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Mystery Vocabulary

ALIBI—an excuse or piece of information given by an accused person to prove that he/she was somewhere else when a crime was committed. Removes Opportunity.

BREAKTHROUGH—a necessary piece of information or insight that helps solve a mystery.

CLUE—an object, observation, or piece of information that helps to solve a mystery or puzzle crime—an act that violates the law.

CRIME—an action that breaks the law.

DEDUCE/DEDUCTION—to use logical reasoning and thinking to infer information.

DETECTIVE—a person who gathers information and investigates crimes (sleuth).

EVIDENCE—a statement, fact, or object used to prove the solution of a mystery.

HUNCH—a feeling or a guess about something.

INTERROGATE—to ask questions or seek information from people.

MEANS — the ability to do the crime. One of the necessary requirements of guilt.

MOTIVE—the reason a person does something or acts in a certain way.

MYSTERY—something that is secret or unknown; a problem needing to be solved.

OBSERVANT—careful to look at things and note details.

OPPORTUNITY — the occasion to potentially have done the crime. One of the necessary requirements of guilt.

PERPETRATOR—someone who is guilty of committing a crime.

PUZZLE—a game that tests someone's reasoning ability.

RED HERRING — a false clue that throws the investigator off track.

SEALED ROOM — a mystery trope where the victim is discovered in an locked or inaccessible setting.

SETTING—the time, place, surroundings, and circumstances in which a story takes place/

SLEUTH—another name for a detective.

SUPPORT — a character who aids the sleuth.

SUSPECT—a person who might have committed the crime.

VICTIM—a person who is harmed by a crime.

WITNESS—someone who saw something or knows something related to the crime.