



THE GOLDEN POST MYSTERY

An interactive Mystery Game

PART ONE: **THE GOLDEN
POST MYSTERY GAME**

*The year is 1923, and
scandal is the name of the
game.*

By **Gwen Koehler**
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The Golden Post Mystery

Interactive Mystery Game

by Gwen Koehler

The year is 1923, and scandal is the name of the game in this Whodunit.

You and your party guests will solve the murder that took place at the grand Frank Estate. Guests will play the parts of twelve suspects with the help of all the information provided in their playbooks (no need to memorize anything.) Suspects include six men and six women. Other party guests who are not suspects may join in solving the case.

The guilty party in this game is not randomly chosen. Clues all lead to one guilty person, although each of the suspects has a questionable past and motive. This mystery game includes instructions and playbooks for all involved. The game is intended for adults as it contains some sexual references.

This whodunit has been played countless times, and was originally performed by guests at the Potter House, home of the real woman who stood up to infamous gangster John Looney in the 1920's.

Permission is granted to reproduce Playbooks for purpose of implementing the game. If you have questions about implementation, email gwen@gwenkoehler.com.

For free download and information regarding other mysteries, please go to www.gwenkoehler.com.

Items for The Golden Post Interactive Mystery Game

Part One: Prior to the Event

Setting and Suspect Summaries for distribution to all guests prior to event

Instructions for the Host

Background Information Sheets to distribute to individual suspects

Investigator's Instructions and Story

Part Two: At the Event

Playbook Covers for each guest

Round Two Alibi for each suspect

Round Three for each suspect

Round Four and Five for each suspect

Investigator's Solution and Arrest

Setting for *The Golden Post Mystery*

Interactive Mystery Game

Young people shock their elders with short skirts and bobbed hair. Dancing the Charleston is the rage. Despite their outlandish behavior, these flaming youth break no laws, unlike a growing segment of the 1920's society in Golden City.

Gangsters prosper, thanks to Prohibition, in Golden City. And while bootlegging is primarily a mob activity, even prominent and upstanding citizens contribute to the crime wave by frequenting their neighborhood speakeasy.

Apparently, gangsters are not the only people prospering. Political corruption is at an all-time high. The Secretary of the Interior accepts bribes from private oil producers who want to lease valuable federal land. The Attorney General sells pardons to convicted felons, while the chief of the Veteran's Bureau absconds with funds allocated for federal hospitals.

In the riverfront community of Golden City, a curious combination of gangsters and city officials control the town. Max "the Man" is Al Capone's buddy, and eludes criminal charges and convictions. Meanwhile, he and his gang gain notoriety through their involvement in extortions, conspiracy, prostitution, gambling, bootlegging and *murder*. As Max the Man rises to new pinnacles of power, he drags down many an upright citizen to the depths of the seedy underworld.

One exception is Mrs. Mary Frank. Widow Frank struggles to maintain *The Golden Post*, a well-sourced, reputable newspaper. But she is locked in continual combat with the lunacy of Max the Man who owns his own "newspaper." Rather than publishing news, Max's paper reports scandals for extortion purposes. His most lucrative game is to notify a citizen that an incriminating piece of "news" will be published. Unless he receives a "kill fee" from his victim, the story gets published, and a reputation is destroyed.

At one time Max the Man preyed upon the editors of *The Golden Post* because they dared to expose him. Frank fought back and eventually filed a libel suit against Max.

Tonight, however, Mrs. Frank is setting aside her concerns of Max the Man and is celebrating a recent triumph: the establishment of the local YMCA. An eclectic mix of donors have supported this project, and tonight Mrs. Frank invites them to her estate for an entire day of relaxation, followed by a celebration dinner.

All characters and events are fictional.

SUSPECTS

Salvador “the Otter” Dimichi is a bartender at the 14th Street Speakeasy. If you want a message delivered to anyone, he can be of assistance. He is Max’s cousin’s brother-in-law’s uncle by marriage. It is rumored that he had a major falling out with his infamous distant relative and seeks revenge.

Desiree Divine is an aspiring actress who dreams of playing before crowds on Broadway. For the time being, however, her audience consists of the locals at the speakeasy on 14th Street. While she is waiting for her lucky break, she tries to meet as many influential people as possible at the speakeasy.

Professor Doyle is a noted Egyptologist who recently returned from an expedition with Howard Carter. Doyle claims he returned because of sinister events connected with a Pharaoh’s curse. The rumor mill, however, has it he was shamefully dismissed by Carter due to bawdy behavior.

Sheldon Griffith Grant is fast becoming one of the most prominent horse breeders around. Known for his charm and ambition, he has cantered from his days as a humble stable boy to the spotlight of the equestrian elite.

Rhonda Bash Griffith is Sheldon’s wife and heiress to the Bash candy fortune. Outspoken and rebellious, Rhonda struggles to fit the mold of an heiress. She married outside of her social station to irritate her father. She doesn’t care what her husband does as long as she is free to do as she pleases.

Avery Heckman is a Texas oil tycoon who has come to Golden City to finance a new railroad company. A former cowboy, he is as much at home on the range as he is in the board room.

Leslie LaPlace, an artist and newcomer to town, has been commissioned by Desiree’s benefactor to paint her portrait. The alluring Leslie was discovered at an art festival on the East Coast where she was using her talents to paint cigarette cases. People are distracted by her avant garde appearance and do not realize her penetrating artist’s eye often sees more than her subjects care to reveal.

Edna Livingston runs the Livingston Finishing School for Proper Young Ladies. She is well-acquainted with all of the wealthy families of the area. No one would think of having a “coming out” for a daughter until Miss Livingston had properly prepared the young debutante. Mrs. Livingston is currently writing a book on etiquette.

Miss Mabel, dispenses advice in her column for *The Golden Post*. Although her readers write to her under false names, she usually figures out the identity of the writer.

Ronaldo Rialto is a dashing aviator with a penchant for adventure. He likes a challenge, especially when it involves an element of risk. He loves to compete almost as much as he likes to be the center of attention. He is determined to win the \$25,000 prize offered to the aviator making the first New York-to-Paris nonstop flight.

JD Scardeli is Desiree’s bodyguard and companion. People find Mr. Scardeli a bit rough around the edges, but he is deeply devoted to Desiree.

Mrs. Whitson is proprietor of the elegant Whitson Boarding House and always has a story to tell. She has hosted actors, senators, royalty, and various other figures of celebrated fame or disdain. If only the walls of the Whitson Boarding House could tal

Instructions for Host

Get ready for an evening of mystery and laughter. Your role is to be producer of the event. As producer, you will take care of the following details:

Prior to the event

Cast the parts of the suspects.

Select guests to play the following characters:

1. Salvador Dimichi
2. Desiree Divine
3. Professor Edmund Doyle
4. Sheldon Grant
5. Rhonda Bash Griffith
6. Avery Heckman
7. Leslie LaPlace
8. Edna Livingston
9. Miss Mabel
10. Ronaldo Rialto
11. J.D. Scardeli
12. Mrs. Whitson

No one is required to learn any lines. However, you will want to encourage your actors to bring their imagination to their parts and embellish as much as they wish. Guests are encouraged to bring whatever costumes or props they wish for the role. This background information is to stimulate the guests' imaginations about their character. Distribute the appropriate **Suspect Background Information Sheet** to each cast member prior to the party.

They will get additional information and instructions the night of the party. This information will be useful for the interrogation. All suspects will be able to interrogate one another.

To help your guests be familiar with the setting and other suspects, it is recommended you distribute the **Setting and Suspect information** to your guests before the day of the event.

Murderer vs. Suspects

The suspect who is the murderer will know by the end of **Round Two** that he or she is the guilty party. All suspects, except the murderer, must tell the truth throughout the game. They may not always tell the entire truth so as not to incriminate themselves. Other guests must work to pry the entire truth out of them during the interrogation rounds, **Rounds Three and Four**.

Cast the part of the Investigator.

The Investigator leads the interrogation, and is not a suspect. The investigator can take on the persona of detective, reporter, fortune teller, or other imaginative person who eventually solves the murder with the help of the guests. The investigator gets instructions for each round, and it is permissible for the investigator to have these instructions prior to the event. The investigator may or may not have access to the solution prior to the end of the game. It is up to the host to decide.

Other optional guests

Other party guests can join in the fun, dressing in 1920's attire, interrogating suspects, and solving the mystery. However, it is recommended that no more than 1-10 guests in addition to the suspects join the whodunit. The game becomes long and unwieldy with more than 20-24 partygoers.

Printing of Game Materials

All printing can be done on standard 8.5x11 inch paper. The Playbook covers should be folded over, and the characters can write their names on it. They will use this cover to keep private their Round 2,3,4, and 5 information. Those information sheets should be distributed in such a way (fold over works) that the information stays private. Permission is granted to reproduce **Setting and Suspect Summaries, Suspect Background Information Sheets, Playbook cover, Investigator's Story, Round Two, Round Three, Round Four and Five information sheets, and Investigator's Solution.**

At the Event

Distribute name tags and fold over **Playbook** cover to suspects. Have pencils on hand for guests to take notes. The game will take approximately two hours. If you are having a meal, plan your dinner and dessert according to the suggested sequence of events:

- Explanation of activity and distribute Playbook cover.
- **Round One:** Investigator tells story and introduces suspects.
- Distribute **Round Two** Alibi information to suspects (the investigator or host can distribute.)
- Dinner
- Round Two can be done over dinner, if desired. Suspects tell alibis.
- Distribute **Round Three** information sheets.
- Round Three: Interrogate suspects.
- Distribute **Round Four and Round Five** information sheets.
- Round Four: Interrogate suspects.
- Round Five: Guests prepare solutions. This round is ideal time to serve dessert.
- Guests make accusations.
- Investigator reveals solution.
- Optional Awards for best sleuth, best costume, best acting, etc.

SUSPECT BACKGROUND INFORMATION SHEETS

Prior to the event, give each suspect the appropriate background information sheet.

AVERY HECKMAN

SUSPECT BACKGROUND INFORMATION SHEET

You are a Texas oil tycoon who is a former cowboy.

It has been many years since you were driving cattle across the Texas panhandle and discovered oil. You have since become a successful business man with your influential contacts across the state. Currently, you hope to expand your financial interests by becoming involved in railroads. You have big plans for your railroad and have come to the Golden City to acquire land for this venture. Unfortunately, land is not as plentiful as it used to be.

You are spending time in Golden City to become acquainted with Max the Man, notorious gangster. You hope he can help you establish the contacts you will need to bribe officials to acquire land across the country.

At Max the Man's request, you have donated a large sum of money to the establishment of the local YMCA. Max the Man sees it as the perfect set-up for a speakeasy, and he needs to gain control of the planning group.

HOW TO PLAY THE GAME

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Embellish your story if you wish, but do not contradict the information that is provided to you. If you accidentally contradict something, correct yourself at some point by saying, "you know, I was mistaken about one thing..."

If you are the murderer, you will know it by the end of the Alibi Round. Otherwise, you are a suspect. As a suspect, you will want to do everything you can to cast suspicion on the other suspects. In each of the rounds, you will get tidbits of juicy gossip you will want to reveal about another suspect to cast suspicion on them. Even if you are not the murderer, you have a few skeletons in your closet which you may be reluctant to reveal. Remember, you will learn more information about skeletons at the party.

How much do you reveal about yourself? If you are a suspect, not the murderer, you need to answer questions truthfully. While it is not necessary to reveal all of your shady past, keep in mind that if your past does not directly link you to the murder, it may be best to bring it out in the open.

The game will be played in five rounds:

Round One: Investigator's story and Introduction of suspects

Round Two: Alibis

Round Three: Gossip and Skeletons in Closet

Round Four: Gossip and Skeletons in Closet

Round Five: Accusations and Solution

SALVADOR DIMICHI

SUSPECT BACKGROUND INFORMATION SHEET

You have the nickname “the Otter” because you are so slippery. You have never been apprehended by the law despite your sleazy activities. You work for your distant relative, Max the Man, delivering messages and payment to people. Rarely do you do the dirty work, such as killing, but you deliver payment for services rendered. You are tired of having so much cash pass through your hands. Lately, you have developed the practice of skimming cash off the top as a bonus to yourself for not getting caught. Although you know Max the Man would kill you if he found out, you figure the chances of him finding out are slim. Most recipients of the cash are too scared to squabble with Max the Man over how much he paid them.

HOW TO PLAY THE GAME

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The game will be played in five rounds:

Round One: Investigator’s story and Introduction of suspects

Round Two: Alibis

Round Three: Gossip and Skeletons in Closet

Round Four: Gossip and Skeletons in Closet

Round Five: Accusations and Solution

DESIREE DIVINE

SUSPECT BACKGROUND INFORMATION SHEET

You are an aspiring actress who dreams of playing before crowds on the New York stage. A year ago you were singing to drunken cowboys at the Lone Star Saloon in Texas. You were desperate to get out of there and become a star. When one of the Lone Star working girls, moved to Golden City, you were envious. When she wrote and suggested you come for a visit, you packed your belongings, boarded the train, and decided you would never return to the Lone Star.

In Golden City Ethel put you in contact with some important people, including the gangster Max the Man. Max was taken by your feminine wiles and suggested that he could help launch your career. He has since supported you and keeps you on a very tight leash. He has commissioned an artist, Leslie LaPlace, to paint your portrait, and he even gave you a bodyguard. At this point you are fed up with Max the Man's henchman watching your every move or sitting for hours on end for a painting. You are also tired of waiting for your lucky break. Despite Max's promises, you are still singing at the local speakeasy. You think it is about time to make another change.

You had nothing to do with the donation to the YMCA. Max donated in your name. He wants to control the YMCA because he sees it as an opportunity to use it as a front for another speakeasy.

HOW TO PLAY THE GAME

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The game will be played in five rounds:

Round One: Investigator's story and Introduction of suspects

Round Two: Alibis

Round Three: Gossip and Skeletons in Closet

Round Four: Gossip and Skeletons in Closet

Round Five: Accusations and Solution

PROFESSOR DOYLE

SUSPECT BACKGROUND INFORMATION SHEET

You are an Egyptologist who has recently returned from an expedition with colleague Howard Carter. While you were in Egypt, you tired of the painstakingly slow process of archeological digs. To pass the time you began to drink more and more frequently. You became quite the lush. As a result, you were dismissed from the expedition.

Now it is time to seek a more lucrative and fast-paced profession. On your voyage home from Egypt, an opportunity presented itself. You met a South African businessman on your ship, and he had a most interesting proposition involving the diamond trade. It may not be legal, but it should be lucrative, and you are very excited about going into business with him.

Recently, you attended an art auction that was being held to raise funds for the Golden City YMCA. At the auction you purchased 100 decorated cigarette cases to be used for transporting diamonds. Because of this large purchase, you were put on the donor list for the YMCA.

HOW TO PLAY THE GAME

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Round Two: Alibis

Round Three: Gossip and Skeletons in Closet

Round Four: Gossip and Skeletons in Closet

Round Five: Accusations and Solution

RHONDA BASH GRIFFITH

SUSPECT BACKGROUND INFORMATION SHEET

You are Sheldon's wife and wealthy heiress to the Bash candy fortune. You have always been outspoken and rebellious. Your father indulged you shamelessly after your mother died young of natural causes. Your behavior became progressively more outrageous, and you flunked out of 10 boarding schools.

Genevieve Whitson, an old friend of your father's, suggested that the Livingston Finishing School for Proper Young Ladies may be the answer. Your father brought you to Golden City to check out the school. During the visit, you met the stable boy, Sheldon Griffith. He was charming, witty and extremely attentive to you. Your ultimate act of rebellion was to run off with him three days after you met him.

This hasty union actually works. Although he is not as attentive to you as he is to his horses, you do not mind, since you are free to do as you please. He does not expect you to behave like a gentlewoman.

Only recently have you and Sheldon quarreled often. He wants to legally change his name from Griffith to Grant. He says he needs to change his image in his new high society social circle. He claims that the Griffiths were known around Golden City as poor working-class people. He has chosen the name of Grant because, to him, it sounds strong and dignified and will be more likely accepted in high society. You, on the other hand, prefer not to fit into the elite social circles. You are furious about him forsaking his heritage. You continually tell him that you married a Griffith, and you intend to stay a Griffith.

At least you were able to persuade him to support your latest cause—the establishment of a YMCA.

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- Round One: Investigator's story and Introduction of suspects
- Round Two: Alibis
- Round Three: Gossip and Skeletons in Closet
- Round Four: Gossip and Skeletons in Closet
- Round Five: Accusations and Solution

SHELDON (GRIFFITH) GRANT

SUSPECT BACKGROUND INFORMATION SHEET

As you rise in the world of horse traders and breeders, you would like to forget your days as a mere stable boy at the Livingston Stables. You detested working with all of those snooty, young girls who thought they were better than you. You were surprised when the wealthy heiress, Rhonda Bash, showed interest in you when she arrived. Always an opportunist, you charmed her into eloping just days later.

This hasty marriage has proven to be convenient. As long Rhonda can do as she pleases, she does not interfere with your social climbing. Money means nothing to her, but it means everything to you.

Unfortunately, you have had a major quarrel recently. Rhonda is angry because you changed your last name from Griffith to Grant. The Griffiths were known around town as a poor, working class family. You want to shed that image and have decided to begin by changing your name to Grant, a strong, dignified name that will be more readily accepted in wealthier circles. Rhonda protests vehemently, and the name change has been the subject of quarrels over the last few weeks.

You want to appease her. You know she is a strong supporter of the YMCA, so you donated to the cause in the hopes that she would calm down. Besides, you are looking forward to this dinner talk to Avery Heckman about his ranch. In fact, you brought along some of your favorite cigars to share with him and other ambitious men after tea.

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- Round Two: Alibis
- Round Three: Gossip and Skeletons in Closet
- Round Four: Gossip and Skeletons in Closet
- Round Five: Accusations and Solution

LESLIE LAPLACE

SUSPECT BACKGROUND INFORMATION SHEET

You are a newcomer to town. You were completely taken by surprise when you received a train ticket to Golden City, along with an anonymous request to paint Miss Divine. The request included an advance and a promise of a substantial sum upon completion of the portrait.

This is your lucky break. Prior to this job, you were trying to make ends meet by pickpocketing and painting. You pilfered many a cigarette case in your past. You would decorate them and sell them at art festivals in Boston.

You are progressing slowly on the portrait. Miss Divine is not always a willing subject. In the meantime, you are quite comfortable in Golden City, and you plan to remain here. Other artistic opportunities may be on the horizon for you. Professor Doyle has spoken to you about painting Egyptian hieroglyphics.

Although you did not actually donate any cash to the YMCA, you did participate in an art auction that was held to raise funds for it. You donated the remainder of your cigarette cases, and they proved to be hot items. As a result you are on the list of donors for the YMCA.

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The game will be played in five rounds:

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Round Two: Alibis

Round Three: Gossip and Skeletons in Closet

Round Four: Gossip and Skeletons in Closet

Round Five: Accusations and Solution

EDNA LIVINGSTON

SUSPECT BACKGROUND INFORMATION SHEET

You have donated a significant sum of money to the YMCA because it is the proper thing to do.

You are headmistress of the Livingston Finishing School for Proper Young Ladies, and you love to correct people's manners, grammar, etc. As headmistress, you are well-acquainted with all the wealthy families of the area. However, you hope to expand your business beyond the local community. You are writing a book on etiquette in order to become well-known throughout the country. After all, one can never have enough wealthy contacts.

Your school is recognized for its outstanding stables. Sheldon Griffith Grant used to be the stable boy for the school, and he taught you much about horses. Even though it has been several years since he married and left his job at the school, you stay in close contact with him because of your common interest in horses.

You have recently asked artist Leslie LaPlace to sketch your likeness for the cover of your etiquette book.

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Round Three: Gossip and Skeletons in Closet

Round Four: Gossip and Skeletons in Closet

Round Five: Accusations and Solution

MISS MABEL

SUSPECT BACKGROUND INFORMATION SHEET

You used to be a successful gossip columnist in the state capital. Politics breeds so much gossip! Then you received an anonymous letter from Golden City suggesting you apply for the position of advice columnist with *The Golden Post*. You were hesitant, but the incentive check accompanying the letter was more than double your current salary.

When you applied, Mrs. Frank said she wanted an advice columnist, not a gossip columnist. And the salary she offered was pathetic, so you did not accept the job. Then you received a visit from one of Max the Man's henchmen who took you to an abandoned warehouse on the river. He convinced you that you would receive a substantial supplement to your salary if you accepted the position. On the other hand, if you did not accept, you would probably live only a short while—just long enough to take ride with him to the river in the middle of the night. He also convinced you to donate your first paycheck to the YMCA, so you could be on the board of directors. Max wants to gain control of the YMCA and use it as a front for a speakeasy.

Needless to say, you accepted. Every week when you pick up your supplemental salary left in a barrel at the abandoned warehouse, you, in turn, leave your letters from your readers. Letters that contain many salacious secrets. Max the Man uses the information he gets from you for his extortion schemes.

HOW TO PLAY THE GAME

You are one of 12 suspects in a murder investigation. All the information you need is in the "Playbook" that you will get when you come to the party. Unless you are the murderer, you **MUST** tell the truth.

Embellish your story as you wish, but do not contradict the information that is provided to you. If you accidentally contradict something, correct yourself at some point by saying, "you know, I was mistaken about one thing..."

If you are the murderer, you will know it by the end of the Alibi Round. Otherwise, you are a suspect. As a suspect, you will want to do everything you can to cast suspicion on the other suspects. In each of the rounds, you will get tidbits of juicy gossip you will want to reveal about another suspect to cast suspicion on them. Even if you are not the murderer, you have a few skeletons in your closet which you may be reluctant to reveal. Remember, you will learn more information about skeletons at the party.

How much do you reveal about yourself? If you are a suspect, not the murderer, you need to answer questions truthfully. While it is not necessary to reveal all of your shady past, keep in mind that if your past does not directly link you to the murder, it may be best to bring it out in the open.

The game will be played in five rounds:

- Round One: Investigator's story and Introduction of suspects
- Round Two: Alibis
- Round Three: Gossip and Skeletons in Closet
- Round Four: Gossip and Skeletons in Closet
- Round Five: Accusations and Solution

RONALDO RIALTO

SUSPECT BACKGROUND INFORMATION SHEET

A recent graduate from flight school, you have become obsessed with becoming the first aviator to fly nonstop from New York to Paris. Several of your school buddies have the same goal, and you are determined to beat them to it. In one of your more intense moments, you vowed to kill anyone who might succeed before you.

Unfortunately, you first need to raise the funds for an airplane before you can make the flight. A son of a hardworking, struggling farmer, you are unsure how to raise the large sum of cash that you will need for the flying machine. Recently, you came to Golden City to become involved in Max the Man's poker games in hopes of winning enough to purchase a flying machine. So far your winnings have been modest. But in Golden City you have met individuals who may help you get involved in moneymaking schemes. Max the Man himself suggested that you donate your most recent winnings to the fundraising campaign for the YMCA. Max the Man hopes to turn the YMCA into a cover for a speakeasy. He suggested that you could be involved in this profitable venture.

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Round Four: Gossip and Skeletons in Closet

Round Five: Accusations and Solution

JD SCARDELI

SUSPECT BACKGROUND INFORMATION SHEET

You are Desiree Divine's bodyguard and companion. You are on the payroll for Max the Man, Desiree's benefactor. Max the Man is quite taken with Desiree and has agreed to help her launch her career. However, he wants to keep a tight rein on her. He has made you her constant companion to make sure she does not stray.

This particular job was quite a change for you from your past assignments as hitman for Max the Man. At first you were awkward in your new role. However, you became enchanted by Desiree's charms. Now you don't want to take your eyes off of her, so your job is easy. Even though it is risky to cross Max the Man, you would like to figure out a way to win her over and leave him out of the picture.

You did not donate money to the YMCCA. You are joining us for dinner only as Desiree's escort.

HOW TO PLAY THE GAME

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Round Five: Accusations and Solution

GENEVIEVE WHITSON a.k.a. VAUDEVILLE'S TOOTSIE

SUSPECT BACKGROUND INFORMATION SHEET

You are the proprietor of the elegant Whitson Boarding House. You have played hostess to actors, senators, royalty and various other figures of celebrated fame or disdain. You are also a snoop. You like to eavesdrop and read other people's mail.

In your past you were known as Tootsie, a vaudeville performer in New York City. You had many fans and admirers, but one in particular broke your heart. Although the two of you were in love, he chose to marry a woman from a prominent New York family.

To mend your broken heart, you came to Golden City to visit your aunt. There you met Mr. Whitson, an older gentleman whom, with a little help, you hope to outlive and become sole owner of the Whitson Boarding House. Sure enough, you outlived him.

HOW TO PLAY THE GAME

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Round Five: Accusations and Solution

Instructions for the Investigator

Investigator's Story

(Instructions for Investigator are in italics.)

Round One

*Begin the game by explaining who you are: reporter, private investigator, detective, fortune teller, etc.)
Next, read or paraphrase this story.*

STORY

I warned Mrs. Frank not to bring all of you here. I could sense something bad was going to happen. And it did. Many things have gone wrong.

First, Mrs. Frank's sister became gravely ill. Mrs. Frank left here early this morning to tend to her sister. That is why she is not here tonight even though she was the one who planned this special evening to celebrate the opening of her philanthropic project, the YMCA.

But there is more bad news. Ethel, one of Mrs. Frank's servants who was in charge of dinner, has been murdered!

I was called here because we all know most cops in Golden City are on the take, working for the notorious gangster and Mrs. Frank's nemesis, Max the Man.

So it is up to those of us here to find the ruthless criminal among us. The murderer had to be here this afternoon and is one of the twelve guests who arrived earlier today. *(Introduce the twelve suspects).*

Let's go over what we know:

You all saw Ethel around 3:00 when she served you tea. After tea, the guests were on their own. Mrs. Frank told them to enjoy her grand estate and arranged to have bedrooms available for anyone who wanted to rest prior to dinner.

After tea, Ethel was supposed to take the car and fetch Mrs. Frank from her sister's house. But Ethel never made it. Mrs. Frank never saw her. A little while ago Mrs. Frank sent word by messenger that since Ethel had never arrived, she would stay with her sister, and she called me.

When I got here, I started looking for Ethel, and I did, indeed, find her---dead, I'm sorry to tell you, stuffed in the kitchen pantry with an enormous gash in the back of her head. The apron she was wearing was also bloodstained. No dinner was being prepared. In fact, the only items out in the kitchen were an empty cast iron skillet, a cutting board with blood on it, a butcher knife, and a half-cut cucumber.

To find out whodunit, I will need to hear from each of you to account for your actions from 3:00-6:00 pm today.

Round Two: Alibis.

Distribute Round Two Alibi information to each suspect.

Allow some time for suspects to get familiar with alibis, then ask each one to share their alibi for their whereabouts today from 3:00-6:00. Your suspects can go in any order.

Investigator's Instructions for Interrogation Rounds

Rounds Three, Four and Five

Round Three Interrogation

You will begin the interrogation by asking Mrs. Whitson if she knows anything about the events of the day or anything of interest about any of the suspects. You know she is a snoop. She reads people's mail, eavesdrops, and gossips. So, you figure she is a good place to begin.

Mrs. Whitson will then ask a question of Professor Doyle who will ask the next question of another suspect who asks a question of another suspect. This questioning strategy continues until all suspects have asked a question. In this round, suspects have been given a specific question in their Playbook to ask of another specific suspect. When each suspect has asked their question, invite other guests, if they are part of the game, to ask a question.

Suspects must tell the truth. Only the murderer can lie.

Round Four Interrogation

Unlike Round Three, suspects in this round can ask any question of any suspect. They do not have a specific question in their Playbook to ask in this round. Allow each suspect and other guest, if any, to ask a question. You can judge whether or not to allow more questioning, as time permits.

You will begin this round by asking Rhonda how she and Sheldon met.

After Rhonda answers you, she can ask a question of any suspect. That suspect can ask any other suspect a question. Interrogation continues until everyone has had a chance to ask the question they want. After everyone has had a chance to ask a question, you can be the judge regarding whether to permit any more questions.

You, as investigator, may ask questions as needed to flush out some important information in case it does not come out during the suspects' interrogation of one another.

What was Ronaldo's relationship with Ethel?

Who paid for Ethel to come to Golden City?

What is Mrs. Whitson's role in helping Ethel and why did she do it?

Which suspects are involved in the diamond smuggling scheme?

Why would Scardeli threaten Ethel?

What is Avery's connection with Rhonda's father?

Why is Mrs. Whitson so obsessed with a particular candy?

What are some very improper things that the proper Edna Livingston does?

Round Five Whodunit?

Ask the suspects to write down who they think killed Ethel and why. If time permits, each suspect can make their accusation before you read the solution (see Part Two.) If time is short, you will simply read the solution and ask who picked the right murderer.