



WHO STOLE THE BOOKMARK?

A cosy crime party game

You'll need:

- 1 bookmark (or small object)
- A group sitting in a circle

Roles:

- 1 Detective
- 1 secret Thief
- Everyone else = Suspects

Setup:

Everyone sits in a circle. The Detective closes their eyes or leaves the room. The host silently gives the bookmark to one player – they are the Thief.

How to Play:

The Detective returns to the circle.

The Thief hides the bookmark in a pocket or behind their back.

The Detective questions the suspects one by one, asking simple, fun questions, for example:

- "Where were you when the bookmark went missing?"
- "What's your alibi?"
- "Who do you suspect?"

Suspects can say anything they like – the Thief must try to sound innocent!

Accusation:

- After a few minutes, the Detective names the person they think stole the bookmark.
- If they are right, the Thief shows the bookmark and becomes the new Detective.
- If they are wrong, reveal the real Thief... and play another round!

Tip: Keep answers short and silly – it's a light, low-pressure game for after tea and cake.

