

Ultimate Murder Mystery Games Presents....



Bumped off at the BBQ!

## Playing the Game

Welcome and thank you for taking part in what is sure to be an exciting and memorable party, a Murder Mystery Party! This introduction will help explain the way the game will work. If you have any questions, please ask whoever is hosting your party. In this game, the more you get involved, improvise and play to your characters personality, the more fun you will have!

You can get into character as soon as you arrive at the party, but do not reveal anything from this character pack yet. Once everyone has arrived, the host will call everyone together and place slips of folded paper in the centre of the group. One of these slips will be selected at random and on it will have "? Murders ?". The ? will be replaced by numbers which correspond to the "Secret Number" found on the next page of this pack. So if the slip of paper says "5 Murders 7", it means whoever has secret number 5 will be the murderer and whoever has secret number 7 will be the victim. If you are the Victim you still get a chance to solve the murder. After your character dies, you just switch characters and come back as a police detective!

To start the main part of the game, the host will ask each guest to introduce themselves to the rest of the group, using your "**Character Introduction**". You will then mingle with each other and read out your conversation starters. You should treat the conversation starters as their name suggests and use them to start a conversation with a small group of guests. You should not read them out in front of everyone at once, but everyone should hear your conversation starters at some point. It is up to guests to involve themselves in other people's conversations. Do not be afraid to eavesdrop as you may pick up on valuable information! When mingling, you should use the entire venue so that you are not all in one room when statements are being given out. Remember that your characters personality should be adhered to at all times and act appropriately to whatever may happen. Some characters may not like you eavesdropping on their conversations whilst others may try to mislead you and some may ignore you completely! Above all, remember, **no murder has been committed yet**.

At the host's discretion, they will call for the victim to drop dead. You will then be called together and informed that a murder has taken place. You will be given details of who, when, where and how. It is then your job to work out who did it and why. The guest who was playing the victim will now return as a police detective to help solve the case. To add a bit more fun to the night, everyone will also have a secret task to carry out, which is detailed later in the character packs. These tasks are not essential to solving the murder but they can and probably will confuse others and will add extra fun to the party. The host may also choose to reward the player who performed best with their secret task with a prize!

After the revelation of the murder, you will mingle for a second time. Again, it is important that you use the entire venue so that you are not all in one room. This time you can ask questions of each other relating to the murder. If you are asked a question and know the answer from your own characters **secret** information, you **must** reveal it. If you know the answer from what someone else has told you, then it is your choice as to whether you want to reveal the answer or not. You need to consider your characters personality, how well you get on with the person asking the question and anything you may want from them in return. You cannot lie unless it says so in your characters personality profile, however you do not have to tell people the whole truth unless they specifically ask! You should make others work hard for the information, after all, you can guarantee that they are doing the same to you! If your character personality allows, feel free to get into arguments and start shouting with other guests during this time. Arguments are recommended as it adds more realism to the game. Remember, always stick to your personality profile and don't do anything out of character!

After a while the host will call everyone together and reveal more information surrounding the murder. They will also ask everyone to call out the name of who they think the murderer is but not to give a reason. If you wish, you can make a false accusation to throw others of the scent. You may not want to give too much away just yet! Going by your characters personality, if **you** are accused, you may get angry, happy, sad, etc. You also need to be careful as other guests may end up being very uncooperative if you accuse them of murder! After that, mingling again takes place for a while longer and more questions can be asked.

When the host feels like the evening is starting to come to an end, they will call everyone together for the last time. They will hand out suspect sheets on which everyone writes who they think is the murderer and why. While these are being collected in, the host will ask everyone to stand up in turn and read out their secret task and how they got on with it. The host will then ask everyone to stand up again and make their accusations. At this point, remember to stay in character and act shocked, surprised or angry, etc. if your name is read out. The host will now reveal what conclusion the Police came to and ask the Murderer to reveal themselves! To end the game, the host will give a confession to the murderer to read out.

# Bumped Off At The Barbeque!

## Introduction

After months of cold, wet, doom and gloom, summer had finally arrived. On one particularly hot afternoon, Barbara Queue, a highly respected local lady, decided to host a barbeque for her friends, family and neighbour's. The afternoon seemed to be going very well with everyone eating, drinking and getting along. As the dark shroud of the evening drew in though, tragedy struck and a body was found at Barbara's house. While the police were going about their business, the guests all set about trying to solve the murder to exonerate their names, but what other sinister motives were going on underneath the surface? What secrets were people hiding, who would resort to murder to keep those secrets hidden and who was the unfortunate sole who had burnt their last sausage? Just like the traditional English Summer time, things are about to get very stormy! Can you work out who was responsible for the Summer Slaying or will you be the one who is Bumped off at the Barbeque!

## Hints & Tips

- Listen carefully for clues, do not overlook anything and take nothing for granted but beware of red herrings!
- Not all secrets will lead to the murderer's identity, but some secrets can be important for blackmail purposes or exchanging with other guests.
- Make plenty of notes or else you may forget what you heard at the beginning of the party.
- Everyone knows something but you may need to find ways of making them talk
- Anything goes, friendship, bribery, blackmail, threats, deceit and even violence (pretend violence only please!)
- If you withhold too much information, others may not give you any of theirs either
- You may want to try teaming up with another guest to solve the murder as long as you can trust them!
- Remember that the murder is only one of the tasks for you to do, you will also have a secret task to complete
- Above all, remain in character at all times and enjoy yourself!

## Your Character Is – Barbara Queue



**YOUR SECRET NUMBER IS – 27 – DO NOT REVEAL THIS TO ANYONE!!!**

[When asked by the host, please read out your character introduction below.](#)

Hello everyone, my name is Barbara Queue and I am 48 years old. I would like to thank you all for coming to my barbeque today and hope you all enjoy yourselves. If there is anything you need, please don't hesitate to ask. My home is your home.

## **Barbara's Secrets**

The following is for your eyes only. Do not reveal it unless asked in the Question and Answer round.

**\*\*\*\*\* Will be Revealed when purchasing the main game \*\*\*\*\***

### **YOUR CHARACTERS PERSONALITY**

The following is a guide to how your character should act on the night. Do not read this out to others.

- Happy and bubbly lady who tries to make everyone feel at ease
- Wants to do her best to make the world a better place
- Avoids talking about her past but is completely trustworthy

You are a genuinely happy, sincere and trustworthy lady whose only fears are about the past. You will do anything to avoid those fears coming back to haunt you. If you are accused of murder, you will laugh it off.

### **YOUR COSTUME SUGGESTIONS –**

A bright, summery dress, sunglasses and smart shoes.

### **YOUR SECRET TASK**

As well as discovering the identity of the murderer, you all have a secret task to complete. These tasks are not compulsory and will not help identify the murderer but they will add a bit more fun to the party. You must not reveal your secret task to the other guests until the end of the night when asked to by the host. It is up to you how you go about completing the task but you should work to your characters personality.

Your Secret Task is –

**\*\*\*\*\* Will be Revealed when purchasing the main game \*\*\*\*\***

## **CONVERSATION STARTERS –**

When mingling at the beginning of the night, talk to various people and start up conversations based on the statements below. You **must** elaborate on the statements as you feel appropriate for your character. All conversation starters must be read in front of at least two other people. Remember that as well as talking, you must listen. Eavesdropping is definitely permitted and you can ask people what conversations they have heard from other guests. You can repeat conversation starters any number of times that you wish, so once you have read out all of yours, you can still go and mingle with other guests. Mingling is about getting to know the other characters and finding out key information that you can use in later rounds.

**\*\*\*\*\* Will be Revealed when purchasing the main game \*\*\*\*\***

## **QUESTION AND ANSWER ROUNDS**

After being told of the murder by the host, you will mingle again. It is now up to you to approach the other guests who you suspect may know something and try to coax the information from them. Remember to stick to your characters personality at all times. As a sincere and happy lady, you do not go around demanding answers or being aggressive. You prefer the agony aunt approach and encourage people to tell you their problems in confidence. You must be careful how you word your questions as some other guests may not like being questioned over a murder! You should also take care not to alert others to your prime suspect by your line of questioning. It may be fun to throw in a few "red herring" questions to put others off the scent. When asked an appropriate question, guests **must** reveal any relevant information that appears in their characters "secrets" paragraph, but it is their choice as to whether they reveal any other information that they have discovered during their own investigations. If you suspect that someone knows something and is not telling, you can try and offer money or an exchange of information (be careful about betraying others trust). If someone asks you a question and you are forced to answer, you can similarly bribe them to keep the answer secret. So if Paul were to ask you if you had a daughter taken into care, you must tell him the truth but then you may try begging or bribing him so that he doesn't tell your secret to anyone else. Remember that not everyone can be trusted though! If you are asked a question that does not appear in your characters "secrets" paragraph, you are free to make up any response you like, as long as it does not contradict any of your other statements. During this round, remember who your friends are as you will want to help them but hinder those who have been unkind to you! The only question you are allowed to lie to will be – *Are you the murderer*. If you are asked where you were during the night, you must admit that you were all over the garden with Holly during the afternoon but stayed mostly in doors after about 7pm. You saw Sandy in the kitchen at about 7pm when she was getting a drink and took a drink out to Walter who was on the patio just before 9.30pm when you saw Holly again. You had a confrontation with Sonny by the patio just after 9.30pm. If you are **not** the murderer, you can admit seeing Paul in the main entrance hall at about 8pm



# Character Relationships

