

ULTIMATE MURDER MYSTERY GAMES



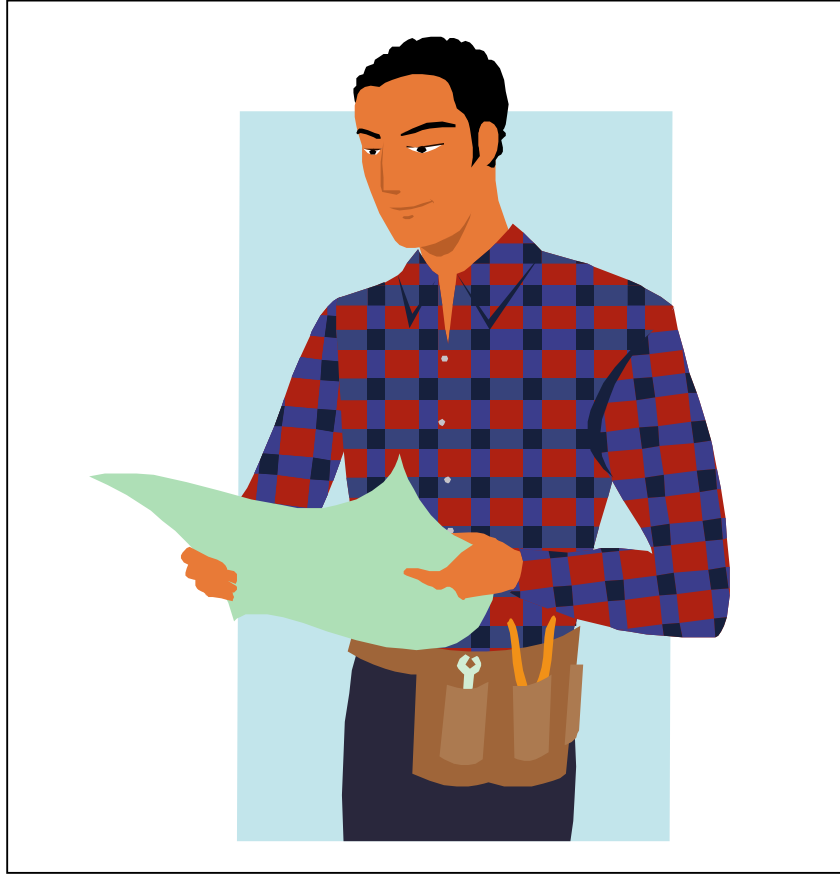
CRISIS AT THE COLLEGE



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YOU ARE



Simon

Makers

The Design and Construction Teacher

CRISIS AT THE COLLEGE – 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 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 reveal the real killer! The host will then give a confession to the murderer to read out.

CRISIS AT THE COLLEGE

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.

It was a night of celebration at Cooltown College. The college year was almost over and the Headmaster, Theobald Teachalot, had allowed a group of senior honour students to throw an impromptu party at the college to celebrate their impending success. Several Professors and the headmaster had stayed to supervise the party and to keep an eye on other students who were finishing last minute projects in various classrooms around the school. The school caretaker was also working on the grounds that night. The party goers seemed to be having a fantastic time, especially when the party ended up spilling out into the school hall and into the recreational area. As the evening started drawing to a close though, tragedy struck and a body was found in the college grounds. Which party goer was it, why did they die and more importantly who was responsible? The police were immediately called and everyone was held at the college, pending an investigation. While the police were going about their business, everyone 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 and who would resort to murder to keep those secrets hidden? All will be revealed in "Crisis at the college".

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 to much of your 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 - [SIMON MAKERS](#)

CHARACTER INTRODUCTION

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

Hello. For those who don't know me, I am Simon Makers and I teach the Design and Construction class. I hope you lot behave better than those that I have to put up with in my class, I tell you, they are the worst kids going. There isn't a lesson goes by without me having to throw at least one of them out. Still, I love designing and making things and I hope that one day a student will come along that shares my enthusiasm. The only one who has so far come close is Tony over there. I also have the unpleasant task of having young Lucy Lighter in my class, when she can be bothered to turn up.

SIMON'S SECRETS

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

Although he is extremely clever when it comes to designing and building things, Simon is not very good in communicating. He has a lot of trouble keeping control over his class and often resorts to shouting and throwing people out. Simon is renowned for his bad temper and blames a lot of the problems in the classroom on the fact that teachers are no longer allowed to cane students.

Lucy Lighter, a student in his class, appears to have a vendetta against him. Although she does not get along with any teacher, she causes him more problems than any other.

Some students have nicknamed him "Hoppy", as he has a limp in his right leg from when he broke it in a sporting accident when he was younger. Simon hates this nickname and will shout at anyone who calls him by it

Simon was once suspended after allegations that he pulled a student close to an electric saw and cut their tie in half and then threw a large stapler at them as they tried to leave the class. There were no witnesses so the case was dropped and the student moved to a different school. Simon was glad for the support of the headmaster who was able to dig some dirt on the student to discredit them.

Simon's proudest moment was when one of his designs for an environmentally friendly car engine was shown on the national news, however while he was negotiating with a manufacturer, someone stole his design. The manufacturer pulled out of talks with Simon and since then, an unnamed person in the Research and Development industry has made millions from his design. He has vowed that if he ever found out who the thief was, he would kill them.

Simon has been off work sick recently after being diagnosed with epilepsy but the only one who knows so far is Theobald. Simon knows that the epilepsy may cost him his job as he will not be allowed to work and supervise students around dangerous equipment in case he has a fit.

Simon overheard Theobald talking to himself earlier tonight. He seemed very happy and was muttering something about finally being able to get revenge on Carl Turner and getting rid of him once and for all. Simon was not aware of any issues between Carl and Theobald but wonders whether he should warn Carl.

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.

- Gets on alright with the teachers but tends to look down on the students
- Has a rather bad temper and it doesn't take much for him to raise his voice
- If someone calls him Hoppy, he will get extremely angry, especially if it is Lucy.
- Loves telling people all about how things work and how they are built
- Is very friendly with the headmaster.

The only student you get on with is Tony Drayton. You despise the others, especially Lucy Lighter as they all make fun of your limp. You should be rude to everyone and turn aggressive if anyone challenges you. If anyone accuses you of murder, you bear a grudge with them for the rest of the night unless they apologise or can tell you anything about who stole your new car engine designs – which is the only thing you really care about! The only person you are truly friendly with is the headmaster as he supported you when you were suspended over the student attack allegations.

YOUR COSTUME SUGGESTIONS –

Dusty, dirty and paint splattered overalls, looking like you have just come out of the workshop. Old shoes are also appropriate. You may want a few tools in your pocket as well.

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 and will not help lead to the identity of the murderer 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 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 – **Try and turn everyone against each other and cause others to argue, without lying to anyone**

When mingling, you must try and turn everyone against each other as making people miserable makes you happy. You must not outright lie though and must not say anything that contradicts any of your statements. You may try saying things such as "That's not what said" or "I heard a nasty rumour about you from..." or "I cannot repeat what ... said about you"

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.

- I know that Tony is not going to do his ideal job when he leaves college. He really wanted to get into research and development but despite having several contacts in the R&D field, all he has been able to find so far is a job as a car designer. I have told him to give it time. Someone with his talent for designing and knowledge of machinery will easily be able to get an R&D job after a more few years.
- It made me laugh tonight what Theobold said. Do you remember, he said “as we are on social terms tonight, I thought I would tell you a bit about myself”. In all the years I have worked here, I have never heard him talk about himself before. He either leads a very boring life or has a lot of skeletons in his closet. What do you think?
- I am fed up with checking on Lucy tonight. I know Theobold said that I should be in there with her in case she hurts herself, but every time I go in there, she hurls an abusive insult at me, so I think I will stay out of there for now. I sometimes wonder about that girl’s sanity and state of mind.
- Suzy is a diabetic so needs to be careful with what she eats. I see her quite often during the lunch break testing her blood sugar or injecting herself with insulin. Most people would get embarrassed and not want to do that in public, but Suzy doesn’t mind. I guess it’s the way she was brought up. It’s a pity we don’t have more Suzy’s at the College.
- Theobold looked quite happy with himself earlier in the night. Maybe it was just the fun of the party but he was smiling and whistling when I saw him walking back to his office. I asked him what had put him in such a good mood and he simply said that he had finally been given the opportunity to get revenge. He did mention a name, but I cannot remember it at the moment. I will give it some thought. Who do you think he meant?
- Tony confided in me recently that he has started seeing someone. It came as quite a shock to me as I thought that Tony didn’t even have a lot of friends, let alone girlfriends. He didn’t tell me her name as it was someone who went to college here. He was in a dilemma as he felt that she wasn’t really letting him close to her and he thought she may have only been using him. I told Tony that if he cared about this girl, he would sit down and ask her what was going on.

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 short tempered teacher, you are always a bit confrontational and demanding when trying to get information out of people. You also go around bullying and threatening people if it is needed. You don’t care about offending others, except for Theobold that is. It doesn’t take a lot for you to get angry, especially where Lucy is concerned. You may want to be careful how you word your questions as some other guests may not like being questioned over a murder! You may want to word questions in a way such as, “Tell me more about ...” or “What was the reason for ...” or “Who else would have known ...”. 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, threats and even violence (pretend violence only please!) as a very last resort. If someone asks you a question and you are forced to answer, you can similarly bribe or blackmail other guests to keep the answer secret. So if Camilla asks you if you really did attack a pupil, you must tell her the truth but then you may try bribing her so that she doesn’t tell the 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 at the party but kept popping to the D&C building about every 20 minutes until 10pm to keep an eye on Lucy who was doing her project work. After that, you became tired of the constant abuse from Lucy and stayed at the party. You saw Lucy come back to the party at 10.30pm. If you are **not** the murderer, you can say that you ran into Lucy in the D&C room again at about 11pm.

COLLEGE RELATIONSHIPS

