

LIFE OF THE PARTY™

GAMES

HOST'S GUIDE AND RULE BOOK

WHO KILLED
ROGER
ELLINGTON?™



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.*



We are in a town called Washington Station, Massachusetts. The date is August 9th, 1948.

I thought we might resolve this ugly business before the police have to resolve it for us. It will save us all a lot of inconvenience. To begin, I shall review the circumstances of the case.

First, the murder. Roger Ellington died shortly after he ate an order of snails that were laced with the South American drug curare. This unfortunate event took place at the French restaurant L'Escargot, which is owned and operated by our own Gastonne Schmidt. The victim, Roger Ellington, was a 35-year-old industrialist, a rogue with known enemies. People believe his bleeding ulcer was caused by his nefarious activities. It is safe to assume that any of us could find reason to eliminate him. Each has reasons, each had a motive to kill Roger.

Let me review the facts. L'Escargot is a small French restaurant housed in a two-story building. The restaurant occupies the first floor. The second floor is the private residence of Gastonne Schmidt. A staircase in the alley offers the only entrance to the apartment. We have a floor plan you may study to understand the physical details.

The kitchen contains two ovens and a fancy collection of pots and pans. A dumbwaiter is situated just inside the alley entrance. At one time, it led up to the apartment on the second floor, but apparently the dumbwaiter has not been usable for years.

Across the alley, facing the kitchen, is Jerry's Bar. This establishment serves as a local night spot for some of our lesser citizenry. That takes care of the physical surroundings.

The night he died, Roger was dining with his business partner Steve Watson, and Gastonne Schmidt. Although Schmidt had prepared the meal that evening, it was served by Arnold Green. Cybil Admunson, the hostess, was at her station by the front door. Yvonne Drake was in and out of the kitchen all evening. The rest of us couldn't remember where we were that fateful night. Anyway, Roger ate, keeled over, and died. The time of death was noted at 10:52 pm. It seems that at the time of the crime, Yvonne rushed out of the kitchen and laughed, Cybil screamed, Arnold fainted, Steve knelt over the body, and Schmidt sat frozen.

In conversation amongst ourselves, the truth should emerge. Let us go around the room and introduce ourselves and then get this thing settled.

WASHINGTON STATION GAZETTE HEADLINES

- Aug. 1 Ellington Returns From South American Vacation
- Aug. 2 Japan Recovering—With MacArthur's Help?
- Aug. 3 Ex-Nazi Bruno Wilhelm Dies in Upstate Farming Mishap
- Aug. 5 Derrick Ellington Jailed for Public Drunkenness
- Aug. 8 Roger Ellington Dies—Foul Play Feared

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.

Major Deegan: Lifetime resident of Washington Station. Deegan was Roger's chief competitor for women, status--everything, for as long as anyone could remember. A well-trained mercenary, Deegan returned to town shortly after the war, satisfied that he and a few others had saved the Western world from evil. He couldn't remember where he was the night of Roger's death.

Derrick Ellington: Stepbrother of the deceased, had been away in the Merchant Marines for ten years, returning to town a year ago. Derrick became engaged to Sara Admunson after his return. She died soon after in an auto accident. A drunken Roger was driving her home from a party when he lost control of the car. Derrick crawled into a bottle shortly after the funeral and never came out. Always looked down upon by his brother, Derrick never "lived up" to the Ellington name. Perhaps that is why he sought refuge in the Merchant Marines for all of those years. He couldn't remember where he was the evening of the murder.

Cybil Admunson: Sister of the late Sara. It was common knowledge that Cybil loved Roger. A social climber, Cybil was not liked by many. At her sister's funeral, she exchanged some pretty harsh words with Roger. While deciding on which college to attend next, she worked as the hostess at L'Escargot. She was on duty that evening.

Arnold Green: Boston College student who was working at L'Escargot for the summer. Green was not a born waiter, and was publicly humiliated by Roger on several occasions. Green served that evening.

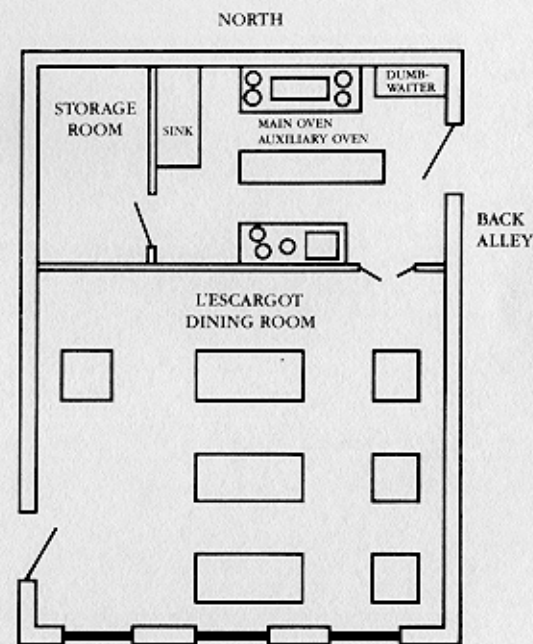
Yvonne Drake: Master pastry chef at L'Escargot. She came from Paris shortly after the war. A cold "foreigner," she did not mix easily with the locals. However, she was having a rather obvious affair with Steve Watson. Yvonne was in and out of the kitchen all evening.

Steve Watson: Young, energetic man who moved to Washington Station from Boston in 1946. Steve was well liked and was Roger's business partner in many deals. He was president of the local Chamber of Commerce. He dined with Roger and Gastonne that evening.

Gastonne Schmidt: Owner and head chef of L'Escargot. Since his arrival from Paris a year and a half ago, Schmidt had become known as an arrogant yet likable eccentric. He gave the town a bit of European class, and his gruffness only added atmosphere to his establishment in the eyes of the townspeople. He dined with Roger that evening.

Katie La Femme: Local party girl with the proverbial heart of gold. Having had a painful on-again-off-again affair with Roger, Katie knew of his dark disposition. She once bellowed from her roost in Jerry's Bar, "Someone ought to put him out of my misery!" She also couldn't remember where she was that evening.

1st FLOOR PLAN
The Restaurant



2nd FLOOR PLAN
The Apartment

