

How To Play A Blue Murder Game

A *Blue Murder Game* is not just a murder mystery game. Of course, there is a murder and your prime objective of the evening is to solve it. Talk to the other guests and work out who committed the murder and why.

The key things you will need to play a *Blue Murder Game* successfully is an ability to start a conversation and a sense of humour. The more into character you and your fellow guests get, the better the game will play out. Remember to stay in character - digressing into talking about every day things will spoil the illusion of the game.

Of course, in the best tradition of the murder mystery genre, no one is quite who they seem. Everyone has something to hide; whether it's a secret identity, a stolen object, an important document or the fact they are the killer - everybody is guilty of something.

Aside from solving the murder, there are two other important aspects to the game. The first is secrets; keeping yours safe and unearthing what others have to hide. Fellow guests will be out to dig the dirt on you so keeping your secrets may not be easy. You can evade, deflect and divert their questions but you must not lie.

When you have discovered a secret, write it on your Secrets Sheet to help you remembered what you have learned.

Achieving Your Aims:

The second is achieving your aims. Each guest will be given specific aims to achieve by the end of the game to safe-guard your character's future. Make no mistake, reaching your goals will no be easy. Others are out to stop you and will be working against you. Your success may be their downfall so you will have to pit your wits against your fellow guests in order to achieve your aims.

If one of your aims is non-tangible (e.g. it's not keeping possession of a physical item) then you must report it to the Organiser. For example, if one of your aims is to get Character X to propose to you, when Character X does this, you must take Character X to the Organiser where he/she can confirm they have proposed. The Organiser will then mark this down as an achieved aim.

Getting Started:

Initially, you may feel unsure about how to kick-start your investigation. If you are wondering where to begin, start by reading through your character sheet - who do you suppose your allies might be? They might be a good place to start. What are your key aims and who can help you achieve them? Get in there and start digging for information that will help you.

Remember, absolutely everyone has secrets to keep and aims to achieve. Whoever you talk to has potential information that can help with your investigations. Everybody is worth talking to.

Tips On Playing:

In any *Blue Murder Game*, knowledge is power. The more you know, the stronger your position. Information can be used as a bartering tool, it can be bought and sold, it can be used to blackmail fellow guests - however you decide to use it, the information you obtain will help you achieve your aims.

When you uncover a new secret about someone, think who else in the game may be interested in this - perhaps you can sell the information on or get something in return. Maybe someone will help you out with one of your aims in exchange for information. But remember, deception and double-dealing are the order of the day in a *Blue Murder Game*, so can you

trust your new ally to do what they say they will...?

On the night you will be given special skills - use them in order to solve the murder, achieve your aims and keep your secrets. There are no prizes for retaining your skills so use them. Just make sure you use them as effectively as you can.

Listen to people. Although the information they are giving you may not directly affect you, it will be important to someone else, and therefore valuable to them.

When you think you have solved the murder, write it on your Solution Sheet. This should be handed to the Organiser at the end of the game.

Have fun - it's only a game after all. Get into character and get into the game. The more engaged in the game you are, the more you will enjoy it.

The Rules:

Playing a *Blue Murder Game* is fairly straightforward and there are not many rules that must be adhered to. However, the following do apply:

1. Players are not permitted to lie. Evade, dodge and deflect by all means but a direct lie is not permitted.
2. Skills are only valid for the number of uses stated on your Skill Card.
3. Players must comply with the instructions of any valid Skill Card handed to them.
4. If a situation arises and you are unsure how to proceed, ask the Organiser. The Organiser's decision is final and must be adhered to.

Skill Cards & What They Mean:

Hand It Over:

When presented with this card, you must hand over one item in your possession to the guest who gave you the card. This can be a physical item, a cheque or cash. If you have none in your possession you are not required to hand anything over.

Get Me Out Of Here:

This card gets you out of any sticky situation. After presenting this card to another guest, they must cease questioning you and may not approach you again for at least 10 minutes.

Who Are You?:

Present this card to another guest and they must reveal their true identity.

Tell Me A Secret:

Present this card to a fellow guest and they must reveal one of their own or someone else's secrets.

Double Or Quits:

You challenge another guest to a game of 'Paper, Scissors, Stone' (see below for how to play). If you win, they must give you all the money (cash and cheques) they have in their possession. Take it to the Toastmaster to have it doubled.

If you lose, you must hand over all your money (cash and cheques).

Paper, Scissors, Stone:

Both players put their hands behind their backs. On the count of three they produce their hands to form either a piece of paper (flat palm), scissors (two fingers) or a stone (a fist).

Paper: beats the stone

Scissors: beats the paper

Stone: beats the scissors

If you both produce the same item, you must play again until there is a winner.