last night. He was dabbling in the game with more money than sense and he beefed with the wrong hopper on the corner of Gold and Etting, you feel me? Now crew up and stand tall on this one.

→ As a group, put your half of the quarters in a paper bag.

→ Announce your street name. Some good street names: Stoops, Mar-Mar, Cripple Mike, Wingnut, Cappy, Little Bill. If it sounds dumb to a homicide detective, it is a good street name.

→ Decide how hard you are. Reach in and take quarters; one for each person you've killed. You can pick none if you want, in which case you are just a slinger or tout or customer even, caught up on the corner. If you're the last guy, take what's left. Put your quarters in your pocket and jingle them in a conspicuous way, then sit down and shut up.

→ Figure out who killed Sweet, without informing the Detective. Compare the number of quarters you each have. The two Suspects with the most quarters should each flip a coin. Heads means you put a bullet in Sweet. The outcome doesn't need to be shared with the other Suspects. If neither gangster comes up heads, another suspect on the bench killed Sweet. The Suspects flipping coins decide however they like who did it, and all the Suspects are secretly informed.

DETECTIVE

Baltimore Ravens defensive lineman Connell Sweeton was gunned down on a drug corner in West Baltimore after a dance floor altercation at the Club One night club on Saratoga yesterday. It's been red-balled and has intense media attention. You need to put it down, fast, and one or more of the mopes who did it is sitting outside your door.

→ Put your half of the quarters in your pocket. Set up your interrogation room - a pair of chairs and maybe a table in between them, in a room separate from the conference room where all the mopes are going to cool their heels.

→ Listen to the jingling as the mopes sort themselves.

If you hear nothing, the guy's got no jacket and you've got nothing on him. If it does, he's a known soldier, maybe he's done time, and he's got a couple of bodies on him - at least rumored on the street.

PLAY

DETECTIVE

→ Take a note of the time - you've got thirty minutes.

→ Call in a suspect by his given name, not his street name. You can call Suspects as many times as you like, in any order.

EVERYBODY

Quarters are suction.

→ The Detective can freely establish facts about the Suspect he is interrogating. Establishing facts costs nothing. Suspects can give the Detective quarters to refute these facts.

→ The Detective can give quarters - representing concessions or amnesty for unrelated crimes - to Suspects in exchange for cooperation. Cooperation can mean anything from agreeing to established facts to ratting out another Suspect.

DETECTIVE

→ You can leave the door open or close it as you prefer. Use this tactically.

→ You can establish facts and Suspects whereabouts, backgrounds and relationships. If a Suspect doesn't like it, he'll pay a quarter to deny it.

You can tell these mopes they killed Mr. Sweeten; you can threaten to put them away for unrelated crimes, you can cut deals, turn them, say whatever you want. You can call into question their relationship to Fat Mike's drug corners at Baker and Division or Etting and Gold, you can show evidence of a confidential informant for the Western District among the mopes in the conference room. They have reputations, jackets, girlfriends and mothers. Do what you like.

THE END

The game ends thirty minutes after the first Suspect is called into the interrogation room.

→ The Suspects should again compare quarters. The Suspect with the most quarters at the end of the game is the hardest gangster. The Suspect with the least quarters - *but more than zero* - at the end of the game is the smartest gangster. Any Suspect who ends the game with zero quarters is a chump, a water-head, nobody and nothing.

→ The Detective should announce who - if anybody - he is charging for the murder. If he's right, he splits all the quarters - including the extra \$1.50 he brought - with the smartest gangster. If he's wrong, the hardest gangster gives every other Suspect two quarters and keeps the rest.

Thanks to Jonathan Walton, natural born murder police.

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