



A PARTY TO MURDER

**INFORMATION AND
SAMPLE GAME
MATERIALS**

A PARTY TO MURDER

Thank you for downloading this information and sample file. The documents you need to run the game are contained in the main pdf file which is available to purchase.

THIS SAMPLE CONTAINS

- Instructions for running A Party To Murder
- A sample group clue
- An invitation
- A sample from the player rounds section
- A sample from the player clues section

THE MAIN GAME CONTAINS

- Instructions
- Introduction
- Group clues
- Invitation
- Costume suggestions
- Player rounds
- Player clues
- Solution (In both MP3 format and on paper)

HOW TO PLAY THE GAME

A Party to Murder is for 8, 9 or 10 players. The actual game is sold in different versions for each number of characters. (8, 9 or 10 players with different versions for different combinations of male/female guests) The host is responsible for printing out and organising the documents for the game (Full instructions are provided) Games usually take two and a half to three hours and are designed to be played around a meal or a buffet.

BACKGROUND

A lavish New Year's Eve party is being held in the banqueting hall in Edinburgh Castle to welcome in 1933. The host of the party is Lord Frederick 'Freddie' Farquhar, the owner of The Farquhar Motor Company, the famous car manufacturer also known as Farquhar's Cars.

The party will take place in the Grand Banqueting Hall and the New Year will be welcomed in by a Scottish piper followed by a lavish fireworks display lit by Lord Freddie himself.

How to run this downloadable Murder Mystery Game

Instructions for 'Party to Murder' – 10 Players

The male roles are Tarquin, Grant, Monty, Travers and Billie.

1) Instructions For Printing After You Have Purchased And Downloaded

- You will need Paper (A4 or similar), scissors and 10 envelopes (minimum size 22cm by 13cm)
- You should have ready for printing:

- A/ These 'How To Run' instructions
Introduction/Group clues
- B/ Player invitations
Ideas for costumes
- C/ Player slips
- D/ Player clues
- E/ Accusation list
Solution to the mystery
- F/ Labels

2) Printing

Print out the following:

- A/ **One copy**
 - How to run
 - Introduction/Group clues
- B/ **Ten copies**
 - Invitations
 - Costume suggestions
- C/ **One copy**
 - Player slips

Cut along the dotted lines and place each player's slips in an envelope on which you should write their name (do this task with the papers upside down and try not to read anything!)
- D/ Print out the player clues (one copy of each). Fold each clue up from the bottom leaving only the top two lines showing.
- E/ Print out one copy of the accusation list and solution taking care to fold the solution without reading it.
- F/ Print out the labels on to sticky labels if required.

THEN DOWNLOAD THE MP3 INTRODUCTION FROM THE WEBSITE THAT YOU PURCHASED THE GAME FROM. YOU CAN ALSO DOWNLOAD AN MP3 OF AULD LANG SYNE IF YOU WISH TO PLAY IT AT THE END OF THE PARTY TO WELCOME IN THE NEW YEAR

3) In advance of playing the game

- Allocate the characters to the players using the information on the invitation and ideas for costumes. (You should play with 10 players).
- Send an invitation and ideas for costumes sheet to each player at least one week before the Murder Mystery takes place (to give them chance to organise their costumes).
- You may wish to prepare labels or nametags for each character on the night (if you do, please be careful with delicate fabrics)
- Check that you are able to play the MP3 files containing the introduction and Auld Lang Syne.

4) On The Night

- Welcome your guests with a nametag or label
- Hand out the player envelopes and clues
- Play the MP3 file containing the introduction. If this is not possible then read out the introduction
- Each player reads their 'Secret information' slip to themselves
- Commence the game with each player reading out his or her 'Round 1-Reveal this information now' slips (starting with the hosts)
- Work through the remaining rounds ensuring that each player has read their slip (and clue if appropriate) before moving on to the next round
- This game has seven rounds. After the final round the players should make their accusations giving their reasons.
- When all accusations have been made the host reads out the solution to the mystery.
- At the end of the party you can play Auld Lang Syne to 'see in the New Year'

THE BAGPIPES MUSIC IN THE INTRODUCTION AND THE DOWNLOAD COPY OF AULD LANG SYNE ARE USED BY KIND PERMISSION OF STUART MACLAUGHLAN See www.travellingbagpiper.co.uk

Important Notes

The story and characters in this Murder Mystery are fictitious. Any resemblance to any person living or dead is purely coincidental.

Any disputes arising from the sale of this game are subject to the laws of England and Wales irrespective of the geographical location of the customer

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A Party To Murder

A lavish New Year's Eve party is being held in the banqueting hall in Edinburgh Castle to welcome in 1933.

The host of the party is Lord Frederick 'Freddie' Farquhar, the owner of The Farquhar Motor Company, the famous car manufacturer also known as Farquhar's Cars.

The party will take place in the Grand Banqueting Hall and the New Year will be welcomed in by a Scottish piper followed by a lavish fireworks display lit by Lord Freddie himself.

DATE/TIME _____

LOCATION _____

YOUR CHARACTER IS _____

FREDDIE'S GUESTS WILL INCLUDE:

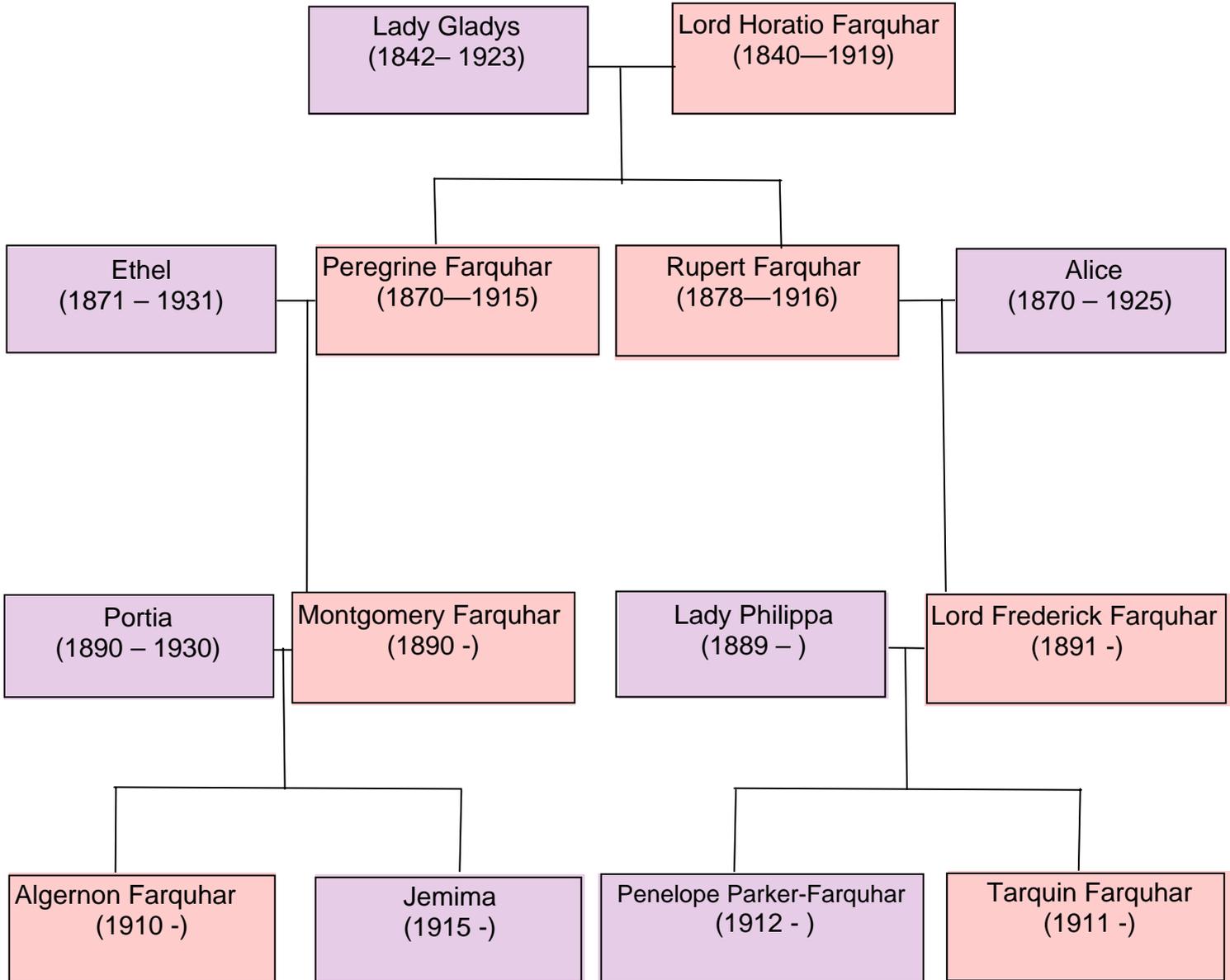
Lady Philippa Farquhar	-Freddie's wife
Tarquin Farquhar	-Freddie's son
Penelope Parker-Farquhar	-Freddie's daughter
Grant Bale	-Freddie's American lawyer
Felicity Flapper	-Tarquin's fiancée
Vice Admiral Monty Farquhar	-Freddie's cousin
Sheila Blige	-Freddie's secretary
Travers	-The butler and midnight piper
Billie Bulldog	-Rival car company owner
Mrs Wiggins	-Housekeeper/ Cook

BACKGROUND

Freddie Farquhar's New Year's Eve parties are renowned for their excesses of food and drink and quality entertainment. Come along and have a night to remember.

GENERAL CLUE TO BE CIRCULATED AT THE START OF ROUND 2

FARQUHAR FAMILY TREE



ROUND 3

PHILIPPA FARQUHAR

ANSWER WHEN ASKED BY FELICITY FLAPPER

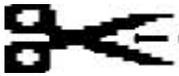
It was because Farquhar Castle is so far up in the Highlands he thought some of his guests might struggle to get there if the weather was bad.

ASK GRANT BALE

Grant, had you ever been out on the firework gantry?

ASK TRAVERS

Travers, I saw you carrying some boxes up on to the gantry this morning. Were they the fireworks?



PHILIPPA FARQUHAR

ROUND 4 ASK TARQUIN FARQUHAR

Tarquin, did your father tell you about his threat to disown you if you didn't start working harder? I am a bit worried that, if he told you, you might have taken some drastic action.

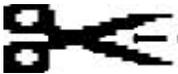
READ YOUR CLUE OUT NOW

ANSWER WHEN ASKED BY PENELOPE PARKER-FARQUHAR

You're forgetting one thing Penny dear. When the gantry collapsed, killing your father, the fireworks were all smashed to pieces on the ground. The police won't let anybody near as the whole place is covered with gunpowder.

ASK BILLIE BULLDOG

Billie, what was that policeman asking you a few minutes ago? He seemed quite excited about something.



PHILIPPA FARQUHAR

ROUND 5

ANSWER WHEN ASKED BY PENELOPE PARKER-FARQUHAR

I haven't even given it any thought. I have only been a widow for a few hours. I doubt I will stay though. I quite fancy spending some time in America. I'm sure that a titled British lady would have a great time over there.

ASK TARQUIN FARQUHAR

Tarquin, do you realise you are now the male head of the family? I do hope you will start acting responsibly rather than just living your playboy existence.

ASK SHEILA BLIGE

Sheila, I hope you realise that I know what has been going on between you and Freddie. I found a nasty little note in his jacket pocket that you had sent to him.

READ YOUR CLUE OUT NOW

**CLUE TO BE READ BY PENELOPE PARKER-
FARQUHAR
ROUND 2**

**PHOTO OF A BOX OF MATCHES FOUND IN PHILIPPA'S
HANDBAG**

