

CRIME & DINE!



DURATION

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



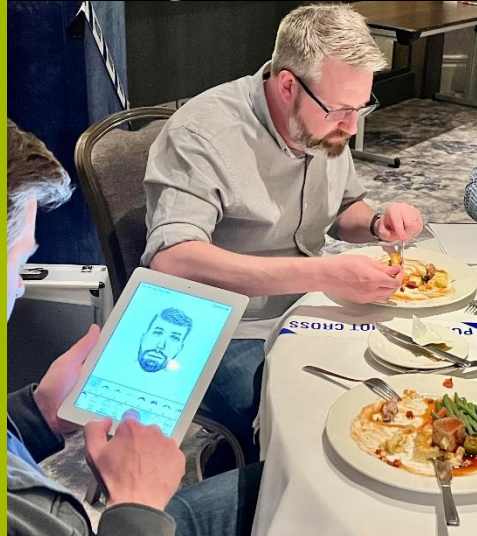
REQUIREMENTS

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 guests! 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 the other guest's hopeful that their efforts will culminate in their 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 backdrop of suspense and laughter!

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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 to be analysed, the diners learn how to interrogate, using 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 fingerprints 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 firearms over coffee could be a game changer!

