Instructions

INSTRUCTIONS

Hosting your murder mystery is simple. And this booklet tells you everything you need to know to make the most of the occasion.

If this is your first murder mystery, you can relax. Your part – and those of your guests – are all scripted. But please don't let that stop you! The more you bring to your character and your party, the more enjoyable it will be for all.

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INSTRUCTIONS

WITHIN YOUR PACK YOU SHOULD HAVE:

- THESE INSTRUCTIONS
- INVITATIONS AND ENVELOPES
- CHARACTER BOOKLETS FOR EACH
- CHARACTER
- FOUR FOLDED CLUES
- AN ENVELOPE CONTAINING THE SOLUTION
- A SHORT BOOKLET CALLED "MAKING THE MOST OF YOUR THEME" WHICH CONTAINS IDEAS AND RECIPE SUGGESTIONS
- PLACE SETTING CARDS
- NAME LABELS

PLEASE NOTE: **If you cannot use the digital Google or Alexa voice recording for any reason, you can simply read out the script from the back of this book at the correct time or visit www.stellaartois.com/mysteryinthelifeartois for the online recording instead.**

This game doesn't need to be played over dinner, though it has been written with dinner parties particularly in mind. It usually takes around 1 ½ hours to complete with a leisurely meal.

Although we have provided a suggested menu, it is only a suggestion. We encourage you to enjoy some quality time with your friends, so feel free to adjust the menu to a takeaway, or just enjoy the fun over drinks. Don't feel tied to the kitchen. You don't want to miss any of the fun!

PARTY PREPARATION GUIDELINES:

FIRST AND FOREMOST, MAKE SURE YOU BEGIN YOUR PREPARATIONS WELL AHEAD OF TIME, SO YOU GET THE MOST OUT OF THE PARTY.

ASSIGNING GUESTS

One of the first steps in hosting a murder mystery is to assign your guests to a character. Read the character descriptions on the invitations and where possible try and fit the guests you plan to invite to the characters themselves.

We have included two gender neutral characters, Alex and Brooklyn, who can be played by either gender, and two optional characters, Michael and Francesca. This means your game pack will work for a group of 4, 5 or 6 guests.

If the invitation descriptions are not enough to help you decide who should play who, then you can read the background character information found in the front of the character booklets without finding out who committed the murder.

There are no special acting abilities required for the game and participants can make as much or as little of their character as they wish. They do not need to memorise any information and can simply read word for word what they have been given without embellishing anything if they so choose.

The games are constructed so that everyone has to interact. The scripted dialogues are included to help break the ice and get the guests into character. Even total novices get into the swing of things quite quickly!

SENDING INVITATIONS

Send the invitations a few weeks in advance where possible to allow your guests time to find a suitable outfit for the occasion.

Printed invitations have been included with this kit. However, you may wish to read the short booklet titled "Making the most of your theme" for ideas to personalise the invitations further.

Some hosts decide to use the script instead of the Google, Alexa or online recording to allow them to invite an extra guest as a suspect. If you decide to do this, you will find the script for the inspector at the very end of this booklet. The inspector can be male or female. To avoid spoiling the mystery, we have provided the solution separately in a sealed envelope.

SETTING

Where you hold the murder mystery sets the stage for the party. A few minor alterations in your home can add some simple ambience to help get your guests in the mood. Make sure you read the booklet called "Making the most of your theme" to get some ideas.

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RUNNING THE PARTY

By the time you get to this point, you should have all the character booklets, your Google or Alexa smart speaker, these instructions which contain the optional inspector speeches, and the sealed solution envelope sitting somewhere safe, a decorated room, some ambient music and a simple menu that is set to go as soon as all your guests arrive.

You may want to keep a copy of the round instructions to hand during your event. These instructions help guide you through the mystery. They let you know when to listen to the audio / read from the optional script.

If you do not have a smart speaker
you can access all the speeches from
www.stellaartois.com/mysteryinthelifeartois
and you should play these where indicated
instead of asking the smart speaker.

ROUND INSTRUCTIONS

As the guests arrive, they should be given their character booklets. These contain the guest instructions, further background information on their character to
help them act the part, and all the dialogues and clues they need. You should also hand the four clues to the characters indicated on the clues. As you provide the booklet, explain what is inside and tell them that they should read only as far as the booklet indicates.

ROUND INSTRUCTIONS (CONT)

Introduce your guests to everyone as they arrive. You may want to use the name labels included in your pack to help people to remember who is playing who, though usually the costumes give it away!

When everyone has arrived, give them all time to read their character booklets before you begin.

INTRODUCTORY ROUND

The game only truly begins when you play the first speech on your smart speaker (or read out the first speech provided at the end of these instructions). **This first speech announces the murder and sets the scene.**

To play this speech on your Google or Alexa smart speaker **say: "OK Google" or "Alexa" then: "Ask Mystery in The Life Artois for Script One".** If you're listening online, simply select **Script One.**

After you have listened to the speech, the guests should all introduce themselves. Charles Johanssen speaks first and the other characters follow naturally in the order provided in their booklet.

Once everyone has introduced themselves, you should play the next inspector speech on your smart speaker or read the next inspector speech provided in this booklet and move on to Round One.

To play this speech on your Google or Alexa smart speaker **say: "Ask Mystery in The Life Artois for Script Two."** If you're listening online, simply select **Script Two.**

ROUND ONE

Allow time for everyone to review the information in their character booklets. Then ask the guests to speak the first shared dialogue.

Once that is finished, guests should move on to their questions and answers. There is no set order for speaking during question time – it is simply a free-for-all! Just encourage everyone to get questioning!

If you've omitted any of the optional characters, there are instructions in each character booklet to ensure this is handled seamlessly. There is no need to refer to anything in the optional characters booklets.

Guests should be encouraged to listen to the other guests questions and answers as they will need everyone's input to solve the case.

Once everyone has answered all their questions, you should play the next inspector speech or read out the next speech provided in this booklet.

To play this speech on your Google or Alexa smart speaker **say: "Ask Mystery in The Life Artois for Script Three."** If you're listening online, simply select **Script Three.**

ROUND TWO

Tell your guests to move on in the booklet. Allow time for everyone to review the information and then instruct the guests to speak the second shared dialogue.

Once that is over, tell them to move on to their questions and answers.

Once everyone has answered all their questions, you should play the next inspector speech or read out the next speech provided in this booklet.

To play this speech on your Google or Alexa smart speaker **say:** **"Ask Mystery in The Life Artois for Script Four."** If you're listening online, simply select **Script Four.**

ROUND THREE

Tell your guests to move on in the booklet. Allow time for everyone to review the information and then instruct the guests to speak the third shared dialogue.

Once that is over, tell them to move on to their questions and answers.

Once everyone has answered all their questions you should play the next inspector speech on your smart speaker or read out the next speech provided in this booklet.

To play this speech on your Google or Alexa smart speaker **say:** **"Ask Mystery in The Life Artois for Script Five."** If you're listening online, simply select **Script Five.**

CONCLUDING STATEMENTS & SOLUTION

Ask your guests to move on in their booklets. Guests should read aloud their portions of concluding dialogue which act as a summary. This works in exactly the same way as the introductory dialogues.

Once everyone has made their suggestions, play the final speech on your smart speaker or open the sealed envelope and read out the script which will reveal the real murderer.

To play this speech on your Google or Alexa smart speaker **say: "Ask Mystery in The Life Artois for Script Six."** If you're listening online, simply select **Script Six.**

If you are conducting the event during a meal, the rounds should be arranged as follows:

INTRODUCTORY ROUND:
Before your guests are seated at the dinner table / before the first course.

ROUND 1: During or after the first course.

ROUND 2: During or after the main course.

ROUND 3: During or after the dessert.

CONCLUDING STATEMENTS AND SOLUTION:
During or after tea/coffee and mints.

THE SOLUTION CONCLUDES THE MURDER MYSTERY.

YOUR JOB AS A HOST

As host it is your job to make sure everyone is comfortable with what they are being asked to do. If you notice someone hasn't asked any questions in Rounds 1, 2, or 3, then ask them directly – do you have anything to ask anyone? It's usually all about nerves, and the more comfortable they feel the better.

Guest instructions have been included within the character booklets, but you may need to keep the instructions to hand as you play so you know when you need to hear from the inspector.

INSPECTOR SCRIPT

THIS IS THE SAME AS THE SCRIPT ON GOOGLE, ALEXA, OR THE ONLINE RECORDING AND IS PROVIDED IN CASE OF ANY TECHNICAL ISSUES OR AS AN OPTIONAL EXTRA CHARACTER FOR THE HOST TO PLAY.

SPEECH 1 – PLAYED FIRST

Good evening, ladies and gentlemen. I am Detective Inspector Moncrieff and I'm afraid I am going to have to ask that you all remain here for the time being.

I know, I know, you're all terribly busy people, and VIPs to boot, but I'm afraid this is important. If any of you try to leave without my permission you will be turned around by my officers outside and sent straight back here in cuffs, VIP status or not.

SPEECH 1 – PLAYED FIRST (CONT)

An hour or so ago, paramedics were summoned to Chateau d'Estelle to attend what was originally described to them by the staff here as a terrible accident. They arrived to find your host, Theresa Ventnor-Bernard, in her downstairs study, crushed by a fallen sculpture. I noticed, on arrival, that she was a woman of eclectic tastes as far as artworks were concerned. Large object d'art appeared to be her passion, so the fact the sculpture is large is not unusual. However, the fact that it fell, I believe, is.

The paramedics were, I'm afraid, unable to revive Ms Ventnor-Bernard which means this, ladies and gentlemen, is a murder enquiry.

Furthermore, I believe the murderer to be none other than one of you!

I am led to believe by the staff that you don't actually know each other all that well, so may I suggest we begin this investigation with some introductions? You sir – Mr Johanssen isn't it? Do you want to introduce yourself first before we begin the questioning?

SCRIPT 2 – PLAYED AFTER INTRO STATEMENTS

Thank you, people. I've now got a note of each of your names in my little book, which means it's time for me to continue my investigation of the crime scene.

While I leave you to chat amongst yourselves over your meal, perhaps I could encourage you to conduct your own investigation. This always works better if the suspects try to clear their own names. I'll be back later to tell you what I've found at the crime scene.

Sorry, Mr Johanssen. Did you want to say something before I leave?

SCRIPT 3 – PLAYED AFTER ROUND ONE

Right! Thank you, everyone, for your assistance so far. It seems the paramedics were right to suspect foul play, because it's clear to me now that this sculpture would never have moved without assistance. Had it been unstable, the sculpture could have fallen at any time, but it fell at precisely the right moment, in precisely the right way, to have hit Ms Ventnor-Bernard where she sat in her favourite armchair.

Whether the sculpture was pushed by someone in the room, or whether the motion was planned in some other way we have yet to determine, but perhaps while I comb the room for further clues, can I persuade you to continue with your own lines of enquiry over your meal?

I'll be back later with, hopefully, a little more information. Unless of course, anyone here wants to volunteer something first? Ms Chevalier?

SCRIPT 4 – PLAYED AFTER ROUND TWO

Well then, ladies and gentlemen.
Thank you for your input so far, and thank you, Mr Johanssen, for locating that missing piece of the puzzle outside the patio doors.
That perspex pillar was the very clue I was looking for.

It means, ladies and gentlemen, that we are not looking for a spur of the moment killer, someone who toppled the sculpture while Ms Ventnor-Bernard was arguing with them in the room. We are now looking for one who planned their attack with guile and cunning. One who hoped to get away with it, and one who is likely to show no remorse.

I am still utterly convinced it was one of you, but the question is which one? Perhaps a final check through the guest rooms might provide some clues while I leave you discussing the case so far. Alex at least looks ready with a question. Did you have something you wanted to ask before I left you again?

SCRIPT 5 – PLAYED AFTER ROUND THREE

Well, here we are, at the very end of the investigation! If you ask me, it's extremely likely that I will be able to arrest the murderer this very evening without the need to take you all down to the station for questioning.

I'm sure you'll all be pleased about that. Well, everyone except Ms Chevalier, who I think rather fancies creating a little bit of drama for the paparazzi. Maybe she will yet. Who knows?

While I reflect on everything I've heard and seen so far, perhaps you could all make some sort of last statement. I've found suspects often want to get a last word in. Ms Chevalier, would you like to start?

THE SOLUTION SCRIPT CAN BE FOUND IN THE SEALED ENVELOPE MARKED SOLUTION.

With Love,

STELLA ARTOIS

NOTES

for the facts **drinkaware.co.uk**

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