



the
CURIOUS
incident
of the dog
in the night-time

EVENTS

EDUCATIONAL
MATERIALS

WHODUNIT

CREDITS

Whodunit

Rules and Directions

Object of the Game

The object of the game is to solve the mystery. This is done by answering three questions:

1. Who did it?
2. Where was the crime committed?
3. How was the crime committed?

The correct answers to these questions that solve the mystery have been safely locked away in the super-secret library safe.

Getting Clues

You can find clues to the game by visiting participating areas on campus which are listed on the clue score sheet. You must visit these areas and ask to see their clues. The clues are printed on 8.5" x 11" sheets of paper and are marked as official clues. The sheets have pictures of either a suspect, location or weapon on them. Make note of the clues you see on your clue score card.

Remember, if you see a clue, that means that the person, location, or weapon cannot be the correct answer to the questions above (who, where, how). Using deduction, intuition and common sense, you should be able to eliminate the incorrect clues and solve the mystery.

Clue Score Cards

The clue score cards include a map and list of all possible suspects, locations, and weapons. Use this to keep track of your progress. If you decide to submit your answer for the grand prize, you must submit a completed clue score card.

Prizes: \$50, \$30 and \$20 Gift Certificates to the Bookstore

Students who correctly solve the mystery will be entered into a drawing for a chance to win one of three gift certificates to the Moraine Valley Bookstore. All students who correctly solve the mystery will automatically receive a free photocopy card usable at the printers and photocopiers on campus. Prizes will be awarded at the One Book kick-off event Oct. 6 at 2 p.m. in the Library. Participants must be present to win.

The Fine Print

These rules are subject to change at the discretion of the game's judges. All decisions are final. Game questions can be addressed to Troy Swanson, swanson@morainevalley.edu, (708) 974-5439, or by visiting the library. Cheating or evidence of cheating will be cause for disqualification from the game.

Suspects

- Affable Art Student
- Amenable Athlete

- Amiable Admissions Recruiter
- Anxious First-Year Student
- Conscientious Counselor
- Crazy Librarian
- Devious Department Chair
- Funky Facilities Staff Member
- Matter-of-Fact Math Instructor
- Noble Administrator
- Observant Police Officer
- Secretive Honors Student
- Suspicious Criminal Justice Instructor

Locations

- Academic Skills Center
(Tutoring Rooms B284A and B284B) *Ask tutor*
- Admissions Office (C164) *Ask at front desk*
- Bookstore (Building D) *Ask a cashier*
- Box Office (Fine and Performing Arts Center) *Ask a cashier*
- Café Moraine (College Center) *Ask staff member*
- Glacier (Check Sept. 9 and Sept. 23 issues for clues!)
- Health Fitness Center (G210) *Ask at front desk*
- International Student Affairs (C266) *Ask staff member*
- Job Placement Center (T904) *Ask staff member*
- Library (Building L) *Ask at information desk*
- Moraine Valley Education Center at Blue Island (*Web Clue at:*
www.morainevalley.edu/blueIsland)
- Multimedia Services (L116) *Ask staff member*
- Old Dominion University MVCC Office (A145) *Ask staff member*
- Student Life (C160) *Ask Student Life director*
- Writing Center (Library) *Ask tutor*
- Moraine Valley Foundation Office (B240)

- Multicultural Student Affairs (C257)
- Digital Art/Design Lab (Mac Lab F210) *Ask lab aide*

Weapons

- Cell Phone
- Coffee Cup
- Computer Print Card
- DVD Player
- Graphing Calculator
- Laptop Computer
- Matt Lamb Painting
- Microfilm Cabinet
- Paintbrush
- Parking Space
- Plastic Fork
- Textbook