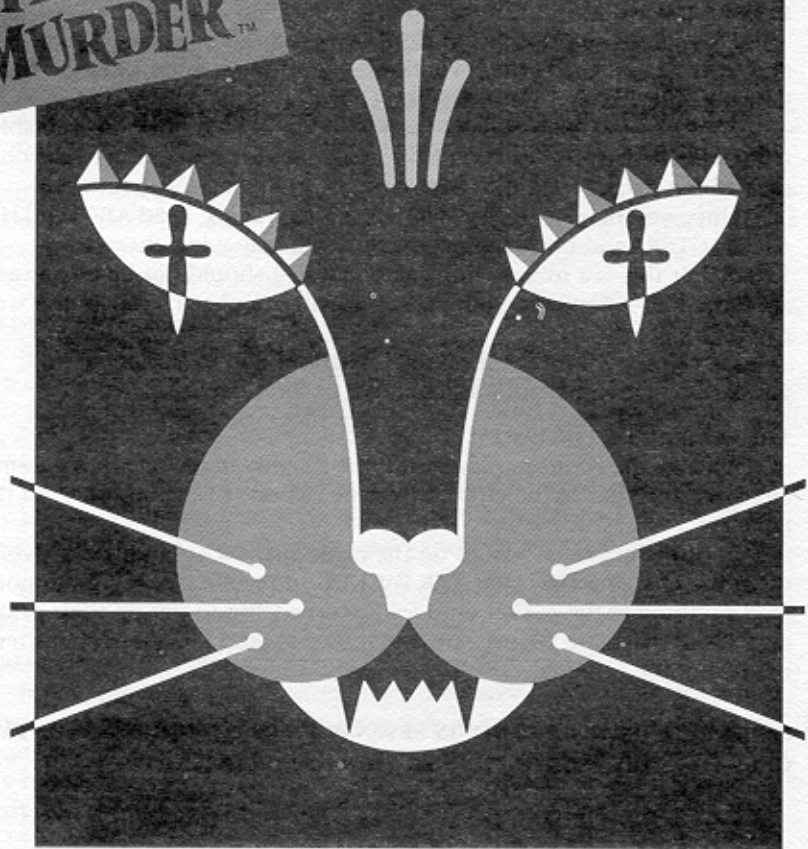


# LIFE OF THE PARTY™

GAMES

HOST'S GUIDE AND RULE BOOK

Where There's A Will  
**THERE'S A  
MURDER™**



## CONTENTS

8 Invitations, 8 Character Packets, Extra Clue Sheet, 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!

**Special Note:** The host reads the EXTRA CLUE aloud after all the second clues have been disclosed and discussed.

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.



**Nellie Couche:** Up until six months ago, Miss Couche had been in the employ of the Lake Geneva Playguy Club in the position of hostess. Phineas was convinced she was a "young innocent" who had fallen into bad company. He took her away from all that and into his home. After Phineas' death, she becomes a wealthy "young innocent" to the tune of two million dollars.



**Cornelia Desmond:** A bright and ambitious young attorney. Three years ago, Phineas made her an offer she couldn't refuse, and she gave up her criminal practice to become Phineas' in-house attorney, business manager, and personal advisor. After Phineas is dead, it is provided that she will continue to run the Windgate financial ship as long as she wishes and receive a bonus of one million dollars.



**Marlene Freud:** The proud and stately brewmistress of Northland Breweries. Austrian by birth, she and her husband Otto came here 25 years ago when Phineas offered Otto the job of brewmaster. When Otto collapsed and died six months ago, Marlene got the position. With Phineas dead, she gets 51% of the Northland stock, worth about five million dollars.



**Dr. Gus Gables:** Kindly Dr. Gus, as he is fondly known, had a small veterinary practice in the countryside for about seven years. Two years ago, Phineas brought him into the manor and gave him a laboratory and a very generous salary. Dr. Gus' responsibility was the health of Phineas' 60 beloved cats. On Phineas' death, kindly Dr. Gus will receive the sum of ten million dollars, provided he continues to care for the cats and their offspring as long as he or they live.



**Rupert Windgate Gridley:** Phineas installed the blunt and not overly bright cousin Rupert as head coach of his Wisconsin Weevils pro football team. In a little over two seasons, Rupert has transformed the championship team into a mediocre also-ran. When Phineas dies, Rupert goes from coach to owner.



**Lillian Windgate:** Phineas' prim and dour 60-year-old niece. Since she was 20, she's known of the five million that awaits her after Phineas' death. She bides her time, taking care of the library, and reading and re-reading her complete collection of the *National Enquirer*. Of course, she may only collect if she outlives her uncle.



**Lionel Windgate:** Phineas' only offspring. Born when Windgate was 50, Phineas calls him "The only miscalculation of my life." Although he has no money of his own, Phineas has always kept him in ready cash for whatever his basic needs are. His basic needs include wild parties, plenty of women, and an insatiable desire for nearly every drug known to the pharmaceutical sciences. If it isn't nailed down, Lionel will snort it up. Lionel gets everything everybody else doesn't—in other words—a lot.



**Wiggins:** Phineas' ever-present, ever-faithful butler for 18 years. Wiggins does not approve of Lionel's profligate ways, of keeping animals in the house, of foreigners, of beer or of football. He does, however, approve of the one million dollars he is to receive after Phineas' death.



We are at Windgate Manor on the shores of beautiful Lake Geneva, Wisconsin. It is Monday, September 23, 1985. Eighty-three-year-old beer baron Phineas T. Windgate was found dead this morning in his canopied bed, with his own silver-handled letter opener thrust through the bedsheets and into his chest. His body was discovered by Nellie Couche at 9:30 this morning when she went to give him his morning back rub. He had been dead for at least ten hours.

It is well known that the eight of you are his primary heirs. Also, all eight are at least part-time residents of the manor, and all were staying in the house last night. The police have concluded that the murderer or murderers are to be found amongst the eight of you.

When Miss Couche saw something was amiss, she went and told Wiggins, who aroused the rest of the household. You all met in the victim's bedroom. At that time, Miss Lillian let out a sharp, loud laugh. Lionel said, "Wow, tell me I'm not tripping." Nellie said, "He was so sweet and considerate, he bled so little we won't even have to throw away the sheets." Rupert exclaimed, "Interception—Touchdown!" Marlene gasped, and opened the connecting door to the billiard room to get away from the horrible sight, and Dr. Gus, who was standing next to Marlene, said in a startled voice, "Good heavens, what's she doing there!" His remark was in reference to the dead body of Tanya the cat which was lying on the billiard table.

The events of last evening are no doubt pertinent to the case. You all had dinner together last night at 6:00 pm with Wiggins serving. There was not much discussion. A few remarks were made about the Wisconsin Weevils, the professional football team which Phineas owned and Rupert coached. They had lost that afternoon, 28-14, to the Chicago Bears. During dinner the doorbell rang. Wiggins answered it, and returned to the dining room with a package which he gave to Phineas. A note attached said it was a complimentary batch of brownies from the Ookie-Wookie-Cookie Company. Brownies were Phineas' favorite.

It was customary for no one to leave the table before Phineas, and that custom was followed last night. As Phineas rose to go to his bedroom, he announced his "Appointments" for the night. Windgate was famous for summoning you to his precisely one half hour, evening meetings in his bedroom when he had something of importance to discuss with you. Last night was a busy evening. He wanted to see Rupert at 8:30 and Dr. Gus at 9:00. Then he said, "Marlene, I think I can give you some time tonight at 8:00, if you wish." He departed from the table, carrying Tanya, his favorite cat, with him. It was 7:15. He took the unopened brownies with him.

Phineas' bedroom is on the first floor in the East Wing of the house with connecting doors to the billiard room and the library. Miss Lillian's room is next to the library, and Miss Couche's room is next to the billiard room. All these rooms have their own entrance into a shared hallway. Everyone else's bedroom, as well as Dr. Gus' laboratory, are in the West Wing, except for Wiggins who sleeps on the second floor.

Phineas T. Windgate's greatest love was his cats. Although he owned the huge Northland Beer Company and the Wisconsin Weevils football team, and was probably worth in excess of 40 million dollars, nothing meant more to him than his cats. He had 60 of them—57 of them were confined to the second floor. His three favorites, Felix, Ollie, and Tanya had the run of the main floor, but were usually to be found with Phineas in his bedroom. Tanya was his special favorite, being the oldest. At 16, she was now a very sick, feeble cat. Cat doors were built into every door, except the billiard room's for fear the cats would scratch the table.

Congratulations. You are now all wealthy heirs. Before you spend it all, you might want to find out first, who is a murderer!