

# ULTIMATE MURDER MYSTERY GAMES



## BUMPED OFF AT THE BBQ

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# YOU ARE



# Barbara

# Queue

## The Hostess with the Mostess

## **THE SUMMER SLAYING – PLAYING 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!

After everyone has been shown a card and rejoined the main group, 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. Your conversation can then carry on from there, but be careful not to reveal any of your secrets just yet. You should not read out the conversation starters in front of everyone at once, but everyone should hear them 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 of 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 the real killer! Finally, the murderer will be given a confession to read out which allows them to explain themselves.

# **THE SUMMER SLAYING – BUMPED OFF AT THE BARBEQUE!**

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

## **INTRODUCTION**

After months of cold, wet, doom and gloom, Summer had finally arrived in England. On one particularly hot afternoon, Barbara Queue, a highly respected local lady, decided to host a barbeque for her friends, family and neighbours. The afternoon seemed to be going very well with everyone eating, drinking and getting along. As the dark shroud of the evening drew in though, tragedy struck and a body was found at Barbara's house. The police were called and Detective Inspector Sammer was soon on the scene, faced with yet another murder investigation. While the police were going about their business, the guests all set about trying to solve the murder to exonerate their names, but what other sinister motives were going on underneath the surface? What secrets were people hiding, who would resort to murder to keep those secrets hidden and who was the unfortunate sole who had burnt their last sausage? Just like the traditional English Summer time, things are about to get very stormy! Can you work out who was responsible for the Summer Slaying or will you be the one who is Bumped off at the Barbeque!

## **HINTS & TIPS**

- Clues are everywhere, 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.
- Make plenty of notes or else you may forget what you heard at the beginning of the party.
- Everyone knows something but you may need to find ways of making them talk
- Anything goes, friendship, bribery, blackmail, threats, deceit and even violence (pretend violence only please!)
- 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 – BARBARA QUEUE**

[When asked by the host, please read out your character introduction below.](#)

Hello everyone, my name is Barbara Queue and I am 48 years old. I would like to thank you all for coming to my barbeque today and hope you all enjoy yourselves. If there is anything you need, please don't hesitate to ask. My home is your home.

## **BARBARA'S SECRETS**

The following is for your eyes only. Do not reveal it unless asked in the Question and Answer round.

Barbara is a well loved and highly respected lady in the local community. She often organises events to raise money for charities, she is on the local school PTA, helps out at the local church and loves hosting parties throughout the year. She met her best friend Holly through the PTA about 10 years ago.

Barbara is fairly wealthy and so doesn't have to work for a living. She was not always so lucky though. All of her money came from her late husband. Barbara had been happily married for several years when her husband died suddenly in what police believe to be a tragic accident. He was driving home one night when another car ran him off the road. The car was stolen and being driven by teenagers who were high on drinks and drugs. Barbara's husband's car came off the road, hit a tree and burst into flames, killing him instantly.

Although he died about three years ago, Barbara has only just come to terms with her loss. It was not only the money she gained from her late husband, she also gained a step son, Paul, who was from her late husband's first marriage. Paul is still very sensitive when it comes to talking about his father, although the tragic event did change him for the better. He used to be a teenager tearaway, always getting into trouble at school, but since his father's death he has become a new man. The relationship between Barbara and Paul has always been good and they bonded a lot in the months after their loved ones' death.

Paul has only recently moved out of Barbara's house to share a flat with his girlfriend, Sky Bluer, although Barbara has told him he is welcome back at any time. Barbara now lives alone, but she is never lonely and often has friends popping in for a visit. At 48, Barbara knows that she still has time to find a new man but doesn't want to local community or Paul to think she is betraying the memories of her late husband. As such, she has secretly been attending a speed dating club in a town a few miles away and has been on several dates with men she has met there. The only other man in her life is her friend Decker, but she only sees him as a friend, nothing more, despite that fact that he seems to like her.

Although Barbara may seem like a saint now, it was not always the case. When she was younger, she was wild and rebellious. In her twenties, she was addicted to drink, drugs and solvents and would often go out to wild parties every night of the week. Her parents disowned her and she spent several years in jail and rehab but nothing seemed to help until at 29, she became pregnant after a one night stand. Being pregnant suddenly made her realise how important life was and with a lot of help, she managed to kick her addictions. Unfortunately, after her baby girl was born, social services took the baby away as they thought was Barbara too unfit and unstable to look after her properly. Determined to prove them wrong, Barbara transformed her life and moved many miles away, leaving her past well and truly behind her. To this day, social services still refuse to give her any information surrounding her long lost baby.

Decker Chair knows about her missing daughter. Being a solicitor, Barbara came to him to prepare her latest Will in which she left everything to the daughter she never knew including money for a private investigator to track her down. The only one who knew fully about her past though was her late husband and that's the way she wants it to stay. Barbara is proud of what she has become and her image means everything to her. The last thing she wants is for the community to find out what she used to be like. Unfortunately, this hope is in danger after an unknown person started blackmailing her. Whoever it is knows a lot of details about her past and has threatened to expose her unless they receive a significant amount of money very soon. Barbara is terrified. She does not want to give into blackmail but at the same time, she does not want her life destroyed again. She does not know what to do and has no one left to turn to.

## **YOUR CHARACTERS PERSONALITY**

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

- Happy and bubbly lady who tries to make everyone feel at ease
- Wants to do her best to make the world a better place
- Avoids talking about her past but is completely trustworthy

You are a genuinely happy, sincere and trustworthy lady whose only fears are about the past. You will do anything to avoid those fears coming back to haunt you. If you are accused of murder, you will laugh it off.

## **YOUR COSTUME SUGGESTIONS –**

A bright, summery dress, sunglasses and smart shoes.

## **YOUR SECRET TASK**

As well as discovering the identity of the murderer, you all have a secret task to complete. These tasks are not compulsory and will not help identify the murderer but they will add a bit more fun to the party. You must not reveal your secret task to the other guests until the end of the night when asked to by the host. It is up to you how you go about completing the task but you should work to your character's personality.

Your Secret Task is – **Find out the other guests secrets and try to help them with their problems**

You need to find out as many secrets about the other guests as possible and try to help them with their problem. You are not allowed to tell their secret to anyone else or use it to blackmail them.

## CONVERSATION STARTERS –

When mingling at the beginning of the night, talk to various people and start up conversations based on the statements below. You **must** elaborate on the statements as you feel appropriate for your character. All conversation starters must be read in front of at least two other people. 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. You can repeat conversation starters any number of times that you wish, so once you have read out all of yours, you can still go and mingle with other guests. Mingling is about getting to know the other characters and finding out key information that you can use in later rounds.

1. Don't get me wrong, I like young Rose and I like spending time chatting with her, but she is obsessed with children. She is always asking me loads of questions about what it's like, why I never had any, how do I think I would have coped with children, what makes a good mother. You don't think that Rose is pregnant do you? If she is, I wonder who the father may be.
2. Decker may appear moody and unfriendly but he is a nice guy once you get to know him. He is always helping me out with odd jobs round the house and even helped me prepare my new Will. He used to be a successful solicitor you know so I have every confidence in his legal advice.
3. I have noticed recently that a lot of my CDs and DVDs have gone missing. I know I haven't misplaced them as I am always obsessed with putting things back in the right place. I suppose Paul may have borrowed them when he moved out, I just wish he had asked first. The funny thing is, I didn't think that he enjoyed the same films and music as me.
4. Walter was really angry the other day. I didn't hear much of what was going on, just a lot of shouting. I think he was on the phone to someone, talking about money. He really should try and relax. He isn't getting any younger and if he is not careful, he will end up having a heart attack before too long. After all, it was on the grounds of ill health that forced him to leave the army.
5. Sandy is only 23 you know. It does worry me that such a young girl could fall pregnant. I know that in this day and age there are plenty of girls younger than her having babies, but I don't think she realises how much it will change her life. She will be in her 40's by the time she gets her own life back and the child will probably end up disappearing off the face of the earth. What a shame!
6. Paul and Luke have become great friends over the last few years, I guess it helps that they are both going to the same University. They had a bit of an argument recently though and did not talk for several days. Paul wouldn't tell me all the details, all he would say was that Luke was jealous of the time he was spending with Sky and was trying to split them up. That doesn't really sound like Luke. What do you think?

## QUESTION AND ANSWER ROUNDS

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 sincere and happy lady, you do not go around demanding answers or being aggressive. You prefer the agony aunt approach and encourage people to tell you their problems in confidence. 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. It may be fun to throw in a few "red herring" questions to put others off the scent. When asked an appropriate question, guests **must** reveal any relevant 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 offer money or an exchange of information (be careful about betraying others trust). If someone asks you a question and you are forced to answer, you can similarly bribe them to keep the answer secret. So if Paul were to ask you if you had a daughter taken into care, you must tell him the truth but then you may try begging or bribing him so that he 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 must admit that you were all over the garden with Holly during the afternoon but stayed mostly in doors after about 7pm. You saw Sandy in the kitchen at about 7pm when she was getting a drink and took a drink out to Walter who was on the patio just before 9.30pm when you saw Holly again. You had a confrontation with Sonny by the patio just after 9.30pm. If you are **not** the murderer, you can admit seeing Paul in the main entrance hall at about 8pm.

# Character Relationships

