**TV Series Week 3 Program**

**Welcome:** Welcome to regulars and newcomers

**Prayer:** Let’s open our meeting in prayer.

**Announcements:** (1) Like us on Facebook to keep up to date with the latest news. (2) Follow us on Instagram! (3) Please put your praise and requests in the box! (4) We have Youth at Schools during the week. (5) Join our Friday Night WhatsApp Group for regular updates. (6) Join us this Sunday as we discuss the question, “Does God Care?” (7) Join us next week Friday for our Got Talent night!

Tonight is Suits night.

Here are some Suits soundtrack songs to use as background music during the program if needed:

https://www.youtube.com/watch?v=bv8xg57ZFLo

https://www.youtube.com/watch?v=iSAcahRvfAo

https://www.youtube.com/watch?v=was2VYDZstE

**Video:** Suits Opening Theme Song. Get it on YouTube at: https://www.youtube.com/watch?v=R\_dU54HXd\_U

**Lawyer’s Landing (A Murder Mystery Game):** We are now going to play ‘Lawyers Landing,’ a Murder Mystery Game.

**Overview:** This game is a combination of various games, but most noticeably, Cluedo/Clue. In groups the youth have to figure out who the murderer is, what weapon they used, and where the murder took place. Instead of getting youth to get up and go to another groups table to share cards, this will be done using WhatsApp, (21st Century kids will love this modern touch).

**Preparation:**

**(1) Create the Groups:** Create 6 WhatsApp groups using the names of companies that make actual suits (such as Armani, Givenchy, HugoBoss, JC Crew, Prada and Calvin Klein). Get the links to join each of the WhatsApp groups from within each group on the app by clicking on “Add Participants” and then on “Invite to Group via Link” and finally click on “Copy Link” (you could also use the QR Code and print them for each group). Print posters for each group with the name of the group on it and place each link on the poster for each of the 6 groups – preferably use a link shortening website to shorten the link (https://tinyurl.com or https://bitly.com).

**(2) Prepare the Cards:** Design and Print the cards and randomly remove one Suspect, Location and Weapon and place them in each of one envelope that will be revealed when you have a winner at the end of the game. Divide the rest of the cards out equally and place them in an envelop so each team is given 3 cards – try and ensure that as far as possible each team get a spread of cards (ie. a suspect, location and weapon).

**(3) Select the Victim:** Choose one member of the youth group to be the victim who is murdered – preferably a person who does not attend the night – this will help create drama along the way.

**(4) Brief the Suspects:** Gather the 6 suspects whose pictures have been printed on the cards (o at least their names) and tell them that they will answer questions on the night as each group accuses one of them. They should assume the role of an accused murderer and make up compelling arguments why they could not have been the murderer. They are not told whether they are the murderer or not – this will ensure that they don’t give the game away.

**(5) Appoint the Judge:** The judge is a person who is added to each of the 6 WhatsApp groups and their job is to send a message to a Law Firm confirming which Firm has any of the 3 items they list when they question the Suspect. The judge must only share with the group making the accusation and now with the other groups during each round.

**(6) Prepare the Space:** Place 6 tables in the venue with chairs around each table. Play 6 seats on stage for the Suspects to sit on. You could have a seat for the judge but we found it easier if the judge moved among the groups.

**Instructions:**

**(1) Join a Law Firm:** Teens are seated at one of 6 tables and each table has the name of a Law Firm on it. Each team is given a pencil or a pen.

**(2) Join the WhatsApp Group:** Make sure at least 1 member of your Firm is on the WhatsApp Group – the poster on each table has a link that you enter into a browser that will open WhatsApp on your phone so you can join your group.

**(3) Open Your Envelope:** Your Law Firm will receive 3 cards. You could get a Suspect, a Crime Location or a Murder Weapon. The cards are dealt randomly so you may not get one of each but you will get 3 cards. Note: Don’t let the other groups see your cards!!!

**(4) Understand the Game:** Your aim is to figure out who the murderer is, where the murder took place, and what object was used to commit the murder. You will do this by eliminating possibilities as they are revealed and keeping track of the accusations that each law firm makes during the rounds.

**(5) Question the Suspects:** Each Law Firm will have a turn in each round to question the suspects. They do this by addressing one of the Suspects, suggesting a Location were the murder took place and the Weapon that was used.

**(6) Hear the Defense:** Suspects will be allowed to defend themselves, however, their defense is more to add drama and fun as their comments do not actually reveal anything as they do not know how the murderer is nor what weapon was used nor where it took place. Leaders can help on the night by engaging with the suspects to challenge their defense to add drama.

**(7) Reveal your Cards:** The Game Master will remind the groups of the Suspect, Weapon and Location that has been called out in each round and each Firm must check their cards and if have one those cards in their envelope that MUST type a message on their WhatsApp group indicating they have that card. The Judge will then post the cards that are revealed to the group making the accusation and indicate which Law Firm has the card (if any).

**(8) Present Your Verdict:** During the Verdict Round each group will present their verdict (a Suspect, Weapon and Location). Once all the Verdicts are received the game master can reveal whether any group was right and also how many each group got right (but don’t reveal which were correct). If there is a winner then the game is over if not, then have another round of questing Subjects and then repeat the Verdict round.

**Suspects:** There are six suspects: based on 6 characters in the youth group.

**Weapons:** There are 6 Weapons. We used items somewhat linked to our youth space, namely, Table Tennis Bat, Pool Cue, Camera, Scissors, Crutch and Poison (the only one not connected).

**Locations:** There are 9 Locations. We used 9 locations on our church property, namely, Youth Room, Auditorium, Conference Room, Kid’s Room, Prayer Room, Parking Lot, The Office, Cry Room and Stairs.

**Prize Giving:** Congratulations to the winning team!

**Small Group Questions:** (1) What did you most enjoy about tonight? (2) What is it about injustice that bothers you the most? (3) How do you think Jesus would deal with injustice? Think about mercy and grace. (4) Pray that God will give you wisdom when dealing with injustice.

**Refreshments:** It is time for refreshments.