Practically Murder ©

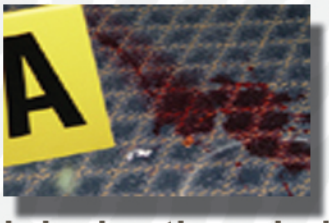
Created and Produced by The Bureau Of Technical Services a Division of Tactical Surveillance Incorporated 2008

This presentation is for Professional Investigators, Attorneys, or a group of enthusiasts looking for something really unusual.

Staged in a hotel scene, a body is discovered in one of the rooms. You are the investigator. Played in three stages, you get to solve the crime:

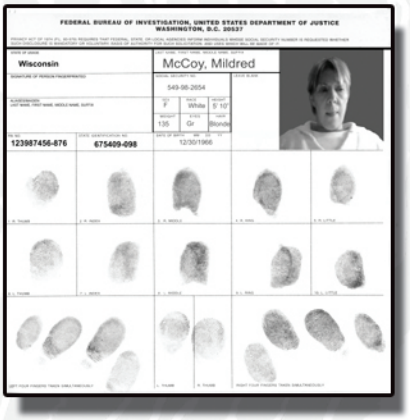
Stage One brings you to the crime scene. Following all the required procedures, you access the scene, document the forensic evidence, and submit the documentation to the lab.

Stage Two gives you interviews and available lab reports, along with records on known primaries. When available there may be audio and video recordings to analyze.

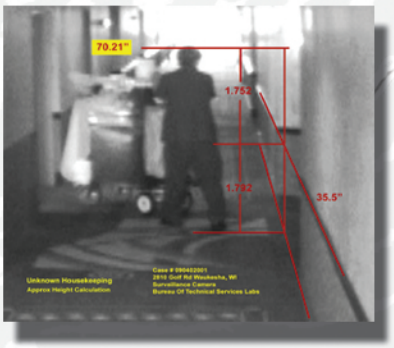


Stage Three you putting together the remaining pieces and bringing the culprit to justice.

Scored along the way on the understanding of the clues, the high scorers are the winners. Played by teams or individually, even the non-winners will have fun working a case that is as true to life as can be arranged without killing someone.



Played over 1 to 2 days, it is the perfect distraction to a conference or it can be set up as the only activity.



Contact the below number for further information.

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