

# LIFE OF THE PARTY™

GAMES

HOST'S GUIDE AND RULE BOOK

MURDER  
IN  
PARADISE™

## CONTENTS

8 Invitations, 8 Character Packets, Name Tags, Solution, Cassette Tape



You're about to plan an evening of intrigue and excitement. Your living room will become a theater, where you and seven of your friends will solve a murder.

Each of you will play a character--a suspect in some way involved with the crime. One of you will have committed the crime and will try to hide that fact.

**BEFORE THE PARTY**

Read all the information in this booklet (*Rules of Play and Plot Scenario, too*). Remove the invitations and set them aside. Do not read the CHARACTER PACKETS or the SOLUTION.

Your first task is to contact friends and make sure they are available the night of the party. Be sure you have eight people (count yourself as one) to play all the parts. Stress the importance of each player's attendance.

Once you have your cast, you must assign roles. Read ABOUT THE CHARACTERS and decide which person will play what character. Remember this is a role-playing game, but you should not be concerned about gender when casting the party--a man can play a woman or a woman can play a man.

Fill out the information on the invitations and mail them to your guests. One extra invitation is included.

**THE EVENING OF THE PARTY**

Arrange the room so players may sit roughly in a circle. Place a small table in the center of the circle. Place the cassette player and tape on the table.

Print the character names on the name tags. As your guests arrive, give them their assigned CHARACTER PACKET and name tag. Tell them not to read anything in the packet until told to do so, but to put on their name tags. Once the game begins, stress that they should remain in character for the rest of the evening.

**IMPORTANT: IF THERE ARE ONLY SEVEN PLAYERS THE NIGHT OF THE PARTY, OPEN THE FIRST PAGE OF THE SOLUTION FOR INSTRUCTIONS.**



(To Be Read Aloud By The Host The Night Of The Party)

This is a game about murder and those who play are all suspects. The object of the game is to deduce who in the group is playing the role of the murderer. The murderer must try to hide the fact that he or she committed the crime.

The CHARACTER PACKETS contain all the information the group needs to find the murderer. Each packet is made up of four sections. The top section contains your character's PERSONAL BIOGRAPHY. You will read this section to yourself after I finish reading the RULES OF PLAY.

The three remaining sections are clues that will help the group to solve the murder. You will read and reveal them during the game, as directed.

With the help of the clues, the truth will unfold through normal conversation (by questions and answers) with each player acting the part of their character. The basic rule of play is that all questions must be answered truthfully, *only the killer may lie*.

**READING AND REVEALING CLUES**

When told to do so, read your first clue. Then, in conversation with each other, reveal the contents of your clue and place it on the table. You're then free to read your second clue, but don't reveal it until all first clues are placed on the table.

When all first clues are on the table, I'll announce that second clues may be revealed. This routine is repeated until all clues are on the table. Any clue placed on the table may be reviewed at any time by any player.

*Be sure to divulge all the information in each clue.* Every bit of information, however obscure, may be important.

**EXPANDING YOUR CHARACTER**

It may not be in your best interest to volunteer the information in your personal biography (unless your biography tells you to do so). Of course, if asked, you must reveal the information (unless you're the killer, then you may lie). Remember, all characters are here for one purpose--to accuse correctly and avoid being accused.

If a player asks you a question that has no relevance to the information supplied, you may improvise and develop your character beyond the background provided. This is encouraged. This information, however, should not contradict what has been accepted by the group as fact. *Remember you must stay in character throughout the game.*



### THE CASSETTE TAPE

The cassette will be played before the conversation begins. Players should not be concerned with the accents used by the actors on the tape. Simply allow the recording to lead you into the flow of the game.

### ENDING THE GAME

Once all clues are on the table, each player can accuse his or her prime suspect. Tell how and why the crime was committed and give evidence to support your claim. Once all the accusations are made, I will read the SOLUTION.

### HOW TO BEGIN PLAY-A QUICK REVIEW

Follow these steps in order:

- The host reads the RULES OF PLAY aloud to everyone
- All players secretly read the top section of their CHARACTER PACKETS (this is your personal biography)
- The host reads the PLOT SCENARIO aloud, twice
- All players secretly read their own CLUE 1
- The host plays the cassette
- Then, the conversation begins!

This is a game of fiction. Names, characters, places, and incidents are either the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, events, or locales is entirely coincidental.

You have been on the island for three days. The holiday package you received provided transportation to Sydney, Australia. From Sydney, you were flown to Noumea, New Caledonia, and finally shuttled to the island. The shuttle pilot explained he would return in four days to pick you up.

Upon arrival you discovered a truly rustic setting. The island, about one mile long and a half mile wide, is little more than five grass huts, a mess tent, and a water storage tank. A diesel generator provides energy for the refrigeration of a well-stocked food supply. While at first taken aback by the stark surroundings, most of you quickly learned to appreciate the "Waldenesque" quality of the place. Only two elements of the situation trouble you; you ten vacationers are the only persons on the island, and identical twins Joel and John Rogers have been murdered. Their bodies were discovered just hours ago.

The brothers had failed to return from a treasure hunt. Their bodies were found by a search party at 1:00 in the morning. They were spaced 50 yards apart, in the vicinity of the mouth of the cave (see map). The victims had been struck on the heads; Joel had a stab wound in his chest, John had a tarnished dagger plunged into his chest. The dagger has a pearl goat's head inlaid in its handle.

The hunt was scheduled on a message board which was located alongside the mess tent. (A copy of the board's contents has been provided.) Each team was responsible for the recovery of a specific object. The four returning teams each carried out its assignment. The object the deceased brothers were to find was not discovered near their bodies.

Most of you spent your days walking the beach, swimming, and exploring this little paradise. Except for the Rogers brothers, all were surprisingly unconcerned about the oddness of the situation. At one time or another, all of you stated aloud how "at home" you felt here.

The task before you is to determine who killed the Rogers twins, and who is behind this most unusual outing. Remember, you are alone on the island. The native girl mentioned on the tape is not there. We'll just assume she and her grass skirt are spending this week with her mother.

NOTE: At the completion of the recording, Brigitte should divulge the contents of her first clue.





**Brigette Petain:** An independently wealthy oceanographer, Ms. Petain is an expert in recovering sunken treasure. She recently finished the filming of a nature series for PBS entitled, *You, Me, Brie, and the Sea*. It's sort of a romantic look at the mysteries of the oceans, and is fashioned for the upscale audience.



**Sunny Bodine:** Leader of the female motorcycle gang, Hell's Belles. Ms. Bodine, a Berkeley graduate, gravitated to Oakland and her present position after seven years as an advertising executive in San Francisco.



**Walter Teech:** President of Teech Industries, a ballbearing concern which writes 90% of its business with the Defense Department. Teech was the only guest to arrive on the island in a pink, private jet.



**Malcolm Greeves:** Greeves has just ended a six year tour with the *Pirates of Penzance* road company. His starring role as the Pirate King afforded him the opportunity to purchase a country estate in Nottingham, England. Greeves shares the home with stacks of reviews and a parrot named Roger.



**Jorge Cortes:** A Spaniard who owns a small fleet of deep-sea fishing boats. He's an aquatic Don Juan who can clean 72 fish in an hour and get a date for Saturday night at the same time.



**Gladys Mead:** An Internal Revenue Service auditor from Kansas City. Ms. Mead is fond of saying, "I don't know what brings me the most pleasure, the hunt or the kill."



**Bernadette Laffite:** French-born garment manufacturer who lives in London's West End. Laffite has made a fortune by producing and selling counterfeit designer jeans.



**Martin St. Crow:** Miami-based businessman who supplies Third World countries with war materials. The flamboyant St. Crow is also a world-class backgammon player who once lost 17 Sherman tanks on an ill-advised redouble.

## Welcome to our island paradise.

To facilitate things, please note the bungalow assignment list: Mead and Laffite. St. Crow and Greeves. Bodine and Petain. Cortes and Teech. Rogers Brothers.

You will find more than adequate provisions in the mess tent and adjoining refrigeration compartment.

We hope you enjoy your four-day stay in paradise.

There will be a treasure hunt on your third evening. Please consult island map for teams, areas to be searched, and objects to be found.

