

Genetics 210
Murder Mystery Theatre

Episode 1: "Guilty by Genetics"

It was a dark and misty night....

- Victoria Victim was walking quickly down a dark alley in the **big city**

It was a dark and misty night....

- She had an odd feeling of being watched, but dismissed it almost immediately as silly paranoia

It was a dark and misty night....

- You see, she had just left the jazz club
- had been having quite a good time,
actually
- she wore her favorite black dress, a cute
little vintage number, that made her look
great

It was a dark and misty night....

- she also had quite a number of delicious cocktails, and
- prudently, decided it would be best her to just walk home

It was a dark and misty night....

- her body was found mere blocks from her 3rd story flat

It was a dark and misty night....

- but why?

It was a dark and misty night....

- was it a robbery gone wrong?

It was a dark and misty night....

- a jealous ex-lover?

It was a dark and misty night....

- an encounter with a hysterical dissociative sleep walker?

Barely a shred of evidence

- There was virtually no evidence left at the crime scene

Barely a shred of evidence

- virtually...

A microscopic piece of evidence

- a small drop of blood was found on Victoria's vintage black dress

A microscopic piece of evidence

- the DNA did not match a sample taken from Victoria at the morgue

An eye-witness account

- A vagrant reported to police to have seen a person of *unknown gender* in the alley around the time of Victoria's unfortunate fate.

An eye-witness account

- ~ 5' 11"
- ~ 165 lbs
- black trench coat and a fedora

The police are at a loss

- 9 suspects with the means and motives necessary to commit the crime have been identified

The police are at a loss

- The boys in blue are good cops
- but they just don't have the genetics training necessary to piece this one together

The police are at a loss

- You've been brought in as expert consultants to analyze the DNA and identify the perp

The rules of the game

- The class will split into two teams
- Each round, each team can ask one yes/no question
- The question must be about the phenotypes of the suspects
- The response to the question is only given to the team that asks it

The rules of the game

- If you think you figured out who it is...
 - You may submit a guess (accompanied by your logic) instead of a question
- BUT each team only gets three guesses

The lineup

