

# SAMPLE

## *Host Guide*

Welcome to the political party! Someone is about to be murdered. You need to find out who did it and why.

### PREP FOR THE GAME:

#### STEP 1: PRINT THE FOLLOWING:

- Host Guide (1 copy)- This document you are reading
- Game Rules (1 copy)- Give this to the player playing Devon Drummer.
- Suspect Lists (1 per player)
- Accusation Cards (1 per player)

#### STEP 2: ASSIGN ROLES

*Hot Tip #1: you can write in who you assign here to help keep track*

1. Devon Drummer (M/F)- Office Manager, in a band (22)
  2. River Kennedy (M/F) - Team Leader, Environmentalist (20)
  3. Alex Stanton (M/F) - Team Leader, Feminist (21)
  4. Sissy Brawn (F) - Volunteer, Energy Healer (67)
  5. Becki Rose (F) - Volunteer, Shy (38)
  6. Romeo Garnett (M) Volunteer, A Romantic (65)
  7. Eleanor Benedict (F) Visitor, High Level Donor (70)
  8. Red Penn (M/F) Visitor, Scrappy reporter (26)
- Additional Characters if needed for more guests:
9. MacKenzie "Kenzie" MacArthur (F) Volunteer, Horse Hand (22)
  10. Candidate Best (F) Candidate, Politician (45)

#### STEP 3: EMAIL PERSONAL FILES TO EACH CHARACTER.

#### STEP 4: READ THRU THE INTRO AND THE KICK OFF TO ROUND 1 BEFORE YOU GET STARTED.

#### AGENDA OUTLINE

- You email out Personal Files [5 min]
- You introduce the game and the scene [3 min]
- Devon introduces the Rules [2 min]
- Character Introductions [5 min]
- Kick off Round 1 [2 min]
- Round 1 Investigation [15-20 min]
- Round 2 Investigation [15-20 min]
- People fill out Accusation Cards [5 min]
- You read the Accusation Cards, the actual solution, and announce winners. [5 min]

#### KEY THINGS YOU HAVE TO MAKE HAPPEN:

- Make sure people don't read each other's Personal Files and make sure they don't read info/clues for later rounds.
- In Round 2, there are puzzles and clues that are revealed throughout the round. In your Host Packet, you have the puzzle answers and the clues that are revealed once the puzzle is solved, so people should come to you when they think they have the solution. If they solve it, your Host Packet will tell you what to give them/tell them.
- Once people solve Puzzle 2, pause the game and tell everyone the police are coming and that they have 5 minutes to fill out their accusation cards.

## RULES AND HOW THE GAME WILL BE PLAYED

[HOST SHOULD READ ALOUD AND HAVE SOMEONE HAND OUT SUSPECT LISTS WHILE THE HOST DOES THE INTRODUCTION]

Welcome to the political party! Someone is about to be murdered. You need to find out who did it and why.

You each should've gotten an email with your own Personal File about your character. We'll walk thru these in a bit, but for now, do not open your Round 2 Personal File until I tell you.

### **Here is how this investigation will work:**

- First, I'll introduce the scene
- Next, you'll get an introduction to the characters and the rules
- After that, the game really starts:
  - Investigation Round 1:
    - We want to figure out who the killer is and why they did it. Everyone knows different things, so talking to each other will help you figure it out.
    - You will each have a list of things you need to do and secrets that only you know. You'll want to work together and ask lots of questions to try to figure out the possible motive of all the suspects.
  - At the end of Round 1, I'll make an announcement that Round 2 is starting. At that point, you can read your round 2 personal file. Round 2 involves more puzzles. I'd recommend working together to try to solve them.
- When we are nearing the end of Round 2, I'll give a 5-minute warning. You'll each write down your best guess of who committed the crime and why.
- You'll turn them in. I'll read all the guesses aloud, reveal the actual story, and then announce the prize winners.

### **Other things to know:**

- Throughout the game, help yourself to food and drinks.
- If you are the murderer, it would say so in your Round 1 Personal File.
- There will be prizes given at the end:
  - Best actor
  - MVP
  - Whoever figures out the murderer will be named "Greatest Sleuth in All the Land". But, since you are working together, it is likely that more than one person will get the right answer, in which case, whoever has the best description of HOW it happened will be named that.
- You have a Suspect List to use to take notes.

Any Questions?

INTRO TO THE SCENE:

Its Tuesday - one week before election day. We are in the main campaign office for Candidate Best. Candidate Bests staff are under slept but the pumping adrenaline of campaign life is keeping them awake.

Devon Drummer, the office manager, walks into the office first. He turns on the coffee pot and fires up the computers. He was out late last night and he needs that coffee to cut thru the morning haze. ...

[PURCHASE "MURDER ON THE CAMPAIGN TRAIL" TO SEE THE REST OF THIS STORY]

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**KICK OFF ROUND 1 [Host]**

AFTER ALL THE PLAYERS INTRODUCE THEMSELVES:

Now that we've introduced everyone, I want you to take a closer look at your Personal File.

You each should've gotten an email with your own Personal File about your character. You'll also note that your Personal File has multiple rounds. Do not open your Round 2 Personal File until I tell you. You'll need to keep your personal file to yourself. Don't read anyone else's and don't let anyone else read yours.

**Each file contains 3 sections:**

- **Your secrets** - Try not to let anyone else know these details. They might make you look guilty. If they ask you a direct question about them you'll have to answer it, but try not to let this info out.
- **Things you know** - These are generally things you know about other people. You can share this info with other people in the room or keep it to yourself. You should use this section most often when answering questions and figuring out motives.
- **Things you need to do** - As the name implies, these are things you need to do. This is the list of things you absolutely have to do in the round, but know that you won't solve the mystery if you just do those things. You should ask more questions, talk to other people, follow up on your hunches. This is no time to be sitting around, you'll need to be up and moving around in order to investigate everyone.

**Here are the rules you need to know for Round 1:**

- **Don't make up information about other people.**
- **Don't lie about your secrets.** If someone asks a direct question, answer it. But, remember that you don't have to give up all the specifics unless they ask. You can answer the question with just the details that answer their specific question. For example, if someone asks if you drove yourself to the office today, you can say that yes, you drove yourself to the office. You don't have to include that you drove yourself in with the victim's car instead of your own
- **Do ALL of the things in the "Things you need to do" section**
- Otherwise, ask and answer questions however you like as long as it doesn't contradict with the info on your personal file. You can say you don't know, or make up an answer based on what you think your character would say. Just follow the rules above.

We are about to start round 1. When Round 1 is over (about 30 min), I'll make an announcement that round 2 is starting. That means that we are done with the 1<sup>st</sup> half of the investigation. It also means that some people will get more information added to their Personal Files.

DO NOT open information marked as Round 2 until after I announce round 2 has started. Round 2 will last about 15 minutes. There will be puzzles to solve and opportunities to work together.

When we get to the last 5 minutes of Round 2, we'll need to call the police - regardless of whether or not we have solved the crime.

I'll make an announcement and at that point, you'll write down your accusations. That is your best guess for who the murderer is and why they did it. Reminder, there will be prizes awarded

at the end and in order to win you need to not only know who did it, but also why and how.

Ok – let’s start round 1. I’ll make an announcement when Round 2 is starting. Until then, I suggest we try to figure out who had the motive to kill poor Linda MacArthur. Everyone knows different things, talking to each other will help. Remember, that you don’t want people to accuse you, so hold some stuff to yourself, but you will need each other’s help to solve the murder. So, ask questions, eavesdrop, try to eliminate people based on alibis and lacks of motive. If you are sitting, you probably aren’t doing enough investigating.

## WRAP UP ROUND 1 [HOST]

Let Round 1 go on for about 30 min. Once you are fairly confident that everyone has done the things in the “things to do” section of their Personal Files, announce that Round 1 has ended.

*HOT TIP: At this point people should be starting to come up with some theories, but if people seem to be totally lost with no ideas, you could take 3 min to have people pair up and compare some notes before starting Round 2.*

When you are ready to start round 2, announce the following:

Round 1 has come to an end. Round 2 is starting. We are getting closer and closer to when we will need to call the police. People will get more information and/or clues in this round. You should open your Round 2 Personal File now.

You should feel free to continue doing what you did in round 1 - continue asking questions and investigating. Some people have new info, so it may make sense to go back to people you’ve already talked to or to go back to clues that you’ve already looked at. If you hear people talking about something you don’t know about, you may want to go find out what they are talking about.

There are also more puzzles in this round. I’d recommend that you work together to figure them out. You’ll need help.

If you think you have the solution to the puzzle, let me know. If you are correct, I’ll give you the resulting clue.

Like I said earlier, I’ll also let you know when we are five minutes out from when we need to call the police. At that point, I’ll ask all of you to write down your best guesses of who the murderer is and WHY they did it. If more than one person figures out who did it, the person with the best explanation for why will win the game.

**IF YOU PURCHASE THE GAME, YOU’LL FIND ADDITIONAL PARTS TO THIS GUIDE: PUZZLES, THE FINAL ANSWER TO THE MYSTERY, AND INFO ON HOW TO WRAP UP THE GAME, ETC.**