

# ULTIMATE MURDER MYSTERY GAMES



# MURDER ON THE NILE

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

## **MURDER ON THE NILE – PLAYING THE GAME**

Welcome to what is sure to be a most memorable murder mystery party! This murder mystery game may be slightly different from those you have played in the past, so this introduction will help explain the way the game will work. Each character has a unique personality profile 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 a name tag and a notepad and pen (optional). You can get into character at this point but **do not** reveal anything from this character pack yet. Once everyone has arrived, the host will call each player 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!

As the game begins, the host will ask each player to introduce themselves to the rest of the group, using the "*Your Character Is -*" paragraph (see later in this pack). You will then mingle with each other whilst having a drink or 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 players. 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 also 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 and others may just not like you!

At the host's 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. 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. However, you do not have to reveal the entire answer straight away. You should make other players work hard to get the entire truth out of you after all you can guarantee they are doing the same thing to you! If you know the answer to a question from what **someone else** has told you, then it is your choice as to whether you want to reveal the answer to others or not. Depending on your characters personality, you may want to help certain players and hinder others or you may attempt to use the information to barter with or blackmail other players. Do not be afraid to be devious, cunning or to get into arguments. Conflict can and will add more realism and entertainment to the game (just no real violence please!). 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 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 of your prime suspect, or to divert attention from yourself if you are the murderer! Going from your characters personality, if you are accused, you may get angry, happy, sad, etc. You also 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 game 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.

# **MURDER ON THE NILE**

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**

They were a group like no other. Coming from all corners of the globe, they had a love of travel and their large bank balances were matched only by their fame, influence and egos. They had not met in many years, but all that was about to change. They had all received an invite from Molly Camper to attend a grand celebration at her luxurious Egyptian holiday home on the banks of the River Nile. The celebration was in honour of Molly's good friend Randy Alexander, a rich American Lawyer who had just turned 40. Despite the fact that most of the group did not know Randy, they were all keen to accept the invite and the chance to regale everyone with stories of their latest successes. As the sun set over the Egyptian landscape, the peace was shattered by a scream and the celebration descended into chaos. A body had been found in Molly's luxurious home! Had someone angered the ancient Egyptian Gods, had some evil curse befallen the unlucky victim or was it just cold blooded murder? Can you solve the mystery and bring the killer to justice before they strike again. Who knows, you might be next....

## **HINTS & TIPS**

- Clues are everywhere, do not overlook anything and take nothing for granted.
- Not all secrets will lead to the murderer's identity, but some secrets can be important for blackmail purposes or exchanging with other characters.
- 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 - RANDY ALEXANDER**



[When asked by the host, please stand up and read the following short introduction to your fellow guests.](#)

Hello everyone. Most of you do not know me, but my name is Randy Alexander and I am quite a wealthy American Lawyer. Despite just turning 40 years old, I still have a reputation as a ladies' man all around the world. As soon as they see the size of my cheque book, they fall into my arms! I would like to thank Molly for this wonderful celebration in one of my favourite countries in the world.

## **RANDY'S SECRETS!!**

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

Randy is a rich and powerful American Lawyer and it is the only life he has ever known. His father was also a partner in a very large law firm and growing up, Randy never wanted for anything. He was sent to the finest schools, given the most fashionable clothes and the latest toys and gadgets. Throughout his teenage years he learned that he only had to say "I want" and it would appear. He quickly found out that despite not being the most attractive man around, he could have his pick of any woman he wanted as they all seemed to be drawn to him like a moth to a flame. Deep down he knew they only wanted to share in his money, power and influence, but he liked to fantasise that he was a real Casanova.

As an adult, Randy quickly grew tired of all the women throwing themselves at his feet. If there was one thing that Randy loved, it was a challenge. He set himself the mission of only seducing women who were strong willed and powerful. He knew that he would have to use all his charm and persuasiveness to get these women into bed with him, but after a while, even this wasn't enough for his ego. He wanted to feel power over these strong willed women so rather than have a one night fling with them, he decided to have a short term relationship and break them of their will. He loved that feeling of turning a feisty female into an obedient servant and just when they were prepared to do whatever he wanted, he would drop them and move onto the next one. Randy has never had any romantic feelings for any of the women he has been with. He just considers them an asset to be used and exploited.

Randy believes that as the man with the most money and the most power, he is in charge of any situation. No matter what discussion is being held, what debate is taking place or what opinions are being passed around, he always has to make it clear that his opinions and ideas are better than everyone else's. Very few people stand up to him for Randy is not just powerful in the political sense. He is also quite strong and has studied the fighting techniques of several cultures. Most people who stand up to him earn a long stay in hospital. Luckily for Robert Writer, Randy was able to exercise some control tonight.

Randy's latest desire is Anna Paris, Molly's young friend. He tried charming her from the moment they met and continued his normal routine of compliments and giving her small gifts of jewellery. Anna clearly wasn't interested and when Randy started to try and increase his advances, Anna took cover behind Robert Writer. Robert was quite rude to Randy, telling him to leave Anna alone and not bother her again. Not wanting to make a scene in public before dinner, Randy let the incident go, but he is not one to forget. Later, Randy cornered Robert alone in the first floor hallway and swung his fist at Robert's face. Robert went down with one blow and Randy just carried on down to dinner, leaving Robert to cower in the bathroom trying to stem the blood flowing from his nose and mouth.

Randy isn't worried about any law suits or criminal actions. He knows that money can solve anything and all he will need to do is apologise and throw some cash at Robert and all will be forgotten. Meanwhile, with Robert no longer a threat, he can turn his attentions back to Anna and the other women at the dinner party.

Just in case he ever gets out of his depth with people, Randy always carries a gun with him. Molly forbade him to have the gun on him in the house so he left it in its case in his bedroom, just in case he needed it.

## **YOUR CHARACTERS PERSONALITY**

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

- Rich and powerful and likes to let everyone know it
- Likes to get his own way all the time and to appear as the leader of a group
- Expects the very best in any situation – will complain about the slightest issue
- Loves the ladies and is always flirting but then treats them as possessions rather than people
- Has centred most of his attentions on Anna this evening

When things are going your way, you can be very entertaining and amusing. You have a big ego and are very arrogant and selfish, only worrying about yourself. If things don't go your way, you become very aggressive and are normally at the centre of any conflict or argument. You cannot be trusted at all!

## **YOUR COSTUME SUGESTIONS**

You should be wearing something that screams wealth, money and power. An expensive looking suit, polished black shoes and a briefcase would go down well.

## **YOUR SECRET TASK**

As well as discovering the murderer, each guest has a secret task to complete. These tasks are not compulsory but they will add fun and intrigue to the game.

**Your Secret Task is – Encourage one of the married ladies to have an affair with you**

As you love the thrill of seducing women who are hard to obtain, you should aim to encourage one of the married ladies (Molly or Valerie) to have an affair with you. You can use any method you like to do this.

## **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.

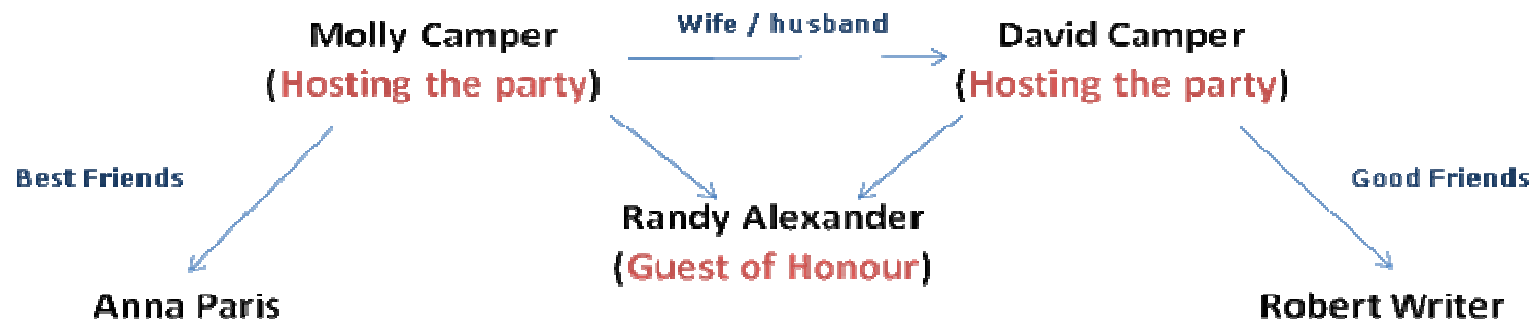
1. I wouldn't be surprised if divorce was on the cards for Molly and David in the next few years. You see, they are never together anymore. David goes off camping in the country a lot of the time whilst Molly travels to the world's biggest cities with Anna. Although they both love to travel, they rarely do it together and are sometimes apart for two or three weeks each month. You cannot call that a marriage. Molly would be much better off with someone like me!
2. Although Claus is not much of a talker, he knows nearly as much about the world as I do. He is quite wealthy from what I know and loves to travel. He has been to every continent on the planet and has a plan to visit every country in the world within the next few years. He has told me before that his favourite country so far is Egypt. He was over awed by the pyramids. Must be why he jumped at the chance to come here tonight! What's your favourite country?
3. There is something familiar about Anna, but I just cannot work out where I have seen her face before? Is she famous for anything as I am sure I have seen her in a magazine or paper or on television somewhere? Maybe it was when I was travelling in France all those years ago. Well, one thing I am certain of, she is a little beauty and would look great on my arm, don't you agree?
4. I must say that Simon is impressive for a man of his age. I checked him out on the Internet earlier and did you know that he has several web sites dedicated to him? He seems to be some sort of idol to science fiction fans and has his own cult following. The site was filled with discussion boards about where he got his ideas from. Some of the suggestions were truly ridiculous!
5. I am normally a good judge of a woman's character. I can usually tell if they like playing hard to get, if they will be a challenge or an easy victory, but there is something different about Mermayda. I just don't get any signals from her what so ever. It's very odd I have never met a woman like her before. I love a challenge, but I sense Mermayda would be an impossible fish to catch! What do you think is different about her?
6. Did you hear what Valerie used to do back in her teenage years before meeting Simon? Apparently she used to go for nights out in the most outrageous outfits and sometimes didn't even wear any underwear! If you ask me, it sounds like she used to throw herself at men and that's just plain desperate. Men like me, love the thrill of the chase, we don't want women just giving it to us on a plate, where's the fun in that?

## **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 man who is used to getting everything he wants, you should act in that way when asking questions. You don't care how you come across or who you upset, with the exception of Molly of course. You should 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 information that appears in their characters "secrets" paragraph. However, you do not need to give the answer straight out. Depending on who is asking, you may want to try being evasive, misleading or only half reveal the truth. It is up to your interrogator to press you for more important details. You should make others work hard for any important information after all you can guarantee that they are doing the same to you! If you know the answer to a question from what someone else has told you, it is **your choice** as to whether you reveal it or not. You should base your decision on who the person is, how well you get on with them and if they might have something you need in exchange. 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 and make it difficult for 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 after being called to dinner, you can admit you used the back stairs to go straight to the first floor where you ran into Robert where you and he had an argument and small scuffle over Anna. You also saw Anna along the far end of the corridor. You left them both on the first floor and continued down to the dining room by the back stairs where Molly was waiting to greet guests (If any of the above mentioned characters were murdered then you did not see them!)

# Character Relationships



Valerie Fiction -- "Wife / husband" --> Simon Fiction

Cecil Bellows -- "Good Friends" --> Bernard Haggis

Mermayda Swimmer -- "Good Friends" --> Claus Santos