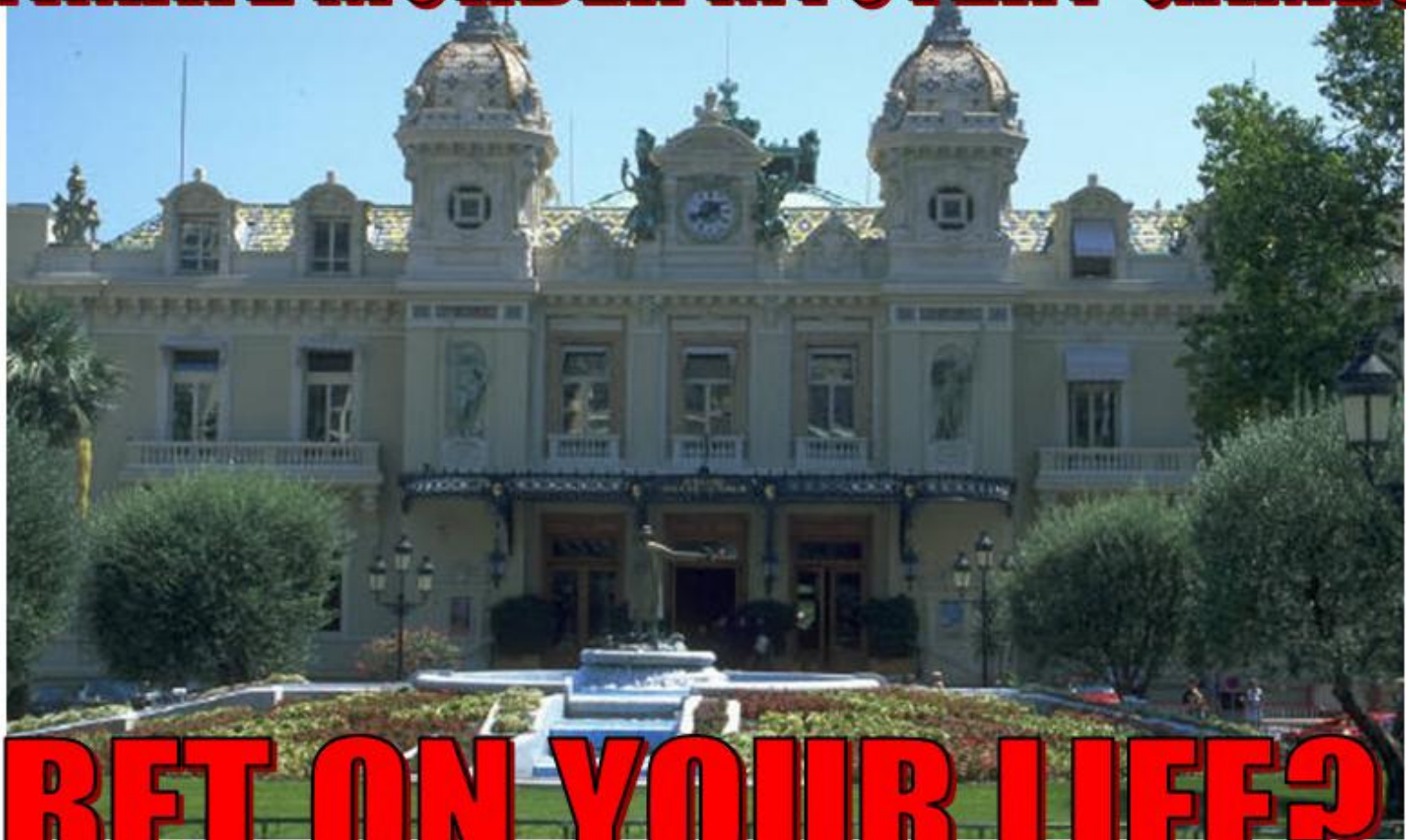


# ULTIMATE MURDER MYSTERY GAMES



# BET ON YOUR LIFE?



Distributed by [www.murdermysterys.co.uk](http://www.murdermysterys.co.uk)

**YOU ARE**



**Iva**

**Drink**

**The Bar Maid**

## **BET ON YOUR LIFE? – PLAYING THE GAME**

Welcome and thank you for choosing to take part in this murder mystery party. This murder mystery may be different from those you have played in the past, so this introduction will help explain the way the game will work. The game does not have much of a set script and so relies on how much you get involved, improvise and choose to play your character. Each character has a different personality so do not be embarrassed to act as your character, the more you do, the more fun you will have.

As you arrive, you will be given £2000 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 you 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 the "*Your Character Is -*" paragraph. 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 most people should hear your conversation starters at some point. It is up to other guests to involve themselves in your conversations and vice versa but 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.

At the hosts discretion, you will be called together and informed that a body has been found. You will be given details of who, when, where and how. It is then your job to work out who did it and why. Remember that there is a possibility it may have been suicide as well. To add a bit more fun to the night, you will also have a secret task to carry out, which is detailed later in this pack. These tasks are not essential to solving the murder but they will add extra fun to the party and the host may even decide to award a prize for the best performed secret task.

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 "Secrets" 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. Do not be afraid to get into arguments and start shouting during this time. Arguments can add more realism to the game. Remember though, 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 just the name of who they think the murderer is but not to give a reason. You can make false accusations at this point to throw others off the trail, especially if you are the murderer! Going from your characters personality, if you are accused, you may get angry, happy, sad, etc. You need to be careful as some characters 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 slips of paper 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 then reveal who the murderer is and give a confession to the guilty party to read out.

## **BET ON YOUR LIFE?**

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**

A wealthy businessman, Rex Gamble, was set to open his latest in a long line of Casinos, the "Southern Star" in a small, picturesque, coastal village. The night before the Southern Star opened to the public, Rex had invited along several wealthy gamblers, local VIPs and even the local newspaper to experience his brand new state of the art Casino. The night started well and Rex was all set to celebrate his latest triumph when suddenly, tragedy struck. A body had been found at the Southern Star and the police were on their way. The arrival of the famous detective inspector Sammer could mean only one thing, Murder! Who was destined to die that night, who was responsible and most importantly, why? One thing is certain, everyone has something to hide but can you and Detective Inspector Sammer find the killer before they strike again? Don't turn your back on anyone, you are now gambling with your lives!

### **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 - IVA DRINK**

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

Hello everyone, my name is Iva Drink and I am 30 years old and a barmaid here at the Southern Star Casino. I haven't worked here that long and although this is not my ideal job, I need the money right now. So if any of you gamblers out there hit the jackpot tonight, remember me please!

## IVA'S SECRETS

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

Iva has had a very troubled life. When she was a child, her parents severely neglected both her and her brother. Their parents were constantly drunk and preferred spending money on alcohol and cigarettes rather than even the basic essentials such as food and heating. Iva's older brother Benjamin was the only ray of sunshine in her life. When he was 13, he started part time work but his parents took his wages from him each week and beat him if he stood up to them. One day, shortly after his 16<sup>th</sup> Birthday, Iva heard Benjamin having a huge argument with their parents. The next morning, he had vanished and was never seen again. All Iva's parents would say was that he was gone for good and would never be coming back. Iva's parents always taunted her and insinuated that he was dead.

By the time she was 18, Iva was convinced her parents had killed her beloved brother so she took her revenge. One night while they were passed out drunk in their bed, Iva set fire to the house, making it look as though a lit cigarette was to blame. Her parents both died in the blaze, but Iva has always seen it as vengeance, not murder. All she has to remember her beloved brother is one half of a distinctive heart shaped pendant that he brought for her when they were younger. Her brother had the other half and when the two halves are combined, they form a whole heart. Iva knows that if her brother is still alive, they will recognise each other as soon as they see the two halves of the pendant.

Iva had been unemployed for some time but was luckily enough recently to get a job as bar maid at the Southern Star Casino. However, all is not well. Her new boss, Rex Gamble, has been harassing her and making lewd comments at every opportunity. He makes her wear short skirts and tight tops as part of her uniform and demands that she flirts with the male guests to distract them from their gambling. Rex has now started trying to touch her in inappropriate places. If this was not enough, one of the guests, Goalkeeper, has now started doing exactly the same to her. Rex knows all about it but he just laughs every time she complains.

She desperately wants to quit her job, but being a single mum, needs the money to support her young son. They are already being threatened with eviction from their flat due to being behind on the rent and their health is starting to suffer. Social services are seriously considering taking her son away from her.

Iva is a bit of a romantic and hopes that working in the casino will allow her to meet a rich man who will sweep her off her feet and get rid of all the troubles in her life. She has seen just that opportunity in the foreign stranger, Ben Igma and has started flirting with him at every opportunity. She is certain that he is the one who will save her and is will do anything to prove it. If nothing else, it may help to deter all the other men in the casino who are infatuated with her!

## YOUR CHARACTERS PERSONALITY

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

- Flirts with the male guests but not out of choice, she has been ordered to do this by Rex.
- Courteous to the female guests.
- Bit of a romantic and dream of meeting her knight in shining armour.
- A nice girl but finds it hard to trust anyone, especially the men
- Hates Rex and Goalkeeper for their lewd behaviour.

Although you are a nice girl, you do get annoyed by the rich guests who order you around at the casino like you are their servant. You control your temper as you need to keep your job at all costs. The only man you genuinely want to get close to is Ben Igma as you see the foreign stranger as your salvation.

## YOUR COSTUME SUGGESTIONS –

Short skirt, tight top, smart shoes, hair tied back, (quite a revealing outfit)

## YOUR SECRET TASK

As well as discovering the identity of the murderer, each guest has a secret task to try and complete throughout the night. These tasks are not compulsory but they will add a bit more fun and intrigue to the night. You must not reveal your secret task to the other guests until the end of the night. It is 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 to help support your child**

You can do this by any means you like, whether this is asking for tips, gambling, flirting with the rich men or making the punters feel sorry for you. You can also try stealing money but be careful that you don't get caught!

## **CONVERSATION STARTERS –**

When mingling at the beginning of the night, talk to various people in groups or on their own 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. Remember, mingling is about getting to know the other characters and their personalities and also finding out key information that you can use in later rounds.

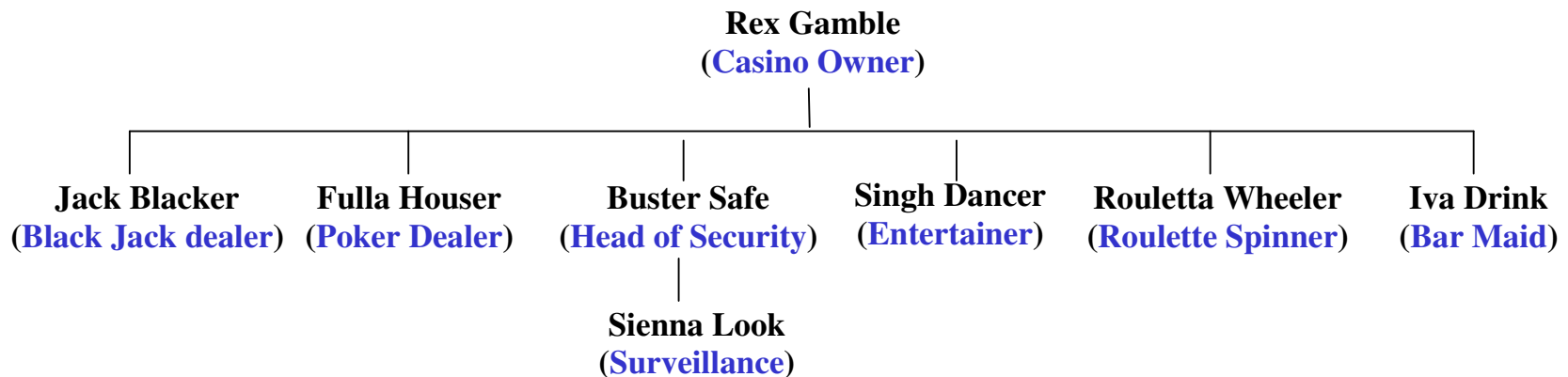
1. The company that supplies our drinks, Guzzlers Delight, have told me that they will soon be bankrupt if business continues as it is. I don't know what they are talking about to be honest, the amount Rex is buying from them, they should be making a fortune. Maybe I should ask Roulette, she used to work for them you know.
2. I only met Jack a few months ago but feel as though I have known him for years. He is always there for me when I am upset and feeling down and knows how to make me laugh. If only he was wealthy, he would be the perfect man for me! He is one of the sweetest guys I have ever known, in fact he is the only sweet guy I know, I wonder if he is gay?
3. Fulla needs to watch her back. Since the very first day she started, Sienna Look has had it in for her. I don't know why they don't get along but you can cut the tension with a knife when they are both in the same room. It wouldn't surprise me if Sienna tries to set her up and get her sacked. I wonder why she doesn't like her?
4. I am glad that I had the chance to meet Joan. We are like kindred spirits and it has been good to talk to someone who has been through the same thing as me and understands how I feel. The best advice I gave her, what goes around comes around and everyone gets justice whether in this life or the next. Don't you agree?
5. If I have to hear one more story about the England football team from that creep Goalkeeper I swear I will throw his drink over him! I don't care what jokes they tell in the changing rooms or who makes a fool of themselves on a night out, all I want is for him to keep his filthy hands off me and learn that no means no. Have you had any trouble with him?
6. I wish I was like Gail, all that money and power, no man would ever try to boss me around. I noticed that she was wearing a wedding ring. I can just picture her life now, a huge house, handsome husband, beautiful kids, servants waiting on her hand and foot, what I wouldn't give for a life like that. What's your idea of a perfect life?

## **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 nice young lady, you do not go around demanding answers or being aggressive. You control your temper, even if others do make 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. It may be fun to throw in a few "red herring" questions to put others off the scent. When asked an appropriate question, 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 or offer an exchange of information. You are capable of blackmail as a last resort. If someone asks you a question and you are forced to answer, you can similarly bribe them to keep the answer secret from other guests. So if Joan were to ask you if you are having problems with social services, 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 must admit that you were working at the bar on the casino floor for most of the night but did pop down to the changing rooms earlier on in the night for your break.

# Character Relationships

## Casino Employees



## Casino Guests

