

Crisis at the College



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 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 to use during the game. 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 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 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 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.

Crisis at the College

Introduction

It was a night of celebration at Cooltown College. The college year was almost over and the Headmaster, Theobold 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 soon be revealed as you face... the 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:

Theobold Teachalot (the headmaster)



Character Introduction

YOUR SECRET NUMBER IS – 3 – DO NOT REVEAL THIS TO ANYONE!!!

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

Hello everyone and welcome to this night of celebration at Cooltown College. Now I know that Lucy Lighter and Oliver Drawington have project work to be getting on with but please feel free to come and enjoy the party when you are finished. For all you students and professors alike, tonight is a chance for you all to relax after all the hard work you have put in over the last year. As we are on social terms tonight, I thought I would tell you a bit more about myself. I have been the Headmaster here for the last five years and although there have been the normal ups and downs, I have enjoyed my time here and enjoyed working with all of you. I have a few loose ends to tie up tonight but I will try and spend as much time as possible here with you at the party. Let's make this a night to remember!

THEOBOLDS SECRETS

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

Theobold is not as honest and sincere as he appears to be. He secretly detests working with young people and cannot stand the mundane work involved in being a headmaster. He has been embezzling money from the school for some time now and to date, he has stolen over £50,000. Camilla is in on the plan with him and thinks that she will have a share of the money, but Theobold is planning on double crossing her. He plans to use this money to retire to a tropical beach where no one will ever find him.

Recently, someone has started to blackmail him and he has received a photocopy of some incriminating accounts sheets. The blackmailer has threatened to go public unless they get £10,000. Theobold suspects the blackmailer is Oliver Drawington, an Art Student, after he was caught breaking into the headmaster's office. Theobold was engaged to Oliver's mother when he first moved to the area and became headmaster, but she called it off as Oliver was so against her relationship with Theobold. He and Oliver have hated each other ever since.

Most of the students and professors do not believe that Theobold has done anything wrong and Lucy Lighter has secretly suggested planting some stolen exam sheets in Oliver's locker in the hope of getting him expelled. The only student who does believe Oliver's accusations is Tony Drayton and Theobold is not happy about this.

Theobold has had CCTV cameras installed outside the professor's lounge after the break in as the teachers were worried for their safety. The CCTV cameras can only be controlled from his office computer.

Theobold has a peanut allergy and always has his medication in his office just in case of a reaction.

Before becoming headmaster of Cooltown College, Theobold was a science teacher at a school several miles away. He was sacked from this post by the headmaster for putting the students in danger with unsafe and potentially lethal experiments. The headmaster was Carl I. Turner's father and so Theobold now has a vendetta against Carl. Theobold recently caught Emily and Carl kissing in one of the school cupboards and is planning on sacking Carl on Monday morning.

Simon Makers has also caused problems for Theobold in the past when Simon attacked a student. He cut the student's tie in half with an electric saw and then threw a staple gun at the student's head as he tried to run from the classroom. Theobold managed to dig up some gossip on the student and discredit them, allowing Simon to stay employed. However, Theobold has had to remind Simon several times to keep his anger under control. Simon has recently been off work sick and has admitted to Theobold that he has been diagnosed with epilepsy. Theobold may have to sack him on health grounds.

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.

- Normally polite and charming to everyone
- Very intelligent and knows a lot but is a bit arrogant
- Tends to hang around with the professors more
- Doesn't like the younger people but covers up this dislike
- Does not get on well with Oliver and is always looking for excuses to challenge him

You start off pleasant and courteous to everyone, but if someone starts challenging you, you become agitated. If it is Oliver who is challenging you, become angry and shout but then calm down again. Being Headmaster, you have an air of superiority around everything you do or say. You do not like to reveal anything about your personal life but like giving people advice on how to live and improve their lives. You should be coming and going all night to give the impression that you are off doing your work.

YOUR COSTUME SUGGESTIONS –

Suit and tie, smart shoes, possibly carrying a briefcase around.

YOUR SECRET TASK

As well as discovering the identity of the murderer, each guest has a secret task to try and complete. These tasks are not compulsory but they will add a bit more fun and intrigue to the night. You must not reveal your secret task 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.

Your Secret Task for tonight is – **Trying to get as much money as possible**

You must try and get as much money as possible from other people throughout the night. You can do this by blackmailing people, selling information or asking for funds to go towards paying for the party and school upkeep!

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. Mingling is about getting to know the other characters and also finding out key information that you can use in later rounds.

- Computer Nerds like Drake are not normally that popular in my experience, but Drake always seems to have people round him. I don't understand really, he is not that handsome, his family are poor at the moment and he is not a great conversationalist. I guess he must have something going for him. He cannot be helping them all out with computer problems! What do you think of him?
- Lucy is one of my favourite students. I know she is a trouble maker, but she makes me laugh and reminds me of myself at her age. She is always being sent to my office for misdemeanours but luckily for me, on one of these occasions a few months ago, she spotted Oliver breaking into my office and alerted security. She has been of great support over the allegations that Oliver has made against me since then and she has come up with a nice little way to get my own back on him.
- I had planned to expel Oliver after I found out that he tried to break into my office. I had to get Alfred to change the locks and made sure I did not allow anyone, not even the teachers, to have a copy of it. The only reason Oliver was allowed back to do his exams was as a favour to his mother, who I know quite well. I wasn't happy about it but decided to give him one last chance. If Oliver sets even the slightest foot out of line again, he will be expelled and his exam results will be destroyed.
- I suppose you have heard about Oliver accusing me of swindling money from the school. Believe me he is only trying to get his own back on me as I was engaged to his mother for some time. If there was any evidence to support his claim, he would have taken it to the police long ago. No one else believes him either, that is of course except for Tony Drayton. I don't know why Tony believes him after all, the two of them have never really got along.
- I cannot name names, but we do have a small minority of students here that are intent on causing trouble. Take poor Alfred for example, a few months ago, he accidentally left his keys in his office door and some students locked him in as a practical joke and tried to run off with the keys. Luckily I caught them and suspended them straight away. I have warned Alfred about the keys before. He has a master key to every room in the building so we cannot afford to let students get their hands on them.
- I am very pleased with the way in which Emily is working. Since she has started giving Jackie and Samantha extra psychology lessons, their grades have soared. At one time, they both looked like they may not make it through the course, but now they are both looking at promising careers.
- Simon Makers really needs to learn to control that temper of his. It has got him into serious trouble in the past and it will do again if he is not careful. I won't put my neck on the line for him again. I think I will ask Carl to teach him about effective communication! Not that Simon will be here much longer anyway if what he has told me about a medical condition is true, but that's confidential between me and him.
- I have asked Alfred on several occasions to sort out the toilets in the recreation area. They have been out of order for several weeks now and we are getting far too many students having to use the teacher's private toilets up on the first floor.

QUESTION AND ANSWER ROUND

After being told of the murder, 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 the headmaster, you are always a bit demanding when trying to get information out of people but can also be charming and polite if this approach fails. You don't care who you step on to get what you want but you do not go around bullying or threatening people unless really needed. It doesn't take a lot for you to get angry, especially where Oliver is concerned or if people are challenging your authority. You must 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 ...". 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 (e.g. being sacked or expelled) 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 Emily asks you if you are stealing money from the college, 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 popping between your office and the party. You spoke to Sam in the science lab at about 11.15pm and then retired to your office permanently at about 11.30pm after the party spilled out into the hallway and recreation area. The teachers had all been instructed to either keep an eye on students who were finishing project work or patrol the school corridors and recreation area.

College Relationships

