
character. Specific suggestions for music and menus are included in this manual in the instructions for each scenario and in the Appendix.

Other Background Considerations

Look around your “set” when you start planning your party, and imagine how you would decorate it if it were the set of an actual play. Think about decorations, wall posters, party favors, even furniture — the possibilities are many and you’ll probably think of interesting ways you play. If your guests agree to wear costumes, help them choose the most appropriate clothing. Select things that will help make whatever scenario you are playing seem more real. More tips and specific suggestions will be given throughout the manual. But there’s one that can’t be repeated too often: Use your imagination.

Tips For A Successful Murder Party

1) Like a stage play, a murder party is a microcosm, with its own set of facts and personalities. The players must learn how to use information throughout the game, so it is important that everybody tell the truth as it is revealed in the clue booklet. The clue booklets contain two kinds of information: facts that must be revealed before progressing to the next round, and facts that should not be revealed unless absolutely unavoidable. All the information that the guests are instructed to bring out each round must be revealed, or the logical progression of the investigation might be altered. On the other hand, players should avoid revealing the second kind of information, but they must do so if confronted directly. That’s not to say a player shouldn’t be evasive or difficult — that’s part of the game, too. Thus a player may try deflecting the question by pointing the finger at another player, for example, or by giving evasive and circumlocutory answers.

2) Stay within character. If you are playing the role of the shy mistress, don’t start pulling at one of the other detective if you think they are being evasive.



3) *Keep the party moving.* That's your responsibility, as the host. At the beginning of the first round, start the ball rolling by being the first to offer clues to the other players. And if the discussion lags after the players have revealed their clues, make sure everyone is lauded talking and call for the next round of clues to be read. But be careful you don't make any concessions that would reveal vital information. In addition, try to make the transition from one round to the next as "seamless" as possible, so that you don't step out of the character you are playing in the game and step into your role as host of the party. Use some pretext from within the fantasy to end the round and start the next. For example, you might announce that "we seem to have beaten this issue to death, so let's go on to something else," as you unconsciously turn the page of your clue book.

4) *Pacing the party.* Because the game takes four rounds that could each last a half-hour, try playing two rounds before dinner, having a break for the meal, and two rounds after. Or you can keep playing through dinner, if it's not too messy. The solution can be revealed over dessert, or after all the dishes are cleared.

5) *Use your imagination.* You can do variety of things in hotel rooms and enjoyment to your party. You will find more clues and suggestions in the sections dealing with the specific scenarios, which are covered in detail later but here's a few that are good for either scenario. You can place the killer in handcuffs after he or she is trapped; you can read the criminal his or her rights; you can arrange for a blind, dressed as a police officer to come to the door and lead the murderer away.

6) *Choosing your scenario.* If you are about to host your first murder party, we suggest you play *The Big Kill* rather than *Thriller*. This is because *The Big Kill* requires fewer (and simpler) props and preparation, and is the ideal training ground for the complete murder party host.



Dealing with Latecomers or No-shows

Hopefully, everyone will follow him or her instructions and arrive on time. You can't stress this enough, because all characters are vital and the party will probably take a few hours to unfold, a latecomer can really put a wrinkle in the evening.

But if someone does come late or doesn't show up, don't do anything rash. There are alternatives to killing them; remember, this is a murder mystery game. And you have your punchball guests to think about. You can certainly start serving the hors d'oeuvre, or another round of drinks, while you're waiting.

If you find out early enough that someone isn't coming, you can invite someone else to play the role or, failing that, you can tell the computer to print a new game for fewer players, if you have enough time before the guests arrive. See the instructions for the specific scenarios for printing out a new game. But if circumstances are such that you can do neither of these things, you can read the roles part so that the game can proceed.

Unexpected Guests

If unexpected guests drop by, don't feel that you have to turn them away for fear that they will disrupt your production. Any theatrical production always goes better with an audience, and murder parties are no exception. Invite your unexpected guests to participate in the proceedings by asking questions and probing the participants. Whatever you do, don't make them feel that they are intruding, or the participants will feel uncomfortable, which would in turn affect the general level of enjoyment.



Chapter Three: Using The Software

A. Playing The Big Kill

OK, so you've decided on your guest list, and you've called the guests and made sure they can all attend. And if you're reading this section, it means you are thinking about playing **The Big Kill**. The following instructions contain all the information you need to familiarize yourself with the scenario and to print out the materials you will need for the game.

Select **Meet About The Big Kill** from the opening screen, using your keyboard's cursor keys to move the highlight bar. Select any highlighted option by pressing **Return**.

The Scenario After all these years, a reunion. Together you and this group have been through it all: from the first same steps of college through the birth of the mob war movement and the founding of the Woodstock nation, there's never been a group of people who were closer.

Now, you're all gone out into the big, cold world, but that warmth has never faded. Especially the warmth you've all felt for Jeremy Summers, who went on to become the greatest film star Hollywood has ever seen. Now Jeremy has committed suicide. You've decided to make everyone over after the funeral, for a chance to reunite, and to try and figure out why Jeremy killed himself. You'll discover, also, that your old friend didn't commit suicide. He was murdered.

Figure 1 shows a diagram of the Theatre Royale, the scene of the crime.

You can choose from **Read The Invitation**, **Learn More About The Guests**, and **Create A Party, Or Talk One**. If this is your first murder party, it is a good idea to familiarize yourself with the game materials. Read the invitations and about the guests. Remember that the guest information can help you choose who to invite.



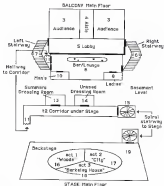


Figure 1



When you select **More About The Guests**, you will see the following screen (see Figure 2):

THE BIG KILL: About the Guests

To play **MURDER PARTY**, you'll need at least six people (yourself included):

Three female and two male players, and one more player of either sex. To find out more about each role, select from the following:

ALEXIS	TIM
MAY	ALLAN
LAURIE	JACKIE (Male or Female)

You can assign one or two additional roles. One may be played by either a male or a female guest.

TOM	TEDDY (Male or Female)
-----	------------------------

Figure 2

You can find out more about each role by moving the highlight (with the cursor key) to that name and pressing **Return**. Figure 3 shows a sample information screen for Tim, one of the characters in the game.

Tim: Up Close and Personal

Tim has travelled the world in search of "experience," gathering material for the novel he's always promised to write. Even when he was living in that tiny attic bedroom in Berkeley, Tim spoke of "a great novel, a truly American novel, one that will shake this country to its very foundations. His working title



"Monkeys Granola"

Tom has always thought of Jeremy as more than a friend. Indeed, Jeremy has become, over the years, practically Tom's ideal: a living symbol of artistic integrity in a world measured by greed and relentless consumerism. He intends to dedicate his novel, "Monkeys Granola" to Jeremy, with these words:

To Jeremy Sumner
We are less than gods, but more
than human.

As soon as he heard the news, Tom dropped what he was doing to be near his old friend. Always the intense, isolated artist, Tom is completely devastated.

Figure 3

Information screens like this one can make it easier to select your guests. Remember that the better each role is played, the more interesting the murder will be to solve. See Chapter Two for more suggestions on selecting your guests.

Preparing the Materials

As we have already seen, you need six to eight people to play a murder party. You can have three female roles and three male roles in the six-player game (five guests plus yourself). If you wish, you can add one or two additional roles of optional gender, for a maximum of eight players.

As soon as you are ready to create your murder party, select **Create A Party, On Edit One**. If you are creating a party for the first time, you will be asked to insert a data disk in the drive, then your reference card for details on creating a



disk disk). You can insert a disk disk into the current drive (after removing the program disk), or into your second drive if you have one. As with any other screen, highlight your chosen option by using your cursor keys and press Return.

This brings you to a new screen, giving you the following options:

Create A New Party
Use A Previously Created Party
Eliminate One Of The Parties
Change The Name Of A Party

If you are creating a party for the first time, your only real option is the first one: **Create A New Party**. Highlight that option and press Return. You will be asked to name your party, so that you can refer to it later if you need to make any changes or to print additional materials. Type in a name (how about "A Killer Party"?), and press Return to bring you to the next screen (see Figure 4).

THE BIG KILL: A Killer Party

So far, you've invited. No one

First,	Set Date, Time, And Place
Then,	Cast Roles For Your Party
Or,	Clear A Role Already Cast
Or,	Select Someone To Host
Finally,	Print Your Member Party

There's no one set to host this party.

Figure 4

All you have to do is highlight each option using the cursor keys, as before; press Return to select the highlighted option, and then fill in the necessary information. For example, when you select the first option ("Set Date, Time, And Place"), you will be required to provide the particulars about the party



Likewise, when you select the second option, you will be required to fill in all the necessary information about your guests. Incidentally, you should fill in all the information requested — you never know what little tidbit of information will expose a killer, and the computer uses everything when it designs the clues. After you've finished an entry, press Return to move to the next one. When you have finished describing all your characters, select Print Your Murder Party to start printing the game materials. If you've missed anything, the computer will let you know.

Printing the Materials

As before, just follow the onscreen instructions. To have a murder party, you'll have to print the **HOST MATERIALS**, the **INVITATIONS**, the **ENVELOPES** (optional) and the **CLUE BOOKLETS**. Of course, you'll need the **INVITATIONS** and **ENVELOPES** right away, because you should give your guests ample time to get ready and to be sure they can make it. The **HOST MATERIALS** contain important materials you will need to use during the party. You should also read the section entitled Host Instructions in the manual for information on what you should say and do on the night of the party.

Although you will need to give the invitations as soon as you decide on your guest list, you don't have to print the clue booklets right away; in fact, it's better to save them until the last minute. That will make it easier to change the game in case someone can't make it, and should help you avoid the temptation to sneak a peek at the evidence or solution in advance.

Depending on the number of guests at your party, each person will receive between 8-12 pages of materials. If you are printing for the first time, you will need to select the **PRINTER-SETUP** option. Again, just follow the instructions. Be aware that printing the party can take a long time, so if you can we advise you to make a list of what you can be doing other things while your printer does all the work. It's a good idea to print one set of guest materials at a time, to avoid having to leaf through a mound of materials and accidentally read the solution. See your Reference Card for approximate printing times.



As the host of *The Big Kilt*, it is your responsibility to reveal out the invitations, and in the right envelopes. It's okay if you look at them. But don't read the clue booklets. Each one is pertinent to each guest, and contains information that the guest may choose not to reveal. In fact, as we suggested above, don't even open the clue booklets until right before the party begins.

For dramatic effect, try sealing the clues for each guest in new envelopes before distributing them. Even if you're an experienced party-giver, you're going to need to read the *Host Instructions*. They contain more information to help you keep the party moving.

Setting up the scene

Make it look good. It might be helpful when playing *The Big Kilt* to make your house look as much like the old house in Berkeley as possible. You might want to hang some Joplin/Joplin and Jane Henderson posters, or recover that War Is Not Healthy For Children And Other Living Things message from the attic. Get a board game or two gathering dust in the attic or garage? They're perfect for ambiance. Try burning some incense.

Music should pose no problem — if you don't have any Joplin or Hendrix, you might have one of the old Woodstock live albums with Crosby, Stills and Nash playing, or Covered Host, or even some old Bob Dylan songs.

Vegetarianism was very popular in this country during the 1960s, you could make a tasty salad or cook up some tofu and brown rice in complete the scene. See Appendix B for some recipes you can use. If there are kids around, and they're not playing, see if you can convince them to answer to "Moonchild" or "Flower" for the day.



MAKE YOUR OWN

MURDER PARTY



WELCOME TO MURDER PARTY

So you want to have a Murder Party. OK, that's not even close to the right
to have before you get started. But to get to be the most successful party
you ever had. This way, one of your guests is a killer, and we can arrange
your investigation. Someone who, well, is being programmed, not to tell, the
and your guests are going to have to find out the programmer.

The Manual

Host Instructions

Once you've prepared the scene and made sure your guests are ready, you will need one further preparation for your party. Tell the guest playing May to bring a small leafy twig with her on the night of the party. She should conceal it, and be prepared to reveal it when instructed to do so by her clue booklet.

When your guests arrive, distribute the clue booklets and make the following announcement:

"Your booklet contains four rounds of clues. When we're all ready to go, we'll turn the page and read the first set of clues, and do what it says on the clue sheet. The clue sheet will tell you which things you should discuss, and which things you shouldn't discuss unless it's a reasonable reminder you should always tell the truth! After we have finished the first round (when we are not any more clues they have to discuss), we'll go on to the second and so on, until we've finished all four rounds. Then we'll take time to take the murders on. Whoever comes closest to guessing the murderer, and supplying the means, motive, and opportunity, will be declared the winner."

At this point you will want to tell your guests how you have decided to structure the evening. For example, you may have decided that you will play two rounds before dinner, continue quizzing during dinner, and then play the last two rounds after dessert. And if you have decided to also award prizes for best writing (and/or costume, etc.), this would be the time to announce those additional awards. As soon as everyone is ready to begin, warn your guests that they are about to step into their assigned roles, and make the following announcement:

"I have some startling news. Jeremy Summers didn't commit suicide. The police now believe he may have been murdered. Does that sound like a police report? Show everyone the police report, or read it aloud? A friend of mine on the New York City homicide squad sent along this report, along with a vital piece of evidence (the note). Take a good look."



"I'll leave them out all night, in case anyone needs another look."

"Now the question is, 'Who would kill Jeremy Lawrence?' Could it have been one of us?" Surely not. But if it was one of us, then we all have a duty to unravel the culprit. In any case, why don't we just relax for awhile and relish old times, like Edmund Perleman suggested. Incidentally, he called a little while ago to say that something had come up and he couldn't make it here tonight. So we'll have to deal without him."

It's Party Time

By now, everyone should know what to do, thanks to your explanation. Start the ball rolling by revealing some of the information from your own clue booklets. When it appears that everyone has revealed every clue for that round, suggest moving on to the next round. Try to remain in character when you do so. See *Tips for a Successful Murder Party* above for some suggestions.

After you have played four rounds of clues, make the following announcement:

"Gentle, gentle not now. Who dined?"

Everyone again writes down his or her solution to the mystery on their Verdict Sheet (on the next page of each player's Clue Booklet) and passes it down to you. If you like, you can also have each player announce their verdict in turn. Depending on the murderer is only part of it — guests also have to supply the motive, the means and the opportunity. And if you have unsuspected guests or a non-participating audience, you can invite them to submit solutions as well.

After the rhetoric quiets down, instruct the guests to turn the page and begin, following the instructions in their clue booklets. Everyone admits to having murderous inclinations towards poor old Jeremy, but all deny doing the dirty deed. However, the guilty party has one extra page in his (or her) clue book which he (or she) reads aloud, much to everyone's delight. The winner is the



person who gets most of the facts right. If nobody can figure out who did it, the killer wins the game, providing a nice instance in which *actua* does pay. As we suggested above, you can also award prizes for best acting, best costume, best evasive replies, and so on.



B. Playing Empire

OK, so you've decided on your guest list, and you've called the guests to make sure they can all attend. And if you're reading this section, it means you are thinking about playing Empire. The following instructions contain all the information you need to familiarize yourself with the scenario and to print out the materials you will need for the game.

Select **More About Empire** from the opening screen, using your keyboard's cursor keys to move the highlight bar and **Return** to make your selection.

The Scenario: The matriarch of your rich and powerful family, Rose Mips, has been found dead of a prescription drug overdose. It looks like suicide. But why would a woman who rose from homelessness to become the wife of pharmaceutical king Ferris Smith want to kill herself? Maybe she missed her husband, who died of a heart condition last year. Or maybe there's another reason. Who knows?

One thing is certain, though. Rose's untimely death has thrown the family world into a turmoil, since old Ferris left her everything—and his will is still in probate. Of course, it didn't make the disinherited very happy when Ferris changed his will—and a couple of them want. And Rose's will too?—going to change much of that.

The family attorney has invited family members and close associates to a party at your house to discuss the particulars of the inheritance. Because there's a fortune at stake, you can be sure everyone will be there.

But guests are like chemicals—put the right ones together and you can blow the building sky high. And before your party is too old, it becomes apparent that Rose was murdered, and that someone in the room is a killer.



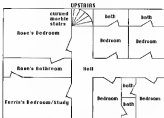


Figure 5a



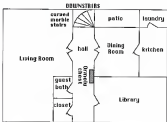


Figure 5b

You can choose from *Read The Invitations*, *Learn More About The Guests*, and *Create A Party*, or *Edit One*. If this is your first murder party, it is advisable to familiarize yourself with the game materials. Read the invitations and about the guests. The information you get about the guests can help you choose who to invite. For an example of this kind of background information, see the analogous section in *The Big Red Book* instructions. Once you have a good idea about the materials, you're ready to create the party. Select *Create A Party*, or *Edit One*.



Preparing the Materials

As we have already seen, you need six to eight people to play a murder party. You can have three female roles and three male roles in the roleplayer game. Three guests plus yourself. If you wish, you can add one or two additional roles of optional gender, for a maximum of eight players.

As soon as you are ready to create your murder party, select **Create A Party, Or Edit One**. If you are creating a party for the first time, you will be asked to insert a data disk in the drive (use your reference card for details on creating a data disk). You can insert a data disk into the current drive (after removing the program disk), or into your second drive if you have one. As with any other screen, highlight your chosen option by using your cursor keys and press **Return**.

This brings you to a new screen, giving you the following options:

- Create A New Party**
- Use A Previously Created Party**
- Eliminate One Of The Parties**
- Change The Name Of A Party**

If you are creating a party for the first time, your only real option is the first one: **Create A New Party**. Highlight that option and press **Return**. You will be asked to name your party, so that you can retrieve it later if you need to make any changes or to print additional materials. Type in a name (here about "Another Killer Party 'D and press **Return** to bring you to the next screen (see Figure 6).



EMPHASIS: Another Killer Party

So far, you've invited: No one

First, Set Date, Time, And Place	
Then, Cost Rules For Your Party	
Or, Clear A Rule Already Cost	
Or, Select Someone To Host	
Finally, Print Your Murder Party	

There's no one set to host this party.

Figure 4

All you have to do is highlight each option (using the cursor keys, as before), press **Return** to select the highlighted option, and then fill in the necessary information. For example, when you select the first option (Set Date, Time, And Place?), you will be required to provide the particulars about the party. Likewise, when you select the second option, you will be required to fill in all the necessary information about your guests. Incidentally, you should fill in all the information requested — you never know what little bit of information will expose a killer, and the computer uses everything when it designs the clues. After you've finished an entry, press **Return** to move to the next one. When you have finished describing all your characters, select **Print Your Murder Party** to start printing the game materials. If you're missed anything, the computer will let you know.

Printing the Materials

As before, just follow the onscreen instructions. To have a murder party, you'll have to print the **HINT MATERIALS**, the **INVITATIONS**, the **ENVELOPES** (optional) and the **CLUE BOOKLETS**. Of course, you'll need the **INVITATIONS** and **ENVELOPES** right away, because you should give your guests ample time to get ready and to be sure they can make it. The **HINT**



MATERIALS contains important materials you will need to use during the party. You should also read the section entitled *Read Instructions to the Manual* for information on what you should say and do on the night of the party.

Although you will need to print the invitations as soon as you decide on your guest list, you don't have to print the clue booklets right away. In fact, it's better to save them until the last minute. This will make it easier to change the game in case someone can't make it, and should help you avoid the temptation to sneak a peek at the evidence or solution in advance.

Depending on the number of guests at your party, each person will receive between 8-12 pages of material. If you are printing for the first time, you will need to select the **PRINTER SETUP** option. Again, just follow the instructions. Be aware that printing the party can take a long time, so if you can set yours up on automatic feed, you can be doing other things while your printer does all the work. In addition, it's a good idea to print one set of guest materials at a time, to avoid having to leaf through a mound of materials and accidentally read the solutions. See your Reference Card for approximate printing times.

As the host of *Escape*, it is your responsibility to send out the invitations, and in the right envelopes. It's okay if you look at them. But don't read the clue booklets. Each one is peculiar to each guest, and contains information that the guest may choose not to reveal. In fact, as we suggested above, don't even print the clue booklets until right before the party begins.

For dramatic effect, try sealing the clues for each guest in new envelopes before distributing them. Even if you're an experienced party-giver, you're going to need to read the *Read Instructions*. They contain more information to help you keep the party moving.

Setting Up the Game

Make it look good. Remember, the Ferris family is very rich and has been that way for a long time. If you can find some extravagant trappings of wealth, go



for them. Do you have a silver-plated serving set? Well, that's a start. When you're this rich, nobody looks to see if it's sterling. They know it is. Maybe you've got a friend who would be willing to play a dealer or waitress, in the interests of passing up your party. And speaking of music, classical music would go best here. Better choose something beautiful and calm, like Beethoven or Chopin. It will be a marked contrast to the anarchy and hatred that affects this family.

Read Instructions

These are instructions you'll need before the party starts. There will be more for you to do once the party begins. This information is listed in the next section, *It's Party Time*.

Encourage your guests to wear outfits and act in ways consistent with the hidden traits about their characters. Make a special note for the guest playing Thad. If he is included in the game line, to wear mismatched shoes and for the guest playing Tobe to appear in something obviously expensive and outrageous.

The computer will print materials for you that need to be included in the party. These will include a police report, Rose Hips' will, Empire Corp. Confidential Personnel Files, Cate Notes, a check on the records of FTS&S, and a Picked Message. Instructions for their use appear later in this section.

In addition to the above, you will need to prepare the following props and clues in advance:

- a) Take a small piece of bright orange paper and roll it up into the shape of a crumpled cigarette. Write "GoodTart" on it, and race it in near the bottom of a bowl full of rice. Hide the bowl under hair. (See section below, *It's Party Time*, to find out what to do with it.)
- b) For an extra touch of authenticity, go to a bank and get a blank quarter check. Date it a year or so ago and make it out to THE FORGLOVE.



TABLE OF CONTENTS

Chapter One: Introduction	
What is a murder party?	1
Software murder parties	3
Chapter Two: Let's Play	
Getting Ready	5
Sending Invitations	6
Food, music and the rest of the trimmings	7
Other background considerations	8
Tips for a successful murder party	8
Dealing with Latecomers or No-Shows	10
Unexpected Guests	10
Chapter Three: Using The Software	
Playing The Big Roll	11
Preparing the materials	14
Printing the materials	16
Setting up the scene	17
Host Instructions	18
It's Party Time	19
Playing Smaller	21
Preparing the materials	24
Printing the materials	25
Setting up the scene	26
Host Instructions	27
It's Party Time	28
Appendices	
Suggested Albums	31
Sample Menus and Recipes	32



FOUNDATION to the amount of \$15,456. Sign it Rose Hope (even a good signature). On the Memo line of the check, write: For Herb Research. If you can't get in a bank, or the bank won't give you one of them, you can use any check available. Just hole the account name using black ink or typist's whitewash, or even a pasted piece of blank paper. If none of this is possible, simply create a check on a blank piece of paper and type or write in the above information.

This check should be placed face down in your guest bathroom, or in whatever bathroom your guests will be using.

c) Buy a well-known brand of cough syrup, open the seal and replace the seal as cleanly as possible with cellophane or masking tape. (See section below, It's Party Time, to find out what to do with it.)

d) This is very important. You will find a telephone message on the last page of Carles' clue booklet. It must be signed! Use a pen, and scrawl the most illegible, unreadable signature you can. Remember, it was supposed to be signed by a Dr. Jaranski, so it should bear some passing resemblance to that name.

e) Mark a plain manila folder "Confidential," and place the Empire Corp. personnel files inside. Place the folder in a conspicuous place, but preferably away from where the main party activity will take place.

f) Take the Code Note, crumple it up and place it in an empty trash basket near where people will be sitting. Put the trash basket in an odd but conspicuous place.

It's Party Time

Make sure all the guests have their clue booklets and begin the party by reading the will. The guest playing Alice should probably be the one to read it aloud.



Read the police report, then make it available throughout the party. Urge everyone to examine it closely.

Tell everyone to turn to the first page of their clue booklet and follow the directions printed there. Start the ball rolling by revealing some information you've found in your own clue booklet. Remind everyone that they must reveal everything they learn from their clue booklets, except those things which should be revealed "only if it's unavoidable."

The host has several more responsibilities during the game:

At the end of Round One, get the bowl of water with the hidden TinTin capsule and, just as Round Two starts, place the bowl in front of Allan. If no one has found the merrill's folder by the end of Round Two, ask someone who doesn't appear too busy to go get it and look inside. During Round Three, if anyone coughs even a little bit, be sure to bring out the charcoal-taped rough syrup and offer it to them. If no one has found the crumpled code book by the middle of Round Three, ask one of your guests to empty that trash basket. Also, make a trip to the bathroom to check on the clerk. If no one has picked it up, turn it over and come back muttering about how you found something funny in the bathroom. At the beginning of Round Four, the guest playing Celia should produce the phony telephone message. If she doesn't, ask her what she found in her purse after lunch on Saturday.

When it appears that everyone has revealed every clue, suggest moving to the next round. Again, try to stay within character when you do so, to maintain the fantasy. See *Tips for a Successful Murder Party* above for some suggestions. Follow the procedure until Round Four has been completed. Then invite everyone to guess who did it.

Everyone now writes down his or her solution to the mystery in their Verdict Sheet (on the next page of each player's Clue Booklet) and passes it down to you. If you like, you can also have each player announce their verdict to turn Guessing as the murderer is only part of it — guests also have to supply the



motive, the means and the opportunity. And if you have unexpected guests or a non-participating audience, you can invite them to submit solutions as well!

After the rhetoric quiets down, instruct the guests to turn the page and begin following the instructions in their clear positions. Everyone admits to having randomised inclinations towards poor old Ross Pips, but all deny doing the dirty deed. However, the guilty party is instructed to read his (or her) statement last, which, much to everyone's delight, turns out to be a confession. The winner is the person who gets most of the facts right. If nobody can figure out who did it, the killer wins the game, providing a new instance in which crime does pay. As we suggested above, you can also award prizes for best acting, best costume, best creative riposte, and so on.

A word about timing: The first two rounds are the longest and should probably last about 30 minutes each. *Don't* let them go much longer! The end of the second round is a good time to break for a meal if you have planned on serving one. The last two rounds are shorter, and should run about 20 minutes each.



Appendices

Appendix A: Suggested Activities

The two scenarios involve very different people, so both groups can wear distinctive costumes, if you so choose. For *The Big Kill*, your guests might choose to come dressed in the “uniform” of the 60s — ripped up jeans, flannel shirts or tie-dyed t-shirts, sandals and very long hair. Women may also choose to wear peasant dresses and put a flower in their hair. Once through the event is taking place now, in the 80s, you and your guests can pretend that this particular group of inmates have remained true to the 60’s culture to varying degrees. Whatever you decide is up to you, but the 60’s culture is an easy way to provide color to your party. In *Bongos*, the participants would probably come dressed for dinner in formal costume — long dresses or gowns for women, tuxedos or dark suits for the men.



Appendix B: Sample Menu and Recipes

I. Sample Menu for THE BIG KILL

Colony Black Beans
Brown Rice
Green Salad
Jack Cheese Bread
Fruit Skewers

Colony Black Beans
4 cups water
12 oz. black beans
1 large green pepper, chopped
2 medium onions, sliced
3 cloves garlic, finely chopped
2 T. vegetable oil
1 lb. organic
1 T. tomato
1 lb. red pepper flakes
salt and pepper to taste

Heat water and beans to boiling in 3-quart soup pot, boil 2 minutes. Remove from heat, cover and let stand 1 hour. Cook and stir green pepper, onion, and garlic in oil until onion is tender; stir into beans. Add enough water to cover beans if necessary. Heat to boiling, reduce heat. Stir in organic, tomato, red pepper, salt, and pepper. Cover and simmer until beans are tender and most of liquid is absorbed (1 1/2 to 2 hours).



Jack Corn Bread

1 1/2 cups boiling water
1 cup cornmeal
2 T. butter, softened
3 eggs, separated
1/2 cup milk
1 t. salt
1 t. baking powder
1/4 t. allspice
1 can (8 or 9 whole kernel corn, drained)
1 cup shredded Monterey Jack cheese
1 small onion, chopped

Heat oven to 375°. Stir boiling water into-corn meal in a 3-quart bowl; continue stirring until smooth. Blend in butter and egg yolks. Stir in milk, salt, baking powder, allspice, corn, cheese, and onion. Beat egg whites until soft peaks form, fold into batter. Pour into greased 3-quart casserole. Bake until knife inserted near the center comes out clean (45-55 minutes).

Fruit Skewers

Assorted fresh fruits (whole strawberries, cubed fresh pineapple, mango, papaya)
Juice of 4 lemons
1/4 cup honey

Arrange fruits on wooden skewers. Gently brush lime juice and honey and honey solutions. Marinate fruit skewers in lime-honey mixture in refrigerator until well-chilled.



1. Sample Menu for EndPORK

Pate Campagne
Vegetarian
Lobster Thermidor
Broiled Endive
Chocolate Mousse

Pate Campagne
3/4 lb. minced pork shoulder
3/4 lb. minced veal
1 lb. bacon
1/2 lb. sausage
1 lb. chicken livers
2 eggs
4 cloves garlic
2 t. salt
1/4 t. black pepper
1/4 cup cream
1/4 cup brandy

Line terrine dish with bacon, but keep a few strips to cover top. Place all the minced meats with any left-over bacon in a large bowl, finely chopped. Equally the livers, garlic, eggs, brandy, and cream in a blender, mix well into bowl with meats. Turn bowl into terrine and cover top with bacon strips. Cover with foil or foil and place in roasting pan. Add boiling water to 80 pan about halfway up the outside of terrine, adding more water as necessary during cooking. Bake in 350° oven for about 3 hours. When cool, weight pate down overnight. Remove any excess fat.



Vichyssoise

10 leeks
4 medium potatoes
4 T. butter
5 cups chicken stock
salt and pepper to taste
whipped cream
parsley

Slice white part of leek thinly and cook slowly in butter until soft. Add sliced potatoes and stock. Cook well, until vegetables are very tender. Purée in blender; add salt and pepper to taste. Serve well-chilled in bowls garnished with whipped cream and chopped parsley.

Lobster Thermidor

4 lobsters
2 small onions
1/2 cup parmesan cheese
1/2 cup bread crumbs
3/4 cup white wine
1 1/8 cups milk
4 T. flour
4 T. butter
3/4 cup cream

Cover lobsters with cold water and bring to boil; cook for 25 minutes. When cooked, cut each one in half lengthwise. Melt butter, stir in flour and remove from heat. Slowly add wine and milk, return to heat until boiling, stirring constantly. Cook the onion and add to sauce. Chop up lobster meat and add, with onion, to sauce. Put lobster meat and sauce back in the shells and sprinkle with bread crumbs and cheese. Grill well brown. Serve garnished with parsley and lemon.



Braised Endive

16 heads Belgian Endive
Juice of one lemon
4 T. butter
1/2 cup water
1 T. sugar
salt to taste

Preheat oven to 450°. Place endive in newspaper heads with lemon juice, 2 T. butter, salt, water, and sugar. Cover and bring to boil on top of stove. Put kettle in oven and bake 10 minutes. Drain and separate endive to get out excess liquid. Melt remaining 2 T. butter in large skillet. Add endive and brown on one side, turn and brown on the other side.

Chocolate Mousse

6 oz. chocolate
3 eggs and 2 egg yolks
1/2 cup sugar
Juice of one orange
1/4 oz. gelatin
1/8 cup heavy cream
1/4 cup water

Melt broken chocolate with water. Whisk eggs, egg yolks, and sugar in a bowl over hot water until thick, remove from heat and whisk until cool. Add melted chocolate. Add gelatin and orange juice and dissolve over low heat. Stir into chocolate mixture and add whipped cream. Pour into a soufflé dish and leave to set, for at least 4 hours or overnight. Decorate with nuts, whipped cream, or fruit.



NOTICE

ELECTRONIC ARTS RESERVES THE RIGHT TO MAKE IMPROVEMENTS IN THE PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME AND WITHOUT NOTICE.

THIS MANUAL IS COPYRIGHTED. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL MAY BE COPIED, REPRODUCED, TRANSLATED OR SET BACK TO ANY ELECTRONIC MEDIUM OR MACHINE READABLE FORM WITHOUT THE PRIOR WRITTEN CONSENT OF ELECTRONIC ARTS, 1400 GATEWAY DRIVE, SAN MATEO, CALIFORNIA 94404.

ELECTRONIC ARTS MAKES CERTAIN LIMITED WARRANTIES WITH REGARD TO DEFECTIVE RECORDING MEDIA. PLEASE SEE THE ELECTRONIC ARTS LIMITED WARRANTY ENCLOSED WITH THIS PRODUCT.

SOFTWARE © 1994 TRANS ACTION SYSTEMS

MANUAL BY NICHOLAS LAYOFF & KATHEN SALANT
© 1994 ELECTRONIC ARTS



Chapter One: Introduction

What is a Murder Party?

Pete stood gazing out of the window at the estate grounds. Suddenly, she turned to face me, tears welling up in her moist blue eyes. Anguish contorted her features and her lips trembled.

"Oh Roger," she moaned, "so it was you who let her flee?"

You could have heard a pin drop in the old dining room; she had just blazed out what everyone else was thinking but was too embarrassed to admit. For a few seconds — an eternity — nobody moved at the big table. The mounted memo-heads stared back, and the 300-year-old grandfather clock across the room seemed to tick even more slowly than usual. I knew I had to say something.

"Ha," I laughed, "who put that bright idea into your head?"

"It had to be you," Thad said harshly. "Alex said he saw you slipping something into Rose's purse early in the evening. That must have been the poison."

By now all eyes were upon me.

"My friends," I said, rising from the dinner table as I'd done at the beginning of dozens of meetings in the company board room, "surely you don't believe that I, the man who altered 60 hours each week keeping your family's business profitable for all these years, would have done anything as heinous as this, my beloved employer. Do you?"

No, it couldn't be. We'd just had this glorious dinner together, like our big family. We were just going to work out some of the details of old Rose's will,





ELECTRONIC ARTS®

That's all. Where did they get the idea that Rose had been murdered? I never would have come if I'd thought the circumstances of her death were in question.

"It's over, Roger," said Celia, my one true love. "We've been going over the evidence for hours. You had it all — the motive, the means and the opportunity."

What a cruel blow, I thought. Celia, my dear, sweet laboratory partner with her hair tied back in that voluptuous bun, was turning against me, too.

Around the table, people were shaking their heads and making glimpses at me. So, everybody knew. But I had been so careful. How did they ever find out?

A murder party is a cross between a party game and a stage play. In the best place, it is a fantasy role-playing game in which the participants try to solve a murder by discovering the murderer's identity. One of the players is guilty, but nobody knows who it is until the very end. Play proceeds round by round, with each round uncovering more clues and evidence until the game reaches its climactic showdown. As the game develops, the players realize that they all had a motive for committing the crime.

Second, as a play, a murder party is an opportunity for you and your guests to exercise your theatrical skills. You, the host, are the director, with the responsibility for assigning all the roles and for making sure that everything proceeds smoothly. You provide the atmosphere: appropriate lighting, mood music, and a location where you and your "cast" can play without interruption for two to four hours. In addition, you act the part by signalling the end of one round and the beginning of the next.



But above all, a murder party is a creative and entertaining way to structure a party. Your guests will leave feeling that they have lived through a novel experience. After all, how often does one have the opportunity to participate in a murder investigation with a group of close friends, and then witness *one* of them die?

Murder parties have been popular in Europe and the United States for over a hundred years, simply because they provide a stimulating and entertaining way to spend an evening. Like most games of lasting interest, murder games can be held in a variety of settings. Some entrepreneurs have booked weekend murder parties in country mansions, adding professional actors to add color and atmosphere to the proceedings. Tuesday night at Sardi's in New York City is murder party night, where dinner guests can watch actors play a game and then guess the outcome before the culprit is unmasked and led away to his just deserts.

You can host your own murder parties at home, or anywhere else with enough room for ten to eight people. You can make it a dinner party and play the first half of the game before dinner, and then finish the game in the drawing room over brandy and cigars. Or you can continue playing through dinner, as you try to rattle the suspect over dessert. Just remember that murder parties are more than just a parlor game — a murder party can be your very own theatrical production, where you call all the shots and you make all the decisions about the set, the music, and the prevailing atmosphere.

Software Murder Parties

Electronic Arts' Make Your Own Murder Party lets you create your own murder party games, with the computer customizing all the game materials to your game, so that character names, descriptions and other personal details become part of the story. In addition, the computer reviews the information you've entered, then chooses the guilty party at random later during all the games, so that nobody, not even the host, knows who the culprit is. **Make Your Own Murder Party** includes two different murder scenarios, each with its own set of game



materials. This means that you won't have to relegate the game to the closet after you have played it once. And with two completely different scenarios and eight possible outcomes for each one, no one can spoil the game for you by telling you who done it.

A typical murder party contains a set of materials for each guest. These materials include dice, booklets, guest profiles, and other information relevant to the game. When you use *Make Your Own Murder Party* to create a murder party game, your computer prints out the necessary materials, and is then retired from the game. So even though you need to use the computer to create the game in the first place, you don't need to have it around while you are playing the game. This means that you can play your party in any room of the house, at any place else, for that matter, such as your favorite picnic grounds, or on your porch.

But once you've started, don't try slipping into the back room and getting the computer to help you figure the case out. There won't going to be any short cuts. It is strictly up to you and your guests to deduce the identity of the murderer.



Chapter Two: Let's Play

Getting Ready

You're the host — you decide when and where to have the party and who to invite. You can host the party anywhere — in your dining room, for example, or in an outdoor lighthouse you have rented for the weekend. In any event, you should plan on spending those or more hours with your guests. Remember, however, that what you will be hosting is more than just a party. Because hosting a murder party is a lot like directing a stage play, you should pay attention to the details of your “set.” For example, you should consider the seating arrangements for your guests, and try to seat them in a circle facing each other. If you are planning on serving dinner, you might consider seating everybody around the dinner table for the first two or three rounds, and then move to another room for the exciting conclusion.

Lighting is another important consideration. Dim lights or candles tend to evoke an eerie atmosphere, contributing to the air of mystery. And as you unravel the villain, you could switch on the overhead lights, or even a pinpointed spotlight, to symbolize the solving of the mystery.

In addition, consider the possibility of creating a set of sound effects to play at key parts of the evening. For example, you might surreptitiously press your cassette-deck's Play button as you unveil the killer, and start a sound effect sequence consisting of waves, footsteps, and a heavy pounding on the door. You might even consider taping the guest instructions and playing them at the beginning of the game, so that you will feel more like a participant than a director. In short, the rule here is that are no rules. You are the creative director, and the more little authentic touches you include as your art, the more successful will be your party. We have included additional suggestions in these sections of the manual dealing with the specific scenarios, just in case you run out of ideas.



As soon as you are ready to create the materials, the computer will ask you for specific information about your guests, and will tailor all the documents to your guest list. It may even ask for personal information about your guests, like hair and eye color, and then incorporate this information into the materials. You will find specific instructions for entering the information into your computer later in this manual.

Sending Invitations

You can't have a party without guests, and you'll need time to invite them to attend your murder party. Make sure they understand how important it is that they all show up. You wouldn't want the murders to be a no-show at the last minute, just as you wouldn't want the hero of your play to fail to show up on opening night. Call your prospective guests first, before printing and sending the invitations, to make sure that they will be able to attend on the night of the party. Nevertheless, even if someone does cancel at the last minute, all is not lost. See "Dealing With Latecomers And No-Shows" later in this chapter for some ideas about what you can do.

But even before you decide on your guest list, you should read the file in the software entitled, "Learn More About The Guests," for your reference card (included with your package) for information on using the software. Remember that you are a winning director when you arrange a murder party, and you want to get the best actors to fill the roles. For example, if one of the characters for the shy rooming minister at the local parish, you may realize that this describes your friend Tom exactly, and that he would be a mean for your party. On the other hand, you may wish to provide your guests with more of a challenge, and invite people to play roles that are completely out of character. Thus, you might invite your friend Tom to play the role of a brash young entrepreneur, and have your friend the need an salesman play the role of the shy minister.

In addition, if the game calls for a married couple, you might consider inviting an actual couple to play those roles. On the other hand, you should feel free to



break couples up and reunite them for the purposes of your party. You know best what your friends will enjoy, and you should plan your party accordingly.

Once you've decided on your guest list, your computer helps to lure the guests to your party by printing a personalized invitation package and addressed envelopes for each one. The invitation package includes the actual invitation, profiles of the other invited characters and a page called "The Killer Truth," which is like the skeletons hanging in each guest's closet. Everyone has a motive and crafts the murderer, and The Killer Truth gives each guest his or her personal reason for hating the truth.

The host has the responsibility of mailing or giving the invitation packages out, as with any other kind of party. It's best to invite your guests at least two weeks in advance. That should give them adequate time to prepare for the evening you have planned for them. Murder parties work better when the guests have had adequate time to prepare for their roles, which may even include making or creating an appropriate costume.

Food, Music and all the Trappings

Murder investigations and parties have at least one thing in common: They're most interesting with food. Because the investigation can take several hours, your murder party will go better with dinner. You can choose a meal that fits the theme scenario you're playing, to help your guests stay in character.

If you don't want to go to all of the bother and expense of making dinner for a handful of hungry friends, you can make it a potluck. But you can still plan your menu, and just advise the guests on what to bring instead of preparing it yourself.

But while food and drink are very important, what's a party without music? Don't accept just any music — choose it carefully, in accordance with the murder scenario you have chosen. That will also encourage your guests to stay in

