

Ultimate Murder Mystery Games Presents...



Serving Up A Murder!



Playing 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 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.

When you arrive, you can get into character at this point but do not reveal anything from this character pack. Once all the players are present, the host will call everyone together and place 13 slips of folded paper in the centre of the group. One of these slips will be selected at random and on it will have "? Murders ?". The ? will be replaced by numbers which correspond to the "Secret Number" found on the next page of this pack. So if the slip of paper says "5 Murders 7", it means whoever has secret number 5 will be the murderer and whoever has secret number 7 will be the victim. If your number is not on the slip of paper selected, you are innocent of the crime. If you are the victim you still get a chance to solve the murder, you just switch characters and come back as a police detective! It is important that you keep your Secret Number hidden from other players and do **not** reveal if the numbers selected correspond to your secret number.

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 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 people's 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 conversation starters are being read 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, they will call for the victim to drop dead. If your secret number was selected as the victim, you should now scream and fall to the floor in a dramatic fashion! You will then 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 also has a secret task to carry out, which is detailed later in this character pack. 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 off 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 the murderer is 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 what conclusion the Police came to and ask the Murderer to reveal themselves! To end the game, the host will give a confession to the murderer to read out.

Serving Up a Murder!

Introduction

A young entrepreneur, Ralph Mendez, had been struggling to hit the big time for many years. He had faced failure after failure but finally, he was ready to unveil his first state of the art luxurious restaurant, which he hoped would catapult him onto bigger and better challenges. Set on three floors, "Restauranta Mendez" was capable of seating up to 300 guests. It had four large banqueting suites, a luxurious bar area on the ground and first floor, a large, beautiful garden area and a comfortable reception area. The restaurant had been fully booked for the grand opening the following night and members of the press and several celebrities were planned to be amongst the guests. Ralph had invited his friends and family along on the night before the grand opening, to enjoy the restaurant in all its glory. The meal itself was a seeming huge success and everyone appeared to be impressed at what Ralph had achieved. However, later that night, a call came through to the local police station, a body had been found at "Restauranta Mendez" and it appeared to be murder! The police were on the scene within minutes, sealed the restaurant and held the occupants. What guilty secrets were people hiding, who would resort to murder to keep those secrets hidden and most importantly, can you bring the killer to justice before they strike again?

Hints & Tips

- Everything can be a potential clue, do not overlook anything and take nothing for granted.
- Not all secrets will lead to the murder's 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 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 – [Ralph Mendez](#)



YOUR SECRET NUMBER IS – 54 – DO NOT REVEAL THIS TO ANYONE!!!

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

Hello everyone, I am Ralph Mendez and I am delighted to welcome you to Restauranta Mendez. Many people did not believe I was capable of making such a successful business and would not back me (*look at your father, Fredrick*), but I hope that tonight and the coming weeks will prove that they were wrong to doubt me. I will be conducting tours around the restaurant later for those who are interested, but for now, please sample the wonderful food and enjoy yourselves.

RALPH'S SECRETS

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

******* Will be Revealed when purchasing the main game *******

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.

- Very confident and sure of himself, unless his previous failures are discussed.
- Likes to be the centre of attention
- Friendly to everyone, but easily gets annoyed with his father after their falling out.
- Wants to make sure everyone is having a good time so they will come back as paying customers.

You are so happy to have finally made a successful business and take every opportunity to make sarcastic comments to your father, Fredrick who did not believe you had it in you. You are very nosy. If anyone complains about your restaurant in any way, you get extremely unhappy with them. Similarly, if someone accuses you of murder, you get into an argument with them and try and point out the flaws in their accusations.

YOUR COSTUME SUGGESTIONS –

Very smart outfit, e.g. black shoes, black trousers smart shirt and tie.

YOUR SECRET TASK

As well as discovering the identity of the murderer, you have a secret task to try and complete throughout the night. It will not help lead to the identity of the murderer but it 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 character's personality. You should try to be subtle and should try to add it in to the conversation somewhere.

Your Secret Task for tonight is – *** Will be Revealed when purchasing the main game *******

CONVERSATION STARTERS –

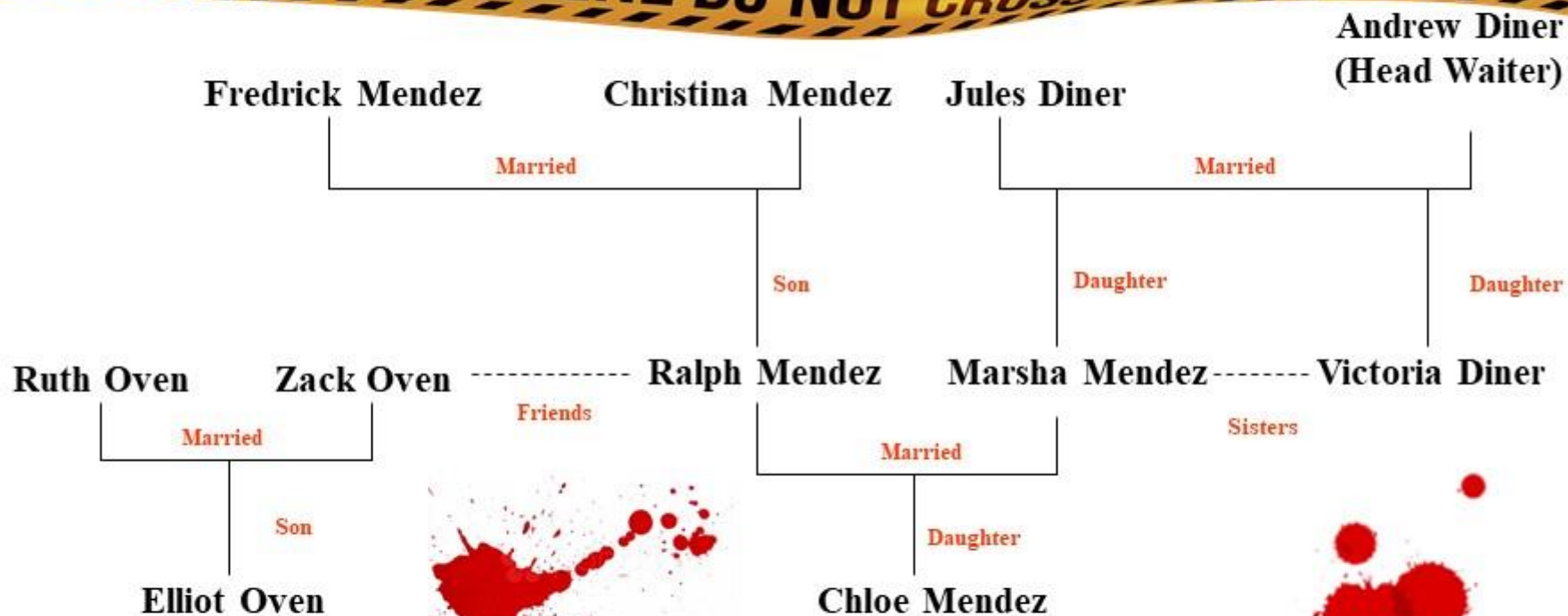
When mingling at the beginning of the night, talk to others and start up conversations based on the statements below. You **must** elaborate on the statements as you feel appropriate for your character. They must be read in front of at least two other people. As well as talking, you must listen. Eavesdropping 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.

******* Will be Revealed when purchasing the main game *******

QUESTION AND ANSWER ROUND

After being told of the murder you will mingle again. It is now up to you to approach the guests who you suspect may know something and try to coax the information from them. Stick to your character's personality at all times. As a confident man who is sure of himself, you go around demanding answers and trying to pressure people into giving you what you want. You can be quite stubborn but will get annoyed or angry quite easily if people are not cooperating with you. 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, blackmail or threaten people to give you what you want. You can even threaten to throw them out of your restaurant! If someone asks you a question and you are forced to answer, you can similarly bribe, blackmail or threaten them to keep the answer secret from other guests. So if Christina asks you if you have been having an affair with Vicky, you must tell her the truth but then you may try bribing her so that she doesn't tell your secret to anyone else. Remember that not everyone can be trusted though! If you are asked a question that does not appear in your characters "secrets" paragraph, you are free to make up any response you like, as long as it does not contradict any of your other statements. During this round, remember who your friends are as you will want to help them but hinder those who have been unkind to you! The only question you are allowed to lie to will be – *Are you the murderer*. If you are asked where you were during the night, you must admit that you were downstairs for the first part of the night but then went to the first floor bar with Fredrick, Andrew and Jules at about 10pm. Vicky joined you at about 11pm and soon left with Andrew, Fredrick left at about 11.15pm and Jules at about 11.30pm. After that, you went to do some work in your office on the top floor. Marsha came to see you in your office at about 11.45pm and after she left, Zack came in and spoke to you for a while until you were told about the murder and the police had arrived.

Character Relationships



Restaurant Employees



Paul Cook (the head Chef)

Frank Lee (The waiter)