



Talking Tables

HOW TO HOST YOUR OWN  
MURDER MYSTERY  
AT THE MANOR



HOST'S  
INSTRUCTIONS

# HOW TO HOST A MURDER MYSTERY

## WHAT'S IN THE BOX

- 13 NAME BADGES
- 13 PINS (one for each NAME BADGE)
- 12 CHARACTER NAME Cards
- 12 SECRET TRAIT Cards
- 9 MURDER WEAPON Props
- 1 DETECTIVE NOTEPAD
- 1 EVIDENCE FILE
- 12 CHALLENGE Cards
- 12 ROUND 1 CLUES
- 36 ROUND 2 & 3 CLUES (in one pad - split into RED, YELLOW, and GREEN ENDINGS)
- 1 ACCUSATION and VOTING PAD
- 3 SOLUTIONS in 3 SOLUTION ENVELOPES (one for each ending)
- 3 AWARD TROPHIES
- 1 INSTRUCTION BOOKLET

## EXTRA ITEMS YOU WILL NEED:

- 1 PEN or PENCIL per GUEST
- 1 RED item of clothing for setting up the crime scene

## INTRODUCTION

Preparing your murder mystery party is simple. Just choose a minimum of three friends or family members to invite, set the date, and send out your invitations.

This game can be played by a maximum of 13 people (including the host). To run effectively, the game needs at least four participants if you choose to play with the audio host, or five if you choose to play the host yourself.

If you choose to play the host yourself, you will play the role of inspector Morse Code. Alternatively, use the audio inspector by scanning the first QR code on the back cover of the instruction manual when ready to begin. This will allow you to play any other character in the game. You will need a smart phone with internet access to hand.

The game can be played three times with a different solution each time.

- There are three different endings - RED, YELLOW, and GREEN.
- ROUND 1 CLUES are the same for each gameplay.
- ROUND 2 & 3 CLUES come in a single glued pad. Simply separate the 12 clues relevant to the colour of your chosen gameplay (RED, YELLOW or GREEN). At the end of the game, you will need to read the solution envelope of the same colour.

#### THE CRIME SCENE

The host will introduce themselves along with the other players and the crime scene will be investigated for possible murder weapons.

#### ROUND 1

The first round of clues will be discussed, and players will complete a series of challenges.

#### ROUND 2

More definite evidence will come to light and details of the crime will be revealed.

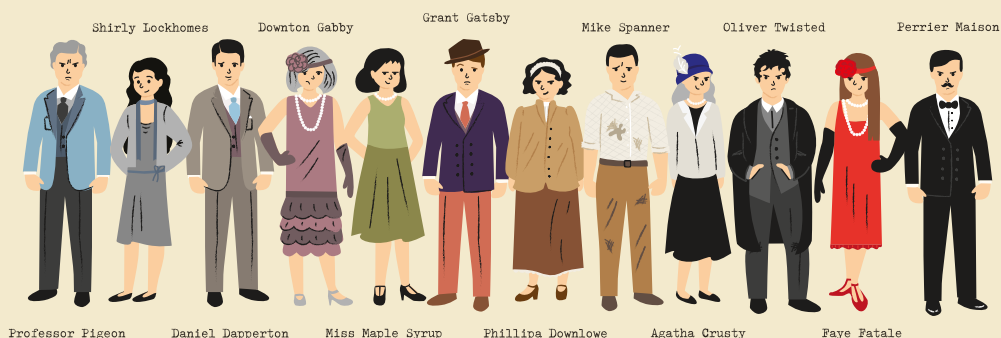
#### ROUND 3

The final set of clues will be revealed, and players will need to decide who they think is guilty.

#### FINALE

Guests will reveal their accusations, the host will reveal the killer's identity, and trophies will be awarded.

## INVITATIONS AND CHARACTER ALLOCATIONS



IMPORTANT: There are 12 possible characters, plus the host, but you MUST allocate Agatha Crusty, Faye Fatale and Professor Pigeon every time you play. Once you have taken those three out of the stack of CHARACTER NAME cards, randomly choose more as you need.

- Send out invitations to your guests. These can be found at the web address below or by scanning the QR code. The invitations give each guest a character name and occupation.

SCAN HERE FOR INVITATIONS



<https://www.talkingtables.co.uk/pages/online-invites>

## SETTING UP THE CRIME SCENE

Place the following in an area where people can easily gather round, but preferably out of sight:

- Pillows in the shape of a body, under a white sheet with a "bloodstain" on the sheet, (create using an item of red clothing).
- The nine MURDER WEAPONS provided – hide these in a different area from the crime scene.

## CHARACTERS

- Take the relevant NAME BADGES with PINS and CHARACTER NAME cards, ready to give out to your guests when they arrive. You should randomly pick a SECRET TRAIT card per guest too.



## LAY OUT THE ROUNDS

- Place all **CHALLENGE** cards face down on the table.
- Set out all three rounds of **CLUE** cards in separate piles, face down on the table, correlating to the colour of game you are playing. There is a single set of **ROUND 1 CLUE** cards and the three sets of **ROUND 2 & 3 CLUE** cards are in a single pad. Simply remove the first 12 (round 2 & 3 red ending) and return the rest to the box.
- Place all **ROUND 1 CLUES** face down on the table.
- Then remove the **ROUND 2 & 3 CLUES** from the pad which match the colour of your chosen gameplay (**RED, YELLOW** or **GREEN**).
- Have the correct colour solution envelope ready to read out at the games conclusion.
- Place the empty **EVIDENCE FILE** on the table - you will need it to keep all the clues safe once they've been revealed, so they are available for review.
- Place the **DETECTIVE NOTE SHEETS** and some pens around the table so the guests can make their own notes.
- Keep the **ACCUSATION SHEETS** handy as you will need them towards the end of the game.
- Select the sealed **SOLUTION ENVELOPE** corresponding to your chosen gameplay. Keep it handy as you'll need it later, but make sure no-one opens the envelope - no peeking!
- Keep the **TROPHIES** somewhere nearby so you can award them at the end of the game.

## NOTES TO YOURSELF IF PLAYING THE HOST

This will only be relevant if you are not using the audio host and wish to play the host yourself.

You, the HOST, are Inspector Morse Code. Your role is to make sure things run smoothly. You are here to lead the investigation and bring the evidence to light so it can be examined by your fellow guests.

Sometimes you forget that you are speaking in morse code and must translate your dots and dashes back into words for your listeners.

You have a knack for rooting out the guilty with your stern looks and sudden increases in volume. Each one of your guests is a potential murderer and must be treated as such. Any time anyone does anything it is your job to question their motives. Demonstrate these character traits throughout the evening!

All the guests are either members of staff or distinguished guests. They might not all be physically present if you have invited fewer than 12 people. How many of them are present depends on how many guests you have invited, but all 12 are still suspects in the murder. Although you, the host, are not a suspect in this murder, you won't know whodunnit until the very end, so you can play along with your guests and try to guess the identity of the murderer!

## YOUR GUESTS ARRIVE

- Give out the relevant CHARACTER NAME cards, PINS and SECRET TRAITS to each of your guests. Ask them to read what's on the card, but not to share this information with anyone else yet.
- Secret Traits are character quirks that mix up the characters each time you play. They remain a secret till the end of the game.

When your guests are ready to start the game, either scan the QR code on the back page of the instruction booklet to access the audio host, or - if you are playing host - read out the following:

"DOT DOT DASH DASH DASH DASH DOT DOT DOT! Oh sorry, I thought you all spoke morse? My name is Inspector Morse Code. I was summoned to the Dapperton estate by a letter from newspaper journalist and modern working gal Penny Dreadful.

In her letter she told me that a party was taking place at the estate and insisted that I meet her here as she had some shocking revelations about one of the guests DOT DOT DOT.

Upon my arrival, I discovered, as you all did this afternoon, that Penny is now quite dead. I believe that she had discovered a terrible secret about one of the guests here today and I believe this is what got her killed. In short, one of the people in this room is a killer!

I'm sure you all already know one another, but for my sake, would you mind introducing yourself?"

Now ask your guests to introduce themselves to each other using the information on their CHARACTER NAME cards, remembering their SECRET TRAITS.

Once your guests have taken it in turns to introduce themselves to the rest of the group, read out the following;

"Well now we all know one another let's get on with it. I need to dash back to London by nine or my wife will go dotty...

First things first, I think we better have a look at the crime scene. One thing that seems to be missing is a murder weapon! There are, in fact, nine potential weapons hidden around the place. You're looking for:

A rope, a scythe, a meat cleaver, a vial of poison, a duelling pistol, a letter opener, a hunting shotgun, a pair of knitting needles and a crowbar.

If you find something, bring it back here and make sure you examine it closely. Remember, finding the potential murder weapon could help win you the Best Detective Award at the end of the game.

I hope everyone has their wits about them this evening. If there is any chance of this terrible murder being solved, you need to remember that everything you see and hear could be relevant!"

Lead your guests to the crime scene.

As the weapon props are found, the information on the back will need to be shared with the group - the person who finds the weapon should read the information aloud to the group. Make sure all nine weapons have been found and examined. Put them in the EVIDENCE FILE.

Read out;

"Now it's time to start looking at the clues and evidence that's gradually coming to light. It's now 8.30pm so the sooner we can get this all sorted out, the sooner we can party like it's 1899."

## ROUND ONE

When everyone is ready, ask your guests to sit down at the dinner table.

The guest who arrived first should pick up a ROUND ONE card and follow the instructions on it. Once they have done that, they should take a CHALLENGE card and complete the task. Players should take turns until all clues are revealed. When all those clues have been read / acted out, put them in the EVIDENCE FILE.

## ROUND TWO

Take turns picking ROUND TWO cards and follow the instructions on each one.  
When all the ROUND TWO cards have been read / acted out, put them in the EVIDENCE FILE.

## ROUND THREE

Take turns picking ROUND THREE cards and follow the instructions on each one.

After all the clues and information has been revealed, invite everyone to review both their notes and all the evidence contained in the EVIDENCE FILE.

## FINALE - THE ACCUSATION

- Give each guest an accusation form and pen

Each guest should now complete their form.

Remind guests that everyone in the room, plus all other characters mentioned in the course of the game, are suspects. Whether you are playing the host or not, you can also guess the identity of the murderer.

Once everyone has written down their proposed solution, all players take turns to reveal what they have noted on their accusation form. They should be prepared to justify and defend their solution!

## SOLUTION AND AWARDS

You may now open the sealed SOLUTION ENVELOPE corresponding to the colour of the ROUND TWO and ROUND THREE clues you played. Scan the QR code on the back of the clue to access the audio host or read the SOLUTION aloud to the room.

Once the murderer has been unveiled, collect everyone's accusation forms, and tally up the votes and award the trophies.

## HOSTING TIPS

We suggest playing the game over dinner, although this is not essential. After each round you can serve a course or break to refresh drinks or snacks.

It's a good idea to prepare as much of your menu in advance so you will have less to do on the night.

For more tips on how to host the perfect murder mystery dinner party, scan the QR code below for a step-by-step guide.

<https://www.talkingtables.co.uk/pages/mystery-Manor-How-to-Guide>



## ONLINE CONTENT

Don't forget, this game comes with online content. This is not essential, and you will not need a smart device to play the game. However, the following features can be used to enhance the gameplay.

## SPOTIFY PLAYLIST

Visit <https://open.spotify.com/playlist/7n5Co6vnAgqKrVRvASEPnL> to add to the atmosphere of the evening with some music. Scan this QR code with your smart device to access our Spotify playlist to accompany the game.



## AUDIO CLUES AND SOLUTION

QR codes appear on the bottom of some clues and on the solution at the end of the game. If you scan these, you can hear the evidence first-hand for a more immersive experience.

## AUDIO HOST

Inspector Morse Code here reporting for duty. If all of your guests have arrived and you're ready to begin, scan the below code and we can get started!

