

BET ON YOUR LIFE?



Bet On Your Life? – 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. The game relies on how much you get involved, improvise and play your character. Each character has a different personality so do not be embarrassed to act out your character, the more you do, the more fun you will have.

As you arrive, you will be given £2000 in fake money to use during the game. You can get into character at this point but do not reveal anything from this character pack apart from your name. 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 ? and then 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 and then murders 2”, it means whoever has secret number 5 will be the murderer, whoever has secret number 7 will be the 1st victim and whoever has secret number 2 will be the second victim. If your number is not on the slip of paper selected, you are innocent of the crime. If you are one of the victims, you still get a chance to solve the murder, you just switch characters and come back as a police detective! It is important that you keep your Secret Number hidden from other players.

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 conversation starters are being read 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 1st victim to drop dead. If your secret number was selected as the 1st victim, you should now scream and fall to the floor in a dramatic fashion! 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 also has a secret task to carry out, which is detailed later in this character pack. 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.

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! Remember, always stick to your personality profile and don’t do anything out of character!

After a while the host will call out for the 2nd victim to drop dead. If your secret number was selected as the 2nd victim, you should now fall to the floor. The host will call everyone together and reveal more information surrounding the murders. 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 the murderer is 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.

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Introduction

The millionaire businessman, Rex Gamble, was set to open his latest in a long line of Casinos, the "Southern Star" in a small, picturesque, coastal village. The night before the Southern Star opened to the public, Rex had invited along several wealthy gamblers, local VIPs and even the local newspaper to experience his brand new state of the art Casino. The night started well and Rex was all set to celebrate his latest triumph when suddenly, tragedy struck. A body had been found at the Southern Star and the police were on their way. Who was destined to die that night, who was responsible and most importantly, why? One thing is certain, everyone has something to hide but can you find the killer before they strike again? Don't turn your back on anyone, you are now gambling with your lives!

Hints & Tips

- Clues are everywhere, do not overlook anything and take nothing for granted.
- 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 – Rex Gamble



YOUR SECRET NUMBER IS – 63 – DO NOT REVEAL THIS TO ANYONE!!!

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

Hello, I am Rex Gamble, owner of the Southern Star Casino. It is my honour to welcome you all to the best night of your life. You have exclusive access to my brand new Casino, so make the most of it as from tomorrow, it opens to the public. My highly trained staff will be on hand to service your every need and there is a free buffet on hand for you, so please, spend lots of money and enjoy yourself!

REX'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.

- Very confident to the point of being arrogant and will flirt a lot with the ladies
- Loves money and the perks that come with his job, such as meeting influential people and royalty
- Will play the host very well and make everyone feel comfortable and at ease.

Rex is over confident and does not ever think anything can go wrong. If he doesn't like a guest, he will make them feel comfortable until their money runs out but he will come down hard on his employees though. He is easily stressed when things go wrong and tends to panic easily. If anyone accuses him of murder, it will depend on how much money they have as to his response.

YOUR COSTUME SUGGESTIONS –

Business suit with smart shoes and carrying a briefcase. Carry's mobile phone around all the time.

YOUR SECRET TASK

As well as discovering the identity of the murderer, each guest has a secret task to try and complete. These tasks are not compulsory but they will add a bit more fun and intrigue to the night. 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 entirely up to you how you go about completing the task but you should work within your characters personality.

Your Secret Task for tonight is –

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

CONVERSATION STARTERS –

When mingling at the beginning of the night, talk to various people in groups or on their own and start up conversations based on the statements below. You **must** elaborate on the statements as you feel appropriate for your character. 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. Remember, mingling is about getting to know the other characters and their personalities and also 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 an overconfident businessman, you are not afraid to say what's on your mind. It doesn't take a lot to get you angry, particularly if your innocence and integrity are being called into question. 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, all guests **must** reveal any 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 bribe, blackmail or threaten them (e.g. sack them or throw them out). If someone asks you a question and you are forced to answer, you can similarly bribe or blackmail them to keep the answer secret from others. So if Gail were to ask you if you are having an affair with Pearl, you must tell her the truth but then you may try bribing her so that she 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 as the host, you were all over the Casino but you do not remember what times you were there.

Character Relationships



Casino Employees

Rex Gamble
(Casino Owner)

Jack Blacker
(Black Jack dealer)

Fulla Houser
(Poker Dealer)

Buster Safe
(Head of Security)

Singh Dancer
(Entertainer)

Rouletta Wheeler
(Roulette Spinner)

Iva Drink
(Bar Maid)

Sienna Look
(Surveillance)



Casino Guests

Ian Flunial
(Local Politician)

Gail Power
(Wealthy Businesswoman)

Goaler Keeper
(Wealthy Footballer)

Pearl Swayder
(Ians partner)

Ben Igma
(Wealthy foreign stranger)

Joan R. List
(Newspaper Reporter)

