

MAKE YOUR OWN

# MURDER PARTY™



## WELCOME TO MURDER PARTY

So you want to host a Murder Party. OK, but there's one thing you ought to know before you get started: this is going to be the most unusual party you ever had. You see, one of your guests is a killer, and no one, except your computer, knows who, and it's been programmed not to tell. So you and your guests are going to have to find out for yourselves.

The Manual

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## Chapter One: Introduction

### What is a Murder Party?

Paba stood gazing out of the window at the estate grounds. Suddenly, she turned to face me, tears welling up in her moist blue eyes. Anguish contorted her features and her lips trembled.

"Oh Roger," she moaned, "so it was you who killed Rose!"

You could have heard a pin drop in the old dining room; she had just blurted out what everyone else was thinking but was too embarrassed to admit. For a few seconds — an eternity — nobody moved at the big table. The mounted moose-heads stared back, and the 200-year-old grandfather clock across the room seemed to tick even more slowly than usual. I knew I had to say something.

"Ha," I laughed, "who put that bright idea into your head?"

"It had to be you," Thad said harshly. "Alex said he saw you slipping something into Rose's purse early in the evening. That must have been the poison!"

By now all eyes were upon me.

"My friends," I said, rising from the dinner table as I'd done at the beginning of dozens of meetings in the company board room, "surely you don't believe that I, the man who slaved 80 hours each week keeping your family's business profitable for all these years, would have done anything to hurt dear Rose, my beloved employer. Do you?"

No, it couldn't be. We'd just had this glorious dinner together, like one big family. We were just going to work out some of the details of old Rose's will,



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that's all. Where did they get the idea that Rose had been murdered? I never would have come if I'd thought the circumstances of her death were in question.

"It's over, Roger," said Carla, my one true love. "We've been going over the evidence for hours. You had it all — the motive, the means and the opportunity."

What a cruel blow, I thought. Carla, my dear, sweet laboratory princess with her hair tied back in that voluptuous bun, was turning against me, too.

Around the table, people were shaking their heads and sneaking glimpses at me. So, everybody knew. But I had been so careful. How did they ever find out?

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A murder party is a cross between a party game and a stage play. In the first place, it is a fantasy role-playing game in which the participants try to solve a murder by discovering the murderer's identity. One of the players is guilty, but nobody knows who it is until the very end. Play proceeds round by round, with each round uncovering more clues and evidence until the game reaches its climactic showdown. As the game develops, the players realize that they all had a motive for committing the crime.

Second, as a play, a murder party is an opportunity for you and your guests to exercise your theatrical skills. You, the host, are the director, with the responsibility for assigning all the roles and for making sure that everything proceeds smoothly. You provide the atmosphere: appropriate lighting, mood music, and a location where you and your "cast" can play without interruption for two to four hours. In addition, you set the pace by signalling the end of one round and the beginning of the next.





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But above all, a murder party is a creative and entertaining way to structure a party. Your guests will leave feeling that they have lived through a novel experience. After all, how often does one have the opportunity to participate in a murder investigation with a group of close friends, and then accuse one of them of murder?

Murder parties have been popular in Europe and the United States for over a hundred years, simply because they provide a stimulating and entertaining way to spend an evening. Like most games of lasting interest, murder parties can be held in a variety of settings. Some entrepreneurs have hosted weekend murder parties in country mansions, using professional actors to add color and atmosphere to the proceedings. Tuesday night at Sardis in New York City is murder party night, where dinner guests can watch actors play a game and then guess the outcome before the culprit is uncovered and led away to his just deserts.

You can host your own murder parties at home, or anywhere else with enough room for six to eight people. You can make it a dinner party and play the first half of the game before dinner, and then finish the game in the drawing room over brandy and cigars. Or you can continue playing through dinner, as you try to rattle the suspect over dessert. Just remember that murder parties are more than just a parlor game — a murder party can be your very own theatrical production, where you call all the shots and you make all the decisions about the set, the music, and the prevailing atmosphere.

### Software Murder Parties

Electronic Arts' **Make Your Own Murder Party** lets you create your own murder party games, with the computer customizing all the game materials to your guests, so that their names, descriptions and other personal details become part of the story. In addition, the computer reviews the information you've entered, then chooses the guilty party at random from among all the guests, so that nobody, not even the host, knows who the culprit is. **Make Your Own Murder Party** includes two different murder scenarios, each with its own set of game



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materials. This means that you won't have to relegate the game to the closet after you have played it once. And with two completely different scenarios and eight possible outcomes for each one, no-one can spoil the game for you by telling you whodunnit.

A typical murder party contains a set of materials for each guest. These materials include clue booklets, guest profiles, and other information relevant to the game. When you use **Make Your Own Murder Party** to create a murder party game, your computer prints out the necessary materials, and is then retired from the game. So even though you need to use the computer to create the game in the first place, you don't need to have it around while you are playing the game. This means that you can play your party in any room of the house, or any place else, for that matter, such as your favorite picnic grounds, or on your yacht.

But once you've started, don't try slipping into the back room and getting the computer to help you figure the case out. There aren't going to be any short cuts. It is strictly up to you and your guests to deduce the identity of the murderer.





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## Chapter Two: Let's Play

### Getting Ready

You're the host — you decide when and where to have the party and who to invite. You can host the party anywhere — in your dining room, for example, or in an isolated lighthouse you have rented for the weekend. In any event, you should plan on spending three or more hours with your guests. Remember, however, that what you will be hosting is more than just a party. Because hosting a murder party is a lot like directing a stage play, you should pay attention to the details of your "set." For example, you should consider the seating arrangements for your guests, and try to seat them in a circle facing each other. If you are planning on serving dinner, you might consider seating everybody around the dinner table for the first two or three rounds, and then retire to another room for the exciting conclusion.

Lighting is another important consideration. Dim lights or candles tend to evoke an eerie atmosphere, contributing to the air of mystery. And as you unmask the villain, you could switch on the overhead lights, or even a prearranged spotlight, to symbolize the solving of the mystery.

In addition, consider the possibility of creating a set of sound effects to play at key parts of the evening. For example, you might surreptitiously press your cassette deck's Play button as you unmask the killer, and start a sound effect sequence consisting of sirens, footsteps, and a heavy pounding on the door. You might even consider taping the guest instructions and playing them at the beginning of the game, so that you will feel more like a participant than a director. In short, the rule here is that there are no rules. You are the creative director, and the more little authentic touches you include on your set, the more successful will be your party. We have included additional suggestions in those sections of the manual dealing with the specific scenarios, just in case you run out of ideas.



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As soon as you are ready to create the materials, the computer will ask you for specific information about your guests, and will tailor all the documents to your guest list. It may even ask for personal information about your guests, like hair and eye color, and then incorporate this information into the evidence. You will find specific instructions for entering the information into your computer later in this manual.

### **Sending Invitations**

You can't have a party without guests, and you'll need five to seven of them to attend your murder party. Make sure they understand how important it is that they all show up. You wouldn't want the murderer to be a no-show at the last minute, just as you wouldn't want the hero of your play to fail to show up on opening night. Call your prospective guests first, before printing and sending the invitations, to make sure that they will be able to attend on the night of the party. Nevertheless, even if someone does cancel at the last minute, all is not lost. See "Dealing With Latecomers And No-Shows" later in this chapter for some ideas about what you can do.

But even before you decide on your guest list, you should read the file in the software entitled, "Learn More About The Guests." See your reference card (included with your package) for information on using the software. Remember that you are a casting director when you arrange a murder party, and you want to get the best actors to fill the roles. For example, if one of the roles calls for the shy retiring minister of the local parish, you may realize that this describes your friend Tom exactly, and that he would be a must for your party. On the other hand, you may wish to provide your guests with more of a challenge, and invite people to play roles that are completely out of character. Thus, you might invite your friend Tom to play the role of a brash young entrepreneur, and have your friend the used car salesman play the role of the shy minister.

In addition, if the game calls for a married couple, you might consider inviting an actual couple to play those roles. On the other hand, you should feel free to





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break couples up and recombine them for the purposes of your party. You know best what your friends will enjoy, and you should plan your party accordingly.

Once you've decided on your guest list, your computer helps to lure the guests to your party by printing a personalized invitation package and addressed envelope for each one. The invitation package includes the actual invitation, profiles of the other invited characters and a page called "The Bitter Truth," which is like the skeleton hanging in each guest's closet. Everyone has a motive and can be the murderer, and The Bitter Truth gives each guest his or her personal reason for hiding the truth.

The host has the responsibility of mailing or giving the invitation packages out, as with any other kind of party. It's best to invite your guests at least two weeks in advance. That should give them adequate time to prepare for the evening you have planned for them. Murder parties work better when the guests have had adequate time to prepare for their roles, which may even include renting or creating an appropriate costume.

### **Food, Music and all the Trimmings**

Murder investigations and parties have at least one thing in common: they're more interesting with food. Because the investigation can take several hours your murder party will go better with dinner. You can choose a meal that fits whatever scenario you're playing, to help your guests stay in character.

If you don't want to go to all of the bother and expense of making dinner for a roomful of hungry friends, you can make it a potluck. But you can still plan your menu, and just advise the guests on what to bring instead of preparing it yourself.

But while food and drink are very important, what's a party without music? Don't accept just any music — choose it carefully, in accordance with the murder scenario you have chosen. This will also encourage your guests to stay in



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character. Specific suggestions for music and menus are included in this manual in the instructions for each scenario and in the Appendix.

### Other Background Considerations

Look around your "set" when you start planning your party, and imagine how you would decorate it if it were the set of an actual play. Think about decorations, wall posters, party favors, even furniture — the possibilities are many and you'll probably think of more each time you play. If your guests agree to come in costume, help them choose the most appropriate clothing. Select things that will help make whatever scenario you are playing seem more real. More tips and specific suggestions will be given throughout the manual. But there's one that can't be repeated too often: use your imagination.

### Tips For A Successful Murder Party

1) Like a stage play, a murder party is a microcosm, with its own set of facts and personalities. The players must remain true to this microcosm throughout the game, so it is important that everybody tell the truth as it is revealed in the clue booklets. The clue booklets contain two kinds of information: facts that must be revealed before progressing to the next round, and facts that should not be revealed unless absolutely unavoidable. All the information that the guests are instructed to bring out each round *must* be revealed, or the logical progression of the investigation might be affected. On the other hand, players should avoid revealing the second kind of information, but they must do so if confronted directly. That's not to say a player shouldn't be evasive or difficult — that's part of the game, too. Thus a player may try deflecting the question (by pointing the finger at another player, for example), or by giving evasive and circumloquitous answers.

2) Stay within character. If you are playing the role of the shy minister, don't start yelling at one of the other characters if you think they are being evasive.





3) Keep the party moving. That's your responsibility, as the host. At the beginning of the first round, start the ball rolling by being the first to offer clues to the other players. And if the discussion lags after the players have revealed their clues, make sure everyone is finished talking and call for the next round of clues to be read. But be careful you don't stifle any conversation that could reveal vital information. In addition, try to make the transition from one round to the next as "seamless" as possible, so that you don't step out of the character you are playing in the game and step into your role as host of the party. Use some pretext *from within the fantasy* to end the round and start the next. For example, you might announce that "we seem to have beaten this issue to death, so let's go on to something else," as you ostentatiously turn the page of your clue book.

4) Pacing the party. Because the game takes four rounds that could each last a half-hour, try playing two rounds before dinner, having a break for the meal, and two rounds after. Or you can keep playing through dinner, if it's not too messy. The solution can be revealed over dessert, or after all the dishes are cleared.

5) Use your imagination. You can do variety of things to lend realism and enjoyment to your party. You will find more ideas and suggestions in the sections dealing with the specific scenarios, which are covered in detail later. But here's a few that are good for either scenario: You can place the killer in handcuffs after he or she is fingered; you can read the criminal his or her rights; you can arrange for a friend dressed as a police officer to come to the door and lead the murderer away.

6) Choosing your scenario. If you are about to host your first murder party, we suggest you play **The Big Kill** rather than **Empire**. This is because **The Big Kill** requires fewer (and simpler) props and preparation, and is the ideal training ground for the neophyte murder party host.



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## Dealing with Latecomers or No-shows

Hopefully, everyone will follow his or her instructions and arrive on time. You can't stress this enough; because all characters are vital and the party will probably take a few hours to unfold, a latecomer can really put a wrinkle in the evening.

But if someone does come late or doesn't show up, don't do anything rash. There are alternatives to killing them; remember, this is a murder *fantasy* game. And you have your punctual guests to think about. You can certainly start serving the hors d'oeuvres, or another round of drinks, while you're waiting.

If you find out early enough that someone isn't coming, you can invite someone else to play the role or, failing that, you can tell the computer to print a new game for fewer players, if you have enough time before the guests arrive. See the instructions for the specific scenarios for printing out a new game. But if circumstances are such that you can do neither of these things, you can read the extra part so that the game can proceed.

## Unexpected Guests

If unexpected guests drop by, don't feel that you have to turn them away for fear that they will disrupt your production. Any theatrical production always goes better with an audience, and murder parties are no exception. Invite your unexpected guests to participate in the proceedings by asking questions and probing the participants. Whatever you do, don't make them feel that they are intruding, or the participants will feel uncomfortable, which would in turn affect the general level of enjoyment.





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## Chapter Three: Using The Software

### A. Playing The Big Kill

OK, so you've decided on your guest list, and you've called the guests and made sure they can all attend. And if you're reading this section, it means you are thinking about playing **The Big Kill**. The following instructions contain all the information you need to familiarize yourself with the scenario and to print out the materials you will need for the game.

Select **More About The Big Kill** from the opening screen, using your keyboard's cursor keys to move the highlight bar. Select any highlighted option by pressing Return.

*The Scenario: After all these years, a reunion. Together, you and this group have been through it all: from the first naive days of college through the birth of the anti-war movement and the founding of the Woodstock nation, there's never been a group of people who were closer.*

*Now, you've all gone out into the big, cold world, but that warmth has never faded. Especially the warmth you've all felt for Jeremy Summers, who went on to become the greatest film star Hollywood has ever seen. Now Jeremy has committed suicide. You've decided to invite everyone over after the funeral, for a chance to reminisce, and to try and figure out why Jeremy killed himself. You'll discover, alas, that your old friend didn't commit suicide: he was murdered.*

Figure 1 shows a diagram of the Theatre Royale, the scene of the crime.

You can choose from **Read The Invitation**, **Learn More About The Guests**, and **Create A Party, Or Edit One**. If this is your first murder party, it is a good idea to familiarize yourself with the game materials. Read the invitations and about the guests. Remember that the guest information can help you choose who to invite.



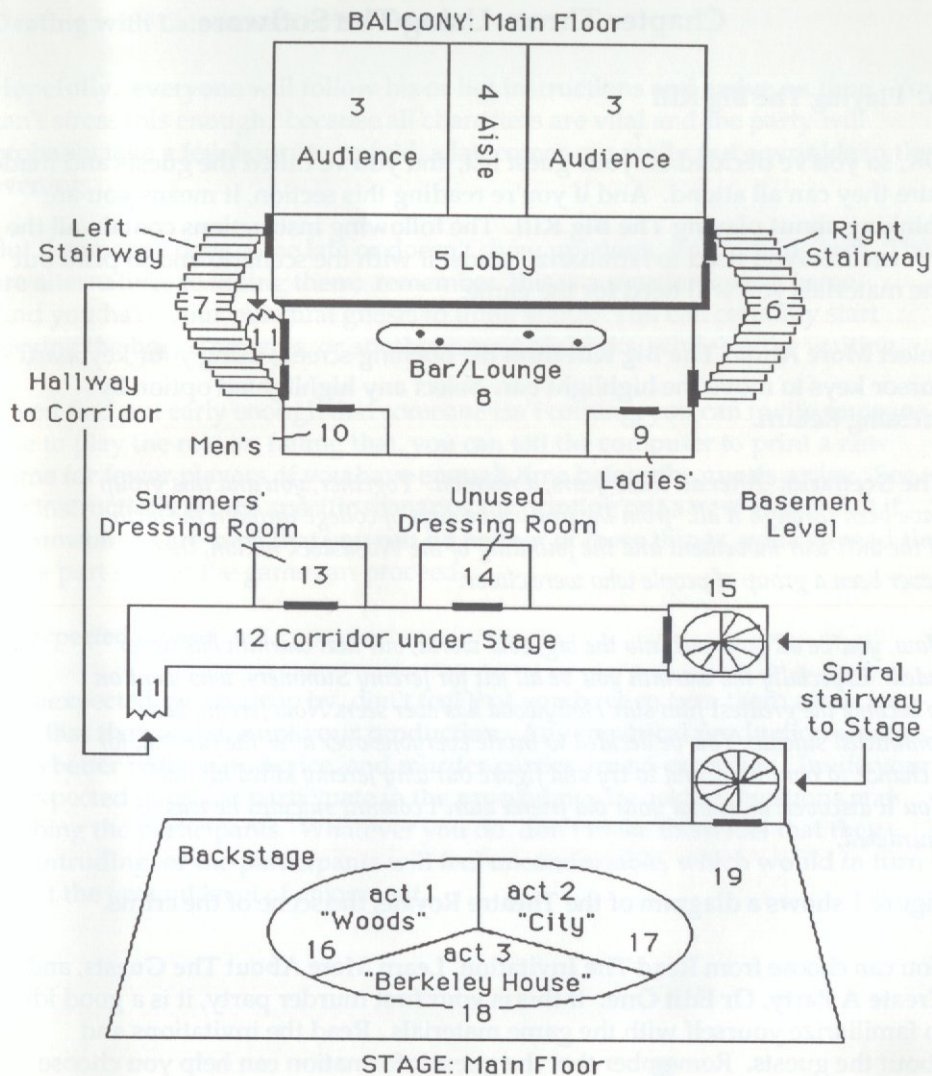


Figure 1





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When you select **More About The Guests**, you will see the following screen (see Figure 2):

**THE BIG KILL: About the Guests**

To play **MURDER PARTY**, you'll need at least six people (yourself included):

Three female and two male players, and one more player of either sex. To find out more about each role, select from the following:

ALEXIS	TIM
MAY	ALLAN
LAURIE	JACKIE (Male or Female)

You can assign one or two additional roles. One may be played by either a male or a female guest:

TOM	TEDDY (Male or Female)
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Figure 2

You can find out more about each role by moving the highlight (with the cursor keys) to that name and pressing Return. Figure 3 shows a sample information screen for Tom, one of the characters in the game.

**Tom: Up Close and Personal**

Tom has travelled the world in search of "experience," gathering material for the novel he's always promised to write. Even when he was living in that tiny attic bedroom in Berkeley, Tom spoke of "a great novel, a truly American novel, one that will shake this country to its very foundations. His working title:



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"Monkeys Grumble."

Tom has always thought of Jeremy as more than a friend. Indeed, Jeremy has become, over the years, practically Tom's idol: a living symbol of artistic integrity in a world coarsened by greed and mindless consumerism. He intends to dedicate his novel, "Monkeys Grumble" to Jeremy, with these words:

To Jeremy Summers  
We are less than gods, but more  
than human.

As soon as he heard the news, Tom dropped what he was doing to be near his old friend. Always the intense, tortured artist, Tom is completely devastated.

### Figure 3

Information screens like this one can make it easier to select your guests. Remember that the better each role is played, the more interesting the murder will be to solve. See Chapter Two for some suggestions on selecting your guests.

### Preparing the Materials

As we have already seen, you need six to eight people to play a murder party. You can have three female roles and three male roles in the six-player game (five guests plus yourself). If you wish, you can add one or two additional roles of optional gender, for a maximum of eight players.

As soon as you are ready to create your murder party, select **Create A Party, Or Edit One**. If you are creating a party for the first time, you will be asked to insert a data disk in the drive (see your reference card for details on creating a





data disk). You can insert a data disk into the current drive (after removing the program disk), or into your second drive if you have one. As with any other screen, highlight your chosen option by using your cursor keys and press Return.

This brings you to a new screen, giving you the following options:

**Create A New Party**  
**Use A Previously Created Party**  
**Eliminate One Of The Parties**  
**Change The Name Of A Party**

If you are creating a party for the first time, your only real option is the first one: **Create A New Party**. Highlight that option and press Return. You will be asked to name your party, so that you can retrieve it later if you need to make any changes or to print additional materials. Type in a name (how about "A Killer Party"?) and press Return to bring you to the next screen (see Figure 4).

#### **THE BIG KILL: A Killer Party**

So far, you've invited: No one

First,	Set Date, Time, And Place
Then	Cast Roles For Your Party
Or,	Clear A Role Already Cast
Or,	Select Someone To Host
Finally,	Print Your Murder Party

There's no one set to host this party.

**Figure 4**

All you have to do is highlight each option (using the cursor keys, as before), press Return to select the highlighted option, and then fill in the necessary information. For example, when you select the first option ("Set Date, Time, And Place"), you will be required to provide the particulars about the party.



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Likewise, when you select the second option, you will be required to fill in all the necessary information about your guests. Incidentally, you should fill in all the information requested — you never know what little tidbit of information will expose a killer, and the computer uses everything when it designs the clues. After you've finished an entry, press Return to move to the next one. When you have finished describing all your characters, select Print Your Murder Party to start printing the game materials. If you've missed anything, the computer will let you know.

### Printing the Materials

As before, just follow the onscreen instructions. To have a murder party, you'll have to print the HOST MATERIALS, the INVITATIONS, the ENVELOPES (optional) and the CLUE BOOKLETS. Of course, you'll need the INVITATIONS and ENVELOPES right away, because you should give your guests ample time to get ready and to be sure they can make it. The HOST MATERIALS contain important materials you will need to use during the party. You should also read the section entitled **Host Instructions** in the manual for information on what you should say and do on the night of the party.

Although you will need to print the invitations as soon as you decide on your guest list, you don't have to print the clue booklets right away; in fact, it's better to save them until the last minute. This will make it easier to change the game in case someone can't make it, and should help you avoid the temptation to sneak a peek at the evidence or solution in advance.

Depending on the number of guests at your party, each person will receive between 8-12 pages of material. If you are printing for the first time, you will need to select the PRINTER SETUP option. Again, just follow the instructions. Be aware that printing the party can take a long time, so if you can set yours up on automatic feed, you can be doing other things while your printer does all the work. It's a good idea to print one set of guest materials at a time, to avoid having to leaf through a mound of materials and accidentally read the solution. See your Reference Card for approximate printing times.





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As the host of The Big Kill, it is your responsibility to send out the invitations, and in the right envelopes. It's okay if you look at them. But don't read the clue booklets. Each one is peculiar to each guest, and contains information that the guest may choose not to reveal. In fact, as we suggested above, don't even print the clue booklets until right before the party begins.

For dramatic effect, try sealing the clues for each guest in new envelopes before distributing them. Even if you're an experienced party-giver, you're going to need to read the **Host Instructions**. They contain more information to help you keep the party moving.

### Setting up the scene

Make it look good. It might be helpful when playing **The Big Kill** to make your house look as much like the old house in Berkeley as possible. You might want to hang some Janis Joplin and Jimi Hendrix posters, or recover that War Is Not Healthy For Children And Other Living Things macrame from the attic. Got a beanbag chair or two gathering dust in the attic or garage? They're perfect for ambience. Try burning some incense.

Music should pose no problem — if you don't have any Joplin or Hendrix, you might have one of the old Woodstock live albums with Crosby, Stills and Nash playing, or Canned Heat, or even some old Bob Dylan songs.

Vegetarianism was very popular in this country during the 1960s; you could make a tasty salad or cook up some tofu and brown rice to complete the scene. See Appendix B for some recipes you can use. If there are kids around, and they're not playing, see if you can convince them to answer to "Moonchild" or "Flower" for the day.



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## Host Instructions

Once you've prepared the scene and made sure your guests are coming, you will need one further preparation for your party: Tell the guest playing May to bring a small leafy twig with her on the night of the party. She should conceal it, and be prepared to reveal it when instructed to do so by her clue booklet.

When your guests arrive, distribute the clue booklets and make the following announcement:

*"Your booklet contains four rounds of clues. When we're all ready to go, we'll turn the page and read the first set of clues, and do what it says on the clue sheet. The clue sheet will tell you which things you should disclose, and which things you shouldn't disclose unless it's unavoidable (remember, you should always tell the truth). After we have finished the first round (when no one has any more clues they have to disclose), we'll go on to the second and so on, until we've finished all four rounds. Then we'll take bets on who the murderer is. Whoever comes closest to guessing the murderer, and supplying the means, motive, and opportunity, will be declared the winner."*

At this point you will want to tell your guests how you have decided to structure the evening. For example, you may have decided that you will play two rounds before dinner, continue questioning during dinner, and then play the last two rounds after dessert. And if you have decided to also award prizes for best acting (and/or costume, etc.), this would be the time to announce those additional awards. As soon as everyone is ready to begin, warn your guests that they are about to step into their assigned roles, and make the following announcement:

*"I have some startling news. Jeremy Summers didn't commit suicide. The police now believe he may have been murdered. Here, take a look at this police report. (Show everyone the police report, or read it aloud.) A friend of mine on the New York City homicide squad sent along this report, along with a vital piece of evidence (the note). Take a good look."*





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*"I'll leave these out all night, in case anyone needs another look.*

*"Now the question is, 'Who would kill Jeremy Summers? Could it have been one of us? Surely not. But if it was one of us, then we all have a duty to unmask the culprit. In any case, why don't we just relax for awhile and rehash old times, like Edmund Perilman suggested. Incidentally, he called a little while ago to say that something had come up and he couldn't make it here tonight. So we'll have to start without him."*

### **It's Party Time**

By now, everyone should know what to do, thanks to your explanation. Start the ball rolling by revealing some of the information from your own clue booklet. When it appears that everyone has revealed every clue for that round, suggest moving on to the next round. Try to remain in character when you do so. See **Tips for a Successful Murder Party** above for some suggestions.

After you have played four rounds of clues, make the following announcement:

*"Come on, mellow out now. Who dunnit?"*

Everyone now writes down his or her solution to the mystery on their Verdict Sheet (on the next page of each player's Clue Booklet) and passes it down to you. If you like, you can also have each player announce their verdict in turn. Guessing at the murderer is only part of it — guests also have to supply the motive, the means and the opportunity. And if you have unexpected guests or a non-participating audience, you can invite them to submit solutions as well.

After the rhetoric quiets down, instruct the guests to turn the page and begin following the instructions in their clue booklets. Everyone admits to having murderous inclinations towards poor old Jeremy, but all deny doing the dirty deed. However, the guilty party has one extra page in his (or her) clue book which he then reads aloud, much to everyone's delight. The winner is the



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person who gets most of the facts right. If nobody can figure out who did it, the killer wins the game, providing a rare instance in which crime does pay. As we suggested above, you can also award prizes for best acting, best costume, best evasive replies, and so on.





## B. Playing Empire

OK, so you've decided on your guest list, and you've called the guests to make sure they can all attend. And if you're reading this section, it means you are thinking about playing **Empire**. The following instructions contain all the information you need to familiarize yourself with the scenario and to print out the materials you will need for the game.

Select **More About Empire** from the opening screen, using your keyboard's cursor keys to move the highlight bar and **Return** to make your selection.

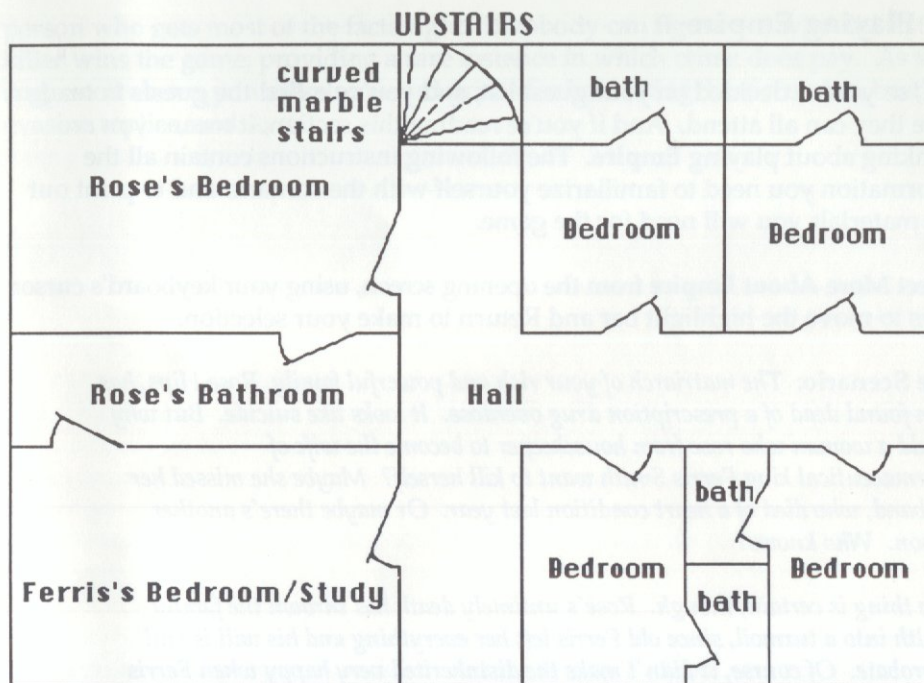
**The Scenario:** *The matriarch of your rich and powerful family, Rose Hips, has been found dead of a prescription drug overdose. It looks like suicide. But why would a woman who rose from housekeeper to become the wife of pharmaceutical king Ferris Smith want to kill herself? Maybe she missed her husband, who died of a heart condition last year. Or maybe there's another reason. Who knows?*

*One thing is certain, though. Rose's untimely death has thrown the family wealth into a turmoil, since old Ferris left her everything and his will is still in probate. Of course, it didn't make the disinherited very happy when Ferris changed his will, and a couple of them sued. And Rose's will isn't going to change much of that.*

*The family attorney has invited family members and close associates to a party at your house to discuss the particulars of the inheritance. Because there's a fortune at stake, you can be sure everyone will be there.*

*But guests are like chemicals — put the right ones together and you can blow the building sky-high. And before your party is too old, it becomes apparent that Rose was murdered, and that someone in the room is a killer.*

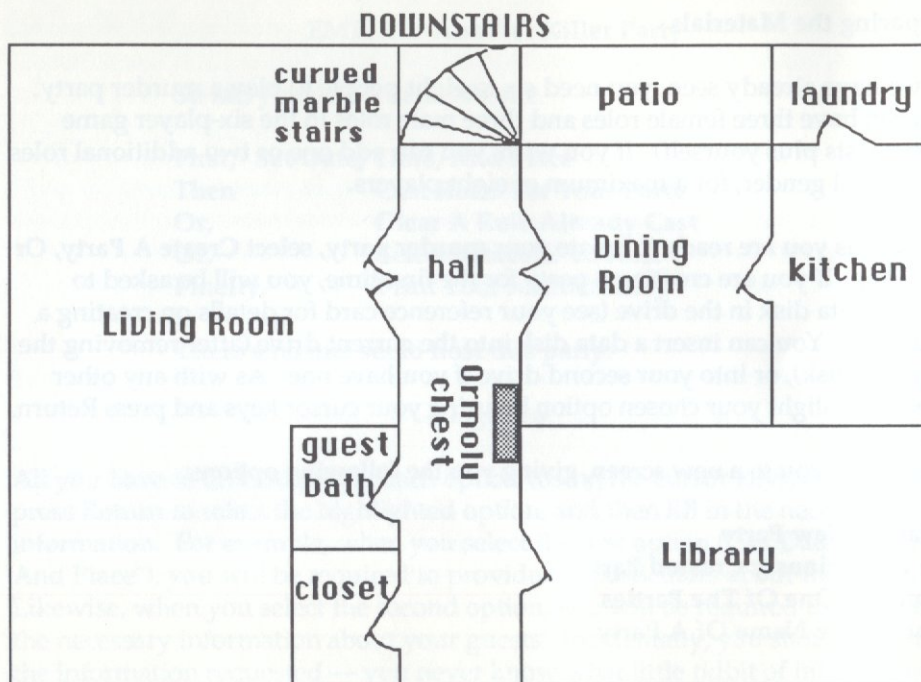




**Figure 5a**







**Figure 5b**

You can choose from **Read The Invitations**, **Learn More About The Guests**, and **Create A Party**, or **Edit One**. If this is your first murder party, it is advisable to familiarize yourself with the game materials. Read the invitations and about the guests. The information you get about the guests can help you choose who to invite. For an example of this kind of background information, see the analogous section in *The Big Kill* instructions. Once you have a good idea about the materials, you're ready to create the party. Select **Create A Party**, or **Edit One**.



## Preparing the Materials

As we have already seen, you need six to eight people to play a murder party. You can have three female roles and three male roles in the six-player game (five guests plus yourself). If you wish, you can add one or two additional roles of optional gender, for a maximum of eight players.

As soon as you are ready to create your murder party, select **Create A Party, Or Edit One**. If you are creating a party for the first time, you will be asked to insert a data disk in the drive (see your reference card for details on creating a data disk). You can insert a data disk into the current drive (after removing the program disk), or into your second drive if you have one. As with any other screen, highlight your chosen option by using your cursor keys and press Return.

This brings you to a new screen, giving you the following options:

**Create A New Party**  
**Use A Previously Created Party**  
**Eliminate One Of The Parties**  
**Change The Name Of A Party**

If you are creating a party for the first time, your only real option is the first one: **Create A New Party**. Highlight that option and press Return. You will be asked to name your party, so that you can retrieve it later if you need to make any changes or to print additional materials. Type in a name (how about "Another Killer Party"?), and press Return to bring you to the next screen (see Figure 6).





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## EMPIRE: Another Killer Party

So far, you've invited: No one

First, Set Date, Time, And Place

Then Cast Roles For Your Party

Or, Clear A Role Already Cast

Or, Select Someone To Host

Finally, Print Your Murder Party

There's no one set to host this party.

Figure 6

All you have to do is highlight each option (using the cursor keys, as before), press Return to select the highlighted option, and then fill in the necessary information. For example, when you select the first option ("Set Date, Time, And Place"), you will be required to provide the particulars about the party. Likewise, when you select the second option, you will be required to fill in all the necessary information about your guests. Incidentally, you should fill in all the information requested — you never know what little tidbit of information will expose a killer, and the computer uses everything when it designs the clues. After you've finished an entry, press Return to move to the next one. When you have finished describing all your characters, select Print Your Murder Party to start printing the game materials. If you've missed anything, the computer will let you know.

### Printing the Materials

As before, just follow the onscreen instructions. To have a murder party, you'll have to print the HOST MATERIALS, the INVITATIONS, the ENVELOPES (optional) and the CLUE BOOKLETS. Of course, you'll need the INVITATIONS and ENVELOPES right away, because you should give your guests ample time to get ready and to be sure they can make it. The HOST



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MATERIALS contain important materials you will need to use during the party. You should also read the section entitled **Host Instructions** in the manual for information on what you should say and do on the night of the party.

Although you will need to print the invitations as soon as you decide on your guest list, you don't have to print the clue booklets right away; in fact, it's better to save them until the last minute. This will make it easier to change the game in case someone can't make it, and should help you avoid the temptation to sneak a peek at the evidence or solution in advance.

Depending on the number of guests at your party, each person will receive between 8-12 pages of material. If you are printing for the first time, you will need to select the **PRINTER SETUP** option. Again, just follow the instructions. Be aware that printing the party can take a long time, so if you can set yours up on automatic feed, you can be doing other things while your printer does all the work. In addition, it's a good idea to print one set of guest materials at a time, to avoid having to leaf through a mound of materials and accidentally read the solution. See your Reference Card for approximate printing times.

As the host of Empire, it is your responsibility to send out the invitations, and in the right envelopes. It's okay if you look at them. But don't read the clue booklets. Each one is peculiar to each guest, and contains information that the guest may choose not to reveal. In fact, as we suggested above, don't even print the clue booklets until right before the party begins.

For dramatic effect, try sealing the clues for each guest in new envelopes before distributing them. Even if you're an experienced party-giver, you're going to need to read the **Host Instructions**. They contain more information to help you keep the party moving.

### Setting Up the Scene

Make it look good. Remember, the Ferris family is very rich and has been that way for a long time. If you can find some ostentatious trappings of wealth, go





for them. Do you have a silver-plated serving set? Well, that's a start. When you're this rich, nobody looks to see if it's sterling. They know it is. Maybe you've got a friend who would be willing to play a butler or servant, in the interests of jazzing up your party. And speaking of music, classical music would go best here. Better choose something beautiful and calm, like Mozart or Chopin. It will be a marked contrast to the animosity and hatred that afflicts this family.

### Host Instructions

These are instructions you'll need before the party starts. There will be more for you to do once the party begins. That information is listed in the next section, **It's Party Time**.

Encourage your guests to wear outfits and act in ways consistent with the hidden truths about their characters. Make a special note for the guest playing Thad (if he is included in the guest list) to wear mismatched shoes and for the guest playing Paba to appear in something obviously expensive and outrageous.

The computer will print materials for you that need to be included in the party. These will include a police report, Rose Hips' will, Empire Corp. Confidential Personnel Files, Code Notes, a check in the amount of \$13,456, and a Phone Message. Instructions for their use appear later in this section.

In addition to the above, you will need to prepare the following props and clues in advance:

- a) Take a small piece of bright orange paper and roll it up into the shape of a medicine capsule. Write "ToxiTan" on it, and mix it in near the bottom of a bowl full of nuts. Hide the bowl until later. (See section below, **It's Party Time**, to find out what to do with it.)
- b) For an extra touch of authenticity, go to a bank and get a blank counter check. Date it a year or so ago and make it out to THE FOXGLOVE



FOUNDATION to the amount of \$13,456. Sign it Rose Hips (invent a good signature). On the Memo line of the check, write: For Herb Research. If you can't get to a bank, or the bank won't give you one of theirs, you can use any check available. Just hide the account name using black ink or typist's whiteout, or even a pasted piece of blank paper. If none of this is possible, simply create a check on a blank piece of paper and type or write in the above information.

This check should be placed face down in your guest bathroom, or in whatever bathroom your guests will be using.

- c) Buy a well-known brand of cough syrup, open the seal and replace the seal as clumsily as possible with cellophane or masking tape. (See section below, It's Party Time, to find out what to do with it.)
- d) This is very important! You will find a telephone message on the last page of Carla's clue booklet. It must be signed! Use a pen, and scrawl the most illegible, unreadable signature you can. Remember, it was supposed to be signed by a Dr. Jaruselski, so it should bear some passing resemblance to that name.
- e) Mark a plain manilla folder "Confidential," and place the Empire Corp. personnel files inside. Place the folder in a conspicuous place, but preferably away from where the main party activity will take place.
- f) Take the Code Note, crumple it up and place it in an empty trash basket near where people will be sitting. Put the trash basket in an odd but conspicuous place.

### It's Party Time

Make sure all the guests have their clue booklets and begin the party by reading the will. The guest playing Alex should probably be the one to read it aloud.





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Read the police report, then make it available throughout the party. Urge everyone to examine it closely.

Tell everyone to turn to the first page of their clue booklet and follow the directions printed there. Start the ball rolling by revealing some information you've found in your own clue booklet. Remind everyone that they must reveal everything they learn from their clue booklets, except those things which should be revealed "only if it's unavoidable."

The host has several more responsibilities during the game:

At the end of Round One, get the bowl of nuts with the hidden ToxiTan capsule and, just as Round Two starts, place the bowl in front of Allan. If no one has found the manilla folder by the end of Round Two, ask someone who doesn't appear too busy to go get it and look inside. During Round Three, if anyone coughs even a little bit, be sure to bring out the clumsily-taped cough syrup and offer it to them. If no one has found the crumpled code notes by the middle of Round Three, ask one of your guests to empty that trash basket. Also, make a trip to the bathroom to check on the check. If no one has picked it up, turn it over and come back mumbling about how you found something funny in the bathroom. At the beginning of Round Four, the guest playing Carla should produce the phony telephone message. If she doesn't, ask her what she found in her purse after lunch on Saturday.

When it appears that everyone has revealed every clue, suggest moving to the next round. Again, try to stay within character when you do so, to maintain the fantasy. See **Tips for a Successful Murder Party** above for some suggestions. Follow this procedure until Round Four has been completed. Then invite everyone to guess who did it.

Everyone now writes down his or her solution to the mystery on their Verdict Sheet (on the next page of each player's Clue Booklet) and passes it down to you. If you like, you can also have each player announce their verdict in turn. Guessing at the murderer is only part of it — guests also have to supply the



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motive, the means and the opportunity. And if you have unexpected guests or a non-participating audience, you can invite them to submit solutions as well.

After the rhetoric quiets down, instruct the guests to turn the page and begin following the instructions in their clue booklets. Everyone admits to having murderous inclinations towards poor old Rose Hips, but all deny doing the dirty deed. However, the guilty party is instructed to read his (or her) statement last, which, much to everyone's delight, turns out to be a confession. The winner is the person who gets most of the facts right. If nobody can figure out who did it, the killer wins the game, providing a rare instance in which crime does pay. As we suggested above, you can also award prizes for best acting, best costume, best evasive replies, and so on.

A word about timing: The first two rounds are the longest and should probably last about 30 minutes each. (Don't let them go much longer). The end of the second round is a good time to break for a meal if you have planned on serving one. The last two rounds are shorter, and should run about 20 minutes each.





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## Appendices

### Appendix A: Suggested Attire

The two scenarios involve very different people, so both groups can wear distinctive costumes, if you so choose. For *The Big Kill*, your guests might choose to come dressed in the "uniform" of the 60s — ripped up jeans, flannel shirts or tie-dyed t-shirts, sandals and very long hair. Women may also choose to wear peasant dresses and put a flower in their hair. (Even though this event is taking place now, in the 80's, you and your guests can pretend that this particular group of friends have remained true to the 60's culture to varying degrees. Whatever you decide is up to you, but the 60's culture is an easy way to provide color to your party. In *Empire*, the participants would probably come dressed for dinner in formal costume — long dresses or gowns for women, tuxedos or dark suits for the men.



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## Appendix B: Sample Menus and Recipes

### 1. Sample Menu for THE BIG KILL

Cuban Black Beans  
Brown Rice  
Green Salad  
Jack Corn Bread  
Fruit Skewers

#### Cuban Black Beans

4 cups water  
12 oz. black beans  
1 large green pepper, chopped  
2 medium onions, sliced  
3 cloves garlic, finely chopped  
2 T. vegetable oil  
1 t. oregano  
1 T. cumin  
1 t. red pepper flakes  
salt and pepper to taste

Heat water and beans to boiling in 3-quart saucepan; boil 2 minutes. Remove from heat; cover and let stand 1 hour. Cook and stir green pepper, onion, and garlic in oil until onion is tender; stir into beans. Add enough water to cover beans if necessary. Heat to boiling; reduce heat. Stir in oregano, cumin, red pepper, salt, and pepper. Cover and simmer until beans are tender and most of liquid is absorbed (1 1/2 to 2 hours).





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### Jack Corn Bread

1 1/2 cups boiling water  
1 cup cornmeal  
2 T. butter, softened  
3 eggs, separated  
1/2 cup milk  
1 t. salt  
1 t. baking powder  
1/4 t. allspice  
1 can (8 oz.) whole kernel corn, drained  
1 cup shredded Monterey Jack cheese  
1 small onion, chopped

Heat oven to 375°. Stir boiling water into corn meal in a 3-quart bowl; continue stirring until smooth. Blend in butter and egg yolks. Stir in milk, salt, baking powder, allspice, corn, cheese, and onion. Beat egg whites until soft peaks form; fold into batter. Pour into greased 2-quart casserole. Bake until knife inserted near the center comes out clean (45-55 minutes).

### Fruit Skewers

Assorted fresh fruits (whole strawberries, cubed fresh pineapple, mango, papaya)  
Juice of 4 limes  
1/4 cup honey

Arrange fruits on wooden skewers. Gently heat lime juice and honey until honey dissolves. Marinate fruit skewers in lime-honey mixture in refrigerator until well-chilled.



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## 2. Sample Menu for EMPIRE

Pate Campagne  
Vichysoisse  
Lobster Thermidor  
Braised Endive  
Chocolate Mousse

Pate Campagne  
3/4 lb. minced pork shoulder  
3/4 lb. minced veal  
1 lb. bacon  
1/2 lb. sausage  
1 lb. chicken livers  
2 eggs  
4 cloves garlic  
2 t. salt  
1/4 t. black pepper  
1/4 cup cream  
1/4 cup brandy

Line large terrine dish with bacon, but keep a few strips to cover top. Place all the minced meats with any left-over bacon in a large bowl, finely chopped. Liquefy the livers, garlic, eggs, brandy, and cream in a blender; mix well into bowl with meats. Turn bowl into terrine and cover top with bacon strips. Cover with lid or foil and place in roasting pan. Add boiling water to fill pan about halfway up the outside of terrine, adding more water as necessary during cooking. Bake in 350° oven for about 3 hours. When cool, weight pate down overnight. Remove any excess fat.





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### **Vichysoisse**

10 leeks  
4 medium potatoes  
4 T. butter  
5 cups chicken stock  
salt and pepper to taste  
whipped cream  
parsley

Slice white part of leek thinly and cook slowly in butter until soft. Add sliced potatoes and stock. Cook well, until vegetables are very tender. Puree in batches in blender; add salt and pepper to taste. Serve well-chilled in bowls garnished with whipped cream and chopped parsley.

### **Lobster Thermidor**

4 lobsters  
2 small onions  
1/2 cup parmesan cheese  
1/2 cup breadcrumbs  
3/4 cup white wine  
1 1/4 cups milk  
4 T. flour  
4 T. butter  
3/4 cup cream

Cover lobsters with cold water and bring to boil; cook for 15 minutes. When cooked, cut each one in half lengthwise. Melt butter, stir in flour and remove from heat. Slowly add wine and milk, return to heat until boiling, stirring constantly. Cook the onion and add to sauce. Chop up lobster meat and add, with cream, to sauce. Put lobster meat and sauce back in the shells and sprinkle with breadcrumbs and cheese. Grill until brown. Serve garnished with parsley and lemon.



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### Braised Endive

16 heads Belgian Endive  
Juice of one lemon  
4 T. butter  
1/2 cup water  
1 T. sugar  
salt to taste

Preheat oven to 450°. Place endive in ovenproof kettle with lemon juice, 2 T. butter, salt, water, and sugar. Cover and bring to boil on top of stove. Put kettle in oven and bake 40 minutes. Drain and squeeze endive to get out excess liquid. Melt remaining 2 T. butter in large skillet. Add endive and brown on one side, turn and brown on the other side.

### Chocolate Mousse

6 oz. chocolate  
3 eggs and 2 egg yolks  
1/3 cup sugar  
Juice of one orange  
1/4 oz. gelatine  
1/4 cup heavy cream  
1/4 cup water

Melt broken chocolate with water. Whisk eggs, egg yolks, and sugar in a bowl over hot water until thick; remove from heat and whisk until cool. Add melted chocolate. Add gelatine and orange juice and dissolve over low heat. Stir into chocolate mixture and add whipped cream. Pour into a souffle dish and leave to set, for at least 6 hours or overnight. Decorate with nuts, whipped cream, or fruit.





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