# CRIME & DINE!

## **DURATION**

150 – 180 mins over dinner (according to guest numbers)

### **REQUIREMENTS**

Takes place around your dining table. A willing participant prepared to be arrested

## **GUEST NOS.**

10 - 200 guests





Who done it....well it's down to you to find out! Not just your average dinner entertainment, you must collect evidence and solve clues between each course!

After storming the room, the "Police" arrest one of your party! The assembled diners are informed that bail has been granted for the duration of the meal and that their assistance will be required during dinner.

The main suspect rejoins their guests hopeful that their efforts will culminate in his or her release. Over the course of dinner, each table will embark on Forensic and Investigative challenges supported by the Police.

Drugs analysis, photo-fit, APNR, mobile phone interrogation and TV appeals are just some of the tasks to be completed by your diners.

A pistol draw finale following dinner will determine guilt or innocence against a back drop of suspense and laughter!

# **CRIME & DINE!**

#### **DETAILS**

Crime and Dine takes elements from our acclaimed CSI Experience and is designed to engage, amuse and enhance any dinner without, as is so often the case, interfering with the meal itself.

Each team has the opportunity to deploy undercover investigators to visit a crime scene, reporting back via 2 way radio. Suspicious powders, believed to be drugs need be analysed, the diners learn how to interrogate their own mobile phones to provide alibis and covert photo missions punctuate each course.

Photo-fits of diners are created using the latest Police software and finger prints are harvested from other diners. Securing a connection to the Police National Computer, diners are provided with a valuable insight into their fellow diners potentially murky secrets.

A competitive and fun event where a whole team approach is required to achieve justice, though only one team gets to receive the Chief Commissioner's Award. What lengths will each team go to to secure both Justice and Victory?

Corruption, Stealing, Sabotage? The deployment of fire arms over coffee could be a game changer.........



