

ULTIMATE MURDER MYSTERY GAMES



MAYHEM AT EWE TREE HALL



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YOU ARE



Albert

Rams-bottom

The Only Child

MAYHEM AT EWE TREE HALL – INTRODUCTION TO THE GAME

Welcome and thank you for taking part in what is sure to be an exciting and memorable party, a Murder Mystery Party! This introduction will help explain the way the game will work. If you have any questions, please ask whoever is hosting your party. The game does not have much of a set script and so relies on how much you get involved, improvise and play your character. Each character has a different personality so do not be embarrassed to act out your character, the more you do, the more fun you will have.

As you arrive, you will be given £200 in fake money, a name tag and a notepad and pen. You can get into character at this point but do not reveal anything from this character pack. Once everyone has arrived, the host will call each guest to another room one at a time. They will show you one of three cards. You will be shown either the "**Innocent**" card, which means you had nothing to do with the murder, the "**Guilty**" card, which means that you are the murderer or you may be shown the "**Victim**" card which means they are the one who will be murdered! Do not tell anyone what card you were shown. The host can choose anyone to be the murderer and victim, so if you have played this particular game before, it will not necessarily be the same characters involved. If you pick the Victim card, the host will speak to you at some point throughout the party and tell you what to do. Don't worry, you still get a chance to solve the murder, you just switch characters and come back as a police detective!

To start the main part of the game, the host will ask each guest to introduce themselves to the rest of the group, using your "**Character Introduction**". You will then mingle with each other whilst having a drink and something to eat and read out your conversation starters. You should treat the conversation starters as their name suggests and use them to start a conversation with a small group of guests. You should not read them out in front of everyone at once, but everyone should hear your conversation starters at some point. It is up to guests to involve themselves in other peoples conversations. Do not be afraid to eavesdrop as you may pick up on valuable information! When mingling, you should use the entire venue so that you are not all in one room when statements are being given out. Remember that your characters personality should be adhered to at all times and act appropriately to whatever may happen. Some characters may not like you eavesdropping on their conversations whilst others may try to mislead you and some may ignore you completely! Above all, remember, **no murder has been committed yet**.

At the host's discretion, you will be called together and informed that a murder has taken place. You will be given details of who, when, where and how. It is then your job to work out who did it and why. The guest who was playing the victim will now return as a police detective to help solve the case. To add a bit more fun to the night, everyone will also have a secret task to carry out, which is detailed later in the character packs. These tasks are not essential to solving the murder but they can and probably will confuse others and will add extra fun to the party.

After the revelation of the murder, you will mingle for a second time. Again, it is important that you use the entire venue so that you are not all in one room. This time you can ask questions of each other relating to the murder. If you are asked a question and know the answer from your own characters **secret** information, you **must** reveal it. If you know the answer from what someone else has told you, then it is your choice as to whether you want to reveal the answer or not. You need to consider your characters personality, how well you get on with the person asking the question and anything you may want from them in return. You cannot lie unless it says so in your characters personality profile, however you do not have to tell people the whole truth unless they specifically ask! You should make others work hard for the information, after all, you can guarantee that they are doing the same to you! If your character personality allows, feel free to get into arguments and start shouting with other guests during this time. Arguments are recommended as it adds more realism to the game. Remember, always stick to your personality profile and don't do anything out of character!

After a while the host will call everyone together and reveal more information surrounding the murder. They will also ask everyone to call out the name of who they think the murderer is but not to give a reason. If you wish, you can make a false accusation to throw others off the scent. You may not want to give too much away just yet! Going by your characters personality, if **you** are accused, you may get angry, happy, sad, etc. You also need to be careful as other guests may end up being very uncooperative if you accuse them of murder! After that, mingling again takes place for a while longer and more questions can be asked.

When the host feels like the evening is starting to come to an end, they will call everyone together for the last time. They will hand out suspect sheets on which everyone writes who they think is the murderer and why. While these are being collected in, the host will ask everyone to stand up in turn and read out their secret task and how they got on with it. The host will then ask everyone to stand up again and make their accusations. At this point, remember to stay in character and act shocked, surprised or angry, etc. if your name is read out. The host will now reveal the truth surrounding the murder and reveal the real killer! The host will then give a confession to the murderer to read out.

MAYHEM AT EWE TREE HALL

The characters and stories in this murder mystery are entirely fictional. Any similarities to actual people or events are purely accidental and not intentional.

INTRODUCTION

Please read the **Game Introduction** carefully before the party commences so that you know what you are going to be doing and what is going to happen. If there is anything that you are unsure about, please ask the host before the murder mystery game starts.

The famous millionaire businessman, Rudolph Rams-Bottom, was preparing to celebrate his 80th Birthday. He had invited his family and relations to his newly acquired country house, Ewe Tree Hall, to celebrate with him. Before the celebrations commenced, he had shocked everyone with the announcement that he planned to step down as head of the family business and would announce his successor by the end of the night. A few hours later and several miles away, a popular but relatively unknown police officer by the name of Detective Sammer was just preparing to go home for the night when the call came through. A body had been found at the Rams-Bottoms home and it appeared to be murder! Detective Sammer was on the scene within minutes and held everyone at Ewe Tree Hall, pending the investigation. What guilty secrets were people hiding, who would resort to murder to keep those secrets hidden and most importantly, can Detective Sammer bring the killer to justice before they strike again? All will be revealed in "Mayhem at Ewe Tree Hall".

HINTS & TIPS

- Everything can be a potential clue, do not overlook anything and take nothing for granted.
- Not all secrets will lead to the murders identity, but some secrets can be important for blackmail purposes or exchanging with other guests.
- Everyone knows something but you need to find ways of making them talk
- Anything goes, friendship, bribery, blackmail, threats, deceit and even violence (pretend violence of course!)
- If you withhold too much information, others may not give you any of theirs either
- You may want to try teaming up with another guest to solve the murder as long as you can trust them!
- Remember that the murder is only one of the tasks for you to do, you will also have a secret task to complete
- Above all, remain in character at all times and enjoy yourself!

YOUR CHARACTER IS - ALBERT RAMS-BOTTOM (senior)

CHARACTER INTRODUCTION

When asked by the host, please read out your character introduction below.

Good evening, I am Albert Rams-Bottom Senior, Gwendolyn and Rudolph's eldest son. I am following in my father's footsteps with the family business and have been trying to encourage my son, Albert Junior, or Bertie as he likes to be called, to do the same. I am currently second in charge of the business and surely must be the only contender to take over from my father when he retires. I love everything that high society brings, such as fox hunting, pheasant hunting, gala dinners and the foreign business trips! I love the outdoors, especially survival courses in unpleasant climates. I have visited the Sahara and the Arctic! If I can survive them, I can survive anything that this country can throw at me. I have high hopes that my future son in law, Walter will soon join the family business.

ALBERT'S SECRETS

The following is for your eyes only. It should not be shared unless asked in the Question and Answer round.

Although Albert publicly supports his father, he does not trust him with the running of the family business. He is sure that his father is squandering the family's wealth on foolish ventures after seeing a lot of money disappearing from the company accounts. Albert has employed his son, Bertie, in the accounts department with the express goal of finding evidence of Rudolph's deceit. Bertie has been working there now for several weeks and Albert is getting tired of waiting for answers and wants to meet with Bertie tonight to discuss the situation.

Although Albert is scared of his parents, where business is concerned, he sees his father as just another businessman who needs to be brought under control. Albert is expecting his father to announce tonight that he will be in charge the family business after his father retires. After all, there is no one else who is in a position to take over and he has worked under Rudolph as his number 2 for many years.

The only other relative that may have stood a chance was his brother, but Rudolph and Gwendolyn disowned him over five years ago after he ran off with a poor girl from a council estate in London. Last time he heard, his brother was living in Scotland. Albert has been unable to find him and he knows he would also be disowned if Rudolph and Gwendolyn ever found out that he had been trying to contact his brother.

After his brother left, Albert turned to drink for comfort and now has a real drink problem. The only time he can stay sober is during work hours and when he is doing his outdoor pursuits, such as the fox hunting and survival courses.

Albert's other big secret that he is trying to hide from his parents is that he has a number of unpaid speeding fines and his beloved and very expensive car was recently towed away as payment. Although Albert could easily afford to pay the fines, he refused on principal. Since then, he has found out that his car has been crushed as a punishment. He knows if his parents find out, they would consider it a massive embarrassment to the family name and would have something to say about it. People keep on asking to see his car and he has to keep making excuses as to why he does not have it.

YOUR CHARACTERS PERSONALITY

The following is a guide to how your character should act on the night. Do not read this out to other guests.

- Commanding and tries to take charge of everyone, except his parents
- Speaks in quite a posh voice
- Thinks that he is adored by everyone, especially his wife and children.
- Has a mean temper and can snap at people but will cower if his parents tell him off.
- Work is the centre of his Universe and he is always talking about it or on the phone with business.
- Out of touch with the younger generation and their problems

Albert will speak to everyone throughout the night but will get on better with his parents, Hubert and Walter. He doesn't have a lot of time for the children but will answer their questions when asked. He will get quite angry if he has to repeat himself but people can get on his good side by praising him. He talks more about work than he does about his family or social life. If accused of murder, he will become very angry.

YOUR COSTUME SUGGESTIONS –

A smart suit and tie, polished black shoes and gelled back hair. Carries a cane, which is for show rather than for use. He wears a bowler hat.

YOUR SECRET TASK

As well as discovering the identity of the murderer, each guest has a secret task to complete. These tasks are not compulsory and will not help lead to the identity of the murderer but they will add fun and intrigue to the game. You must not reveal your secret task to the others until the end of the night when asked to by the host. It is entirely up to you how you go about completing the task but you should work within your characters personality.

Your Secret Task for tonight is – **Make as much money as possible**

As a business man, money is everything to you. You should aim to make as much money as possible throughout the night by any means possible. You should look at blackmailing people, selling secrets or gambling your money.

CONVERSATION STARTERS –

When mingling at the beginning of the night, talk to the other guests and start up conversations based on the statements below. You **must** elaborate on the statements as you feel appropriate for your character and you should give everyone the chance to hear all of your statements at some point during this first round. Remember that as well as talking, you must listen. Eavesdropping is definitely permitted and you can ask people what conversations they have heard from other guests. The mingling round is about getting to know the other characters and finding out key information that you can use in later rounds.

1. My father would be wise to leave the business to me. I think that he is starting to take too many risks in his old age. I know that his gambles in the markets have paid off in the past, but recently, it appears he has lost a lot of money and hasn't even had the guts to tell me about it. Things will run much better if I am in charge, don't you think?
2. My mother, Gwendolyn, keeps on at me to get rid of Petunia. Apparently, Petunia always treats my parents like they are senile and as you can imagine, they don't like that! I would love to see the looks on their faces when she tucks them in at night or talks to them like they are babies! I am not going to get rid of Petunia, no matter what they say. She is cheap, reliable and has the experience of looking after them and Elizabeth's baby. My mother has threatened to get rid of Petunia herself, but I can't see how she could manage that, do you?
3. Bertie is very close to his sister, Elizabeth. To be honest, I think that she is the only one in the family that he listens to. He has even taken on the role of the doting uncle with her new baby. It is inevitable that when Elizabeth and Walter get married, that they will look for a place of their own. I know Bertie would miss her terribly and he has talked about finding a place near them when they move, but I don't think that he really means it. He knows that he is too well off here surrounded by the family business and money and lawyers like Margaret who will always get him out of trouble.
4. Elizabeth used to really love her grandfather, Rudolph, when she was younger, but when she was 16, she had a massive falling out with him and didn't speak to him for over a year. Even now, they are not that close. She has never told anyone what the falling out was about and Rudolph always tells us to mind our own business if we ask. All that my mother, Gwendolyn, ever says is that she fully supports Rudolph with what happened.
5. Walter will make a great asset to this family and the business. He has come up with some good ideas for increasing our sales and decreasing our costs. He doesn't mind spending time with his future in laws. He loves coming hunting with my father, Hubert and I. When I am out of town for a few days I know that I can rely on Walter to keep my wife, Felicity entertained. She constantly goes on about what a good listener he is. I just hope Elizabeth realises what a good man she has there
6. I wish Lionel would not use this place as a mailing address. I had to sign for a package for him this morning. He may be my brother in law, but I will not stand for him making out like he lives here permanently. What made it worse was when I told Lionel that his package had arrived he ripped it out of my hand rather rudely, told me in no uncertain terms that it was a private package for him and disappeared off up to his room. He didn't even say thank you to me. It must be some sort of mail fraud if you ask me.

QUESTION AND ANSWER ROUND

After being told of the murder by the host, you will mingle again. It is now up to you to approach the other guests who you suspect may know something and try to coax the information from them. Remember to stick to your characters personality at all times. As a strict businessman, you are direct, assertive and maybe even aggressive when trying to get information out of others. It doesn't take a lot to get you angry. You must be careful how you word your questions as some other guests may not like being questioned over a murder! You should also take care not to alert others to your prime suspect by your line of questioning. All guests **must** reveal any information that appears in their characters "secrets" paragraph but it is their choice as to whether they reveal any other information that they have discovered during their own investigations. If you suspect that someone knows something and is not telling, you can try and bribe them with money or an exchange of information. You are also capable of blackmail and threats as a last resort. If someone asks you a question and you are forced to answer, you can similarly bribe or blackmail them to keep the answer secret from other guests. So if Petunia asks you if your car has been towed, you must tell her the truth but then you may try bribing her so that she doesn't tell your secret to anyone else. Remember that not everyone can be trusted though! If you are asked a question that does not appear in your characters "secrets" paragraph, you are free to make up any response you like, as long as it does not contradict any of your other statements. During this round, remember who your friends are as you will want to help them but hinder those who have been unkind to you! The only question you are allowed to lie to will be – *Are you the murderer*. If you are asked where you were during the night, you can admit you were upstairs with Margaret for a meeting but then went to see Rudolph at about 11pm in his study. If you are **not** the murderer, you can admit coming back down stairs and seeing Margaret alone by her car at about 11.20pm.

RAMSBOTTOM FAMILY TREE

Gwendolyn Rams-Bottom

Rudolph Rams-Bottom



Son

Albert Rams-Bottom

Sister / Brother

Felicity Rams-Bottom

Lionel Bishop



Son

Archie Bishop

Son

Bertie Rams-Bottom

Brother / Sister

Elizabeth Bewter-Smith

Walter Bewter-Smith

Daughter



Engaged

Baby Bewter-Smith

Petunia (the family nurse)

Hubert (the Butler)

Margaret Vash (the family lawyer)