

# ONLY MURDERS IN THE MANSION

## ROLE-PLAY SIMULATION ACTIVITY

### Aim

To explore social class and privilege differences through a role-play simulation of a murder mystery scenario.

*Based on the original activity “Secrets of the Mansion,” developed within the Step-in Project (original idea by Xavi, Trudy, and Rimi).*

### Activity in a nutshell

*This simulation role-play activity consists of two main parts and is based on the game mechanics of the classic “Mafia” or “Werewolf” games. Participants take on fictional roles in a murder investigation set during an extravagant party, where they are divided into three social classes, each with different levels of power and abilities.*

*Through social interaction, discussions, and voting, participants will try to solve the mystery while experiencing dynamics of social inequality, privilege, and discrimination.*

**Participants Number:** 12–30 participants + 2–3 facilitators

### Suggested Group Breakdown:

Participants	VIP Guests	Guests	Staff
12*	3	5	4
15	3	6	6
18	4	7	7
21	4	9	8
25	5	10	10
30	5	13	12



### \*Minimum recommended roles set:

Vip guests: Town Mayor, Politician, Businessman

Guests: Movie Star, Police Detective, Doctor, Medium, Party Manager

Staff: Butler, Artist, Chef, Waiter



## Materials (Handouts & Props)

- **Introduction into the Role-Play Sheet(3):** Brief description of the simulation, context, and ground rules. (1 per group)
- **Invitation Cards(3):** Themed invitations for each social group, including extra context for role immersion. (1 special per group)
- **Role Name Tags(1 per person):** Role tags for participants to write their character names after roles are assigned. Tags must be worn visibly throughout the activity. (Replace with “Ghost” tag upon character’s death.)
- **Role Cards A(1 per person):** Assigned at the beginning of the simulation. Describe the initial role, objectives and background. Participants can share information verbally but cannot show the card to anyone. Make sure they understand this rule - even if they are willing to share everything on their role card, they still can't show it.
- **Role Cards B(1 per person):** Distributed at the start of the investigation (phase 3). Includes plot developments and murderer’s identity. Same rules for secrecy apply.
- **Additional Roles: POSTMAN, DETAINED, and GHOST**
- **Postman card:** The Postman card contains information about the Postman’s identity and what they know.
- **Detained card:** This role is assigned temporarily to the person who has been voted to be detained. The detention lasts for one round.
- **Ghost card:** This role is given to the player who has been murdered. As a Ghost, the person can no longer actively participate in discussions or decision-making. However, they can observe the game and send messages to the Medium.
- **Vote Cards:** Voting cards are distributed based on class:
  - **Lower** class staff receive 1 vote each.
  - **Middle** class guests receive 2 votes each.
  - **Upper** class VIP guests receive 4 votes each.

Votes cannot be split between multiple players; all votes must be cast for a single person.

After each voting round, all voting cards are returned to their owners.



- **Grey Votes are single-use bonus votes.** When a player receives a Grey Vote, they may use it at any time, but only once. If a player has more than one Grey Vote, they may choose to use multiple at once.
- **Chance Cards:** are cards that make the activity more dynamic. They can be distributed before each round (excluding the first). Participants are suggested to take one, and it can be an additional vote, a clue, a secret, or a role attribute. The vote, clue and secret are kept for the rest of the rounds; the extra role attribute works for one round.



## Facilitator Roles

- **Bodyguard:** Party security, leading transitions between phases and managing voting, testing and storytelling.
- **Postman:** Brief interactive role at the party, later revealed as the victim.

## STORYLINE

*You are guests at an exclusive party hosted by a movie star in his mansion. The host wants to impress high society and make new connections by inviting people from all levels of society. Privilege, power and ambition intersect here - until things take a deadly turn.*

*Social Groups:*

- **Staff (Lower Class):** Basically, service staff and servants, more than ordinary party staff, including roles such as gardener, nanny, and driver, who also help run the party because the event is so big that servants are usually not enough, and all staff are invited to help for extra pay. By default, the lower classes can't speak directly to the upper classes, except to offer them services or, if they ask, to join in the discussion. The staff will begin by preparing the room for the party.
- **Guests (Middle Class):** Most of the guests, including the host, start the film. Enjoy the party and follow their objectives for the visit. You can only talk to Upper Class VIP guests if they start talking to you first, unless your card says otherwise. Be the first to enter the party when it is ready to start.
- **VIP Guests (Upper Class):** The rulers of the city, high society, and people of power in the city. Can talk to everyone and enjoy the party. Arrive 2-3 minutes after the main guests.

*About 5-10 minutes after all the guests have arrived and the party is in full flow, the Postman enters the party. He moves around the room, interacting with guests and offering to deliver messages or letters on their behalf. After a few minutes of mingling and talking to several people, the postman leaves the room.*

*Shortly afterwards (within another 5-10 minutes), the atmosphere changes dramatically. The bodyguard steps forward and asks for everyone's attention.*

## BODYGUARD ANNOUNCEMENT:

*"Dear guests, I regret to inform you that a terrible incident has occurred. A murder has taken place in the Mansion. The postman has been found dead, stabbed in the back with a knife.*

*Everyone present is now a suspect. The police are on their way, but it will be some time before they reach us, as the Mansion is currently under lockdown.*

*There's good news and bad news.*

*The good news is that security (BODYGUARDS) has managed to collect the killer's DNA from the murder weapon. They can use new DNA testing technology to identify the killer. Our security team has already tested themselves and are confirmed innocent. As such, they will now take control of the investigation.*

*The bad news:*

*There are only a few DNA tests available - not nearly enough to test everyone. And the technology is still experimental. The DNA sample will start to spoil within the next hour, making it unusable. Worse, the police will not arrive in time to carry out further tests.*

*What does that mean?*

*Nobody can leave the room. We have to take the situation into our own hands. With the limited number of DNA tests we have, we will vote to decide who will be tested. In each round, one person will be arrested and tested.*

*If the murderer is caught or eliminated, the other guests win.*

*If the murderer avoids detection, the killer wins."*



# ACTIVITY STRUCTURE

## PHASE 1: PREPARATION (15–20 MIN)

1. Randomly **assign roles** by distributing only Name Tags first.
2. **Split** participants into social **classes/groups** and send each to a separate space.
3. **Distribute Role Cards** “A” and the Invitation + Introduction handouts.
4. **Explain the rule:** participants can share information but cannot show role cards.
5. **Describe** the classic 40th party and what people can do there. When people enter the party, ask them to mingle with as many guests as possible, order drinks, enjoy the entertainment and just go with the flow.
6. **Getting into role** - participants choose character names and write them on name tags. The name tags must be worn at all times. Give time to read, reflect, and get into character

### *Supporting Immersion Questions(optional):*

- What motivates your character?
- What is your character's role in society?
- Why is your character attending this party?
- What are their secrets or objectives?
- How do they deal with conflict or suspicion?

### **Staff group responsibilities:**

Before the party begins, the staff group has an additional task: preparing the room for the event. This includes setting up the room, arranging snacks and drinks, and making sure everything is ready for guests to arrive.

Facilitators should support and coordinate the staff group during this phase, helping them to understand their roles and encouraging them to adapt their costumes or props to their characters.

### **Roles of facilitators:**

**Bodyguard:** All facilitators play the bodyguards, who guide the narrative, make announcements and lead the investigation and voting process.

**Postman:** One facilitator will briefly change his bodyguard's role and play the postman during the party phase. This role is only active for a few minutes - the postman walks around the room, interacts with guests and offers to deliver messages before leaving the scene. The facilitator then resumes the role of bodyguard and continues to support the activity.



# ACTIVITY STRUCTURE

## PHASE 2: ENTER THE STORY (20–30 MIN)

### A) Start with soft music, snacks, and mingling.

- The party starts with the low class (staff) standing ready for the event to begin.
- Guests (middle class) enter first, announced by a butler. (read on the name tag), introducing role with names loud and clear.
- VIP guests enter the room second, also announced by a butler. Make their entrance glamorous (recommended music: Royal Entry)

### B) Interaction Time (5–10 minutes)

Allow participants time to freely mingle and step into their roles. Encourage them to interact according to their character backgrounds and class rules, helping to build the atmosphere of the party.

### C) Postman's Entrance (2–3 minutes)

After a few minutes, the Postman enters. One of the facilitators should quickly change costumes (e.g. hat, bag, or name tag) to assume this role. The Postman moves around the room, interacts with at least half of the guests, congratulates the Movie Star on the successful event, and offers to deliver messages or mail. The goal is simply to be visible, friendly, and lightly involved. After a short time, the Postman exits the room and the facilitator can discreetly switch back to their main role.

### D) Final Interactions (3–6 minutes)

After the Postman leaves, allow a few more minutes for participants to continue their role-play and build suspense.

### E) The Murder Is Revealed

The Bodyguard suddenly interrupts the party with an urgent announcement:

#### BODYGUARD'S ANNOUNCEMENT:

*"Dear guests, we have an emergency. I regret to inform you that the postman - the one who delivered your letters just a few moments ago - has been found murdered! A terrible crime has been committed at the Mansion!"*





# ACTIVITY STRUCTURE

## PHASE 3 – THE MAIN ACTION: THE INVESTIGATION (75-100 MIN)

### A) Introduction to the Investigation Phase (5 minutes)

Gather all participants in a circle and explain the beginning of the investigation phase. Distribute Role Card “B” to each person — these cards contain new information or changes to their role. At this point, the Murderer also discovers their identity. Then, the Bodyguard introduces the scenario.

### BODYGUARD’S ANNOUNCEMENT:

*“Dear guests, we now know for certain that we are the only people inside the Mansion. The Postman has been murdered — stabbed in the back. Fortunately, our security team recovered DNA from the knife and has already tested ourselves. All security staff have been cleared of suspicion and will now lead the investigation.*

*We have some good news... and some bad news.*

*The good news: We have a few DNA tests available. If we test someone and the DNA matches, we’ll know they are the killer.*

*The bad news: There are only [#] DNA tests remaining — not enough to test everyone. And the killer’s DNA will only remain traceable for a short time. We must act quickly, before the police arrive and the DNA becomes unusable.*

*From this point forward, no one is allowed to leave the room. We will investigate the murder ourselves. In each round, we will vote to detain one person for testing. If the murderer is caught or eliminated — the rest of you win. If not, the murderer wins.”*

### Activity Structure Overview:

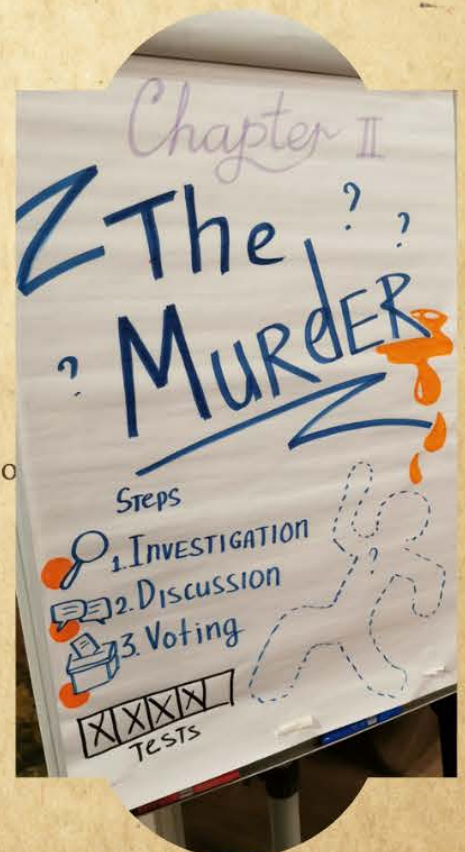
The investigation will take place over [#] rounds, based on the number of tests available.

Each round includes three steps (20-25min):

Step 1: Step 1: Investigation (7–10 min)

Step 2: Discussion (7–10 min)

Step 3: Voting (2–3 min)





# ACTIVITY STRUCTURE

## ROUNDS

### STEP 1: INVESTIGATION (7–10 minutes)

Participants move freely around the room and interact with others according to their role.

#### Key guidelines:

- Participants must stay in the room.
- Participants may speak, investigate, and use special role abilities (if applicable).
- The Murderer may secretly select one person to kill per round by informing the Bodyguard during this phase.
- Starting from the second round, participants may draw one Chance Card (one per person, per round).

#### *\*Facilitator Tip:*

*Play music to set the mood and give participants clues (Chance Card) when it's time to transition between phases.*

### STEP 2: DISCUSSION (7–10 minutes)

Participants gather in a circle to discuss suspicions arguments and accusations.

The Detective (a participant) moderates the discussion.

Encourage players to share what they've observed or heard.

Participants can defend themselves, make accusations, or build alliances.

If needed, the facilitator may support the Detective to keep it flowing.

### STEP 3: VOTING (2–3 minutes)

The Bodyguard leads the voting process.

Voting rules by class:

- Lower Class (Staff): 1 vote per person
- Middle Class (Guests): 2 votes per person
- Upper Class (VIPs): 4 votes per person

Votes must be used entirely on a single person — no splitting votes.

#### *\*Facilitator Tip:*

*Prepare a vote tracker (grid or list) to help count votes and avoid confusion*





# ACTIVITY STRUCTURE

## ACTIONS & EFFECTS

**DETAINED:** The person who receives the most votes is Detained and placed in an isolated area for one round. (Give the person the DETAILED card to read). While detained, person cannot interact or vote.

**DNA TEST RESULTS:** DNA test results are revealed after one full round.

After a full round passes, the Bodyguard announces the test result:

- If the Detained person is the Murderer → the civilians win, and the activity ends.
- If the Detained person is not a Murderer → person is released, resumes their role and cannot be voted/detained again.

**KILLED/GHOST:** Murder Victims/Killed (Ghosts): When someone is killed, they remove their original name tag and receive a “Ghost” tag (write their character name on it).

Ghosts may observe the game but cannot interact — except by sending one written message to the Medium (if such a role exists).

**MURDER METHOD:** The postman murder was by stabbing. But all following murders are explained as poisonings — this creates a delay between action and effect, helping protect the Murderer’s identity.

The Murderer informs the Bodyguard in secret who they wish to kill during each investigation phase. The Bodyguard reveals the death a few minutes later to preserve mystery.

**DOCTOR ROLE (IF INCLUDED):** The Doctor may save a poisoned person by publicly declaring their use of cure. This ability may only be used once per game.

## THE END...

**The SIMULATION /ACTIVITY ENDS when:**

- The Murderer is tested and caught,
- or
- All DNA tests have been used and the Murderer remains uncaptured.

*\*Facilitator Tip: If the Murderer is not revealed by the end, consider closing the activity by announcing their identity dramatically, allowing space for emotional release and reflection before moving to the final debriefing.*



# ACTIVITY STRUCTURE

## PHASE 4: CLOSING & EVALUATION (20–30 MIN)

### STEP 1. DE-ROLLING. Activities:

**“Get Yourself Back”** - Participants stand in a circle and one by one remove their role name tags and throw them in the centre. As they do so, each one says: "I am no longer [ROLE & CHARACTER NAME], I am [REAL NAME]".

Example: "I am no longer Dr Markus, I am Eduard."

This marks the transition from playing a character back to being yourself.

Then, the Bodyguard introduces the scenario.

**“Shower”** – Group mime washing off the role, head to toe.

**\*Optional:** If the activity was intense, use the energy release game:

**MaaaZINGA** – Group Shouting Ritual. This energising and playful activity has two simple steps:

1.The Wave of "Maaaaa..." - The participants stand in a circle. The first person begins by loudly shouting "Maaaaa..." while extending both fists forward into the circle (like a superhero taking off). One by one, each person in the circle joins in and repeats the shout and movement, creating a wave of energy that spreads from one participant to the next until everyone is shouting together.

2.The Final "ZINGA!" - Once the wave returns to the starting person, everyone shouts "ZINGA!" together, stomping one foot (knee kick) and dramatically pulling their hands back, closing the movement with power and unity.

This activity helps release tension, build group energy, and mark a strong transition out of the role-play.

### STEP 2. DEBRIEFING . Questions:

- How did you feel during the activity? In your role?
- What was challenging or surprising?
- What power did your character have? How did you use it?
- Did you witness or experience discrimination or inequality?
- What strategies did people use to gain influence?
- Can you relate the experience to real life?
- How can this experience inform your real-world approach to power and privilege?



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# DEVELOPED

## ABOUT SIMULATION ACTIVITY

The educational simulation 'Only Murders in the Mansion' was developed as part of the Step-in: Developing Roleplay Pedagogies for Identity and Acculturation Processes in Migrant Youth Work' project.

Based on the original activity "Secrets of the Mansion," developed by Xavi, Trudy, and Rimi. Desinged and adapted by Oganyan Eduard (@nit.an.art.st)

## ABOUT PROJECT

This project seeks to provide youth workers and educators with the tools to effectively integrate role-play as a method of education. Its goal is to elevate the standards of youth work and promote more dynamic and inclusive non-formal education (NFE) through the use of role-playing techniques. By addressing the unique experiences of migrants and LGBTQ+ youth, the initiative aims to empower these groups, encouraging personal growth through hands-on learning, and self-expression.

Through the training, participants will gain the knowledge needed to create their own role-play activities, enriching the learning environment and advancing youth work toward greater inclusivity and meaningful engagement.

## PARTNERS

eSquare e.V.

Tegyunk Egyutt Az Ifjusagert Alapitvany  
Fundacja Mlodzi Dla Europy

KAAM Artistic Europe

Eurobug, International Youth Work  
Training and Collaboration Limited



Fundacja  
Mlodzi  
dla Europy



Erasmus+



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# SUPPORTING MATERIALS

## SUPPORTING MATERIALS

### Music Suggestions

- Royal Party
- Chill Vibes
- Pink Panther
- Dark Mansion
- Victorian Mystery

### Props & Costumes

To add to the immersion and help participants get into their roles, prepare some simple props and costume elements:

Small paper slips and pens for sending secret messages

Costume elements or visual identifiers to reflect different characters.

#### *For example:*

- Towels for waiters (Staff)
- Sunglasses for the Bodyguard
- Hat for the Postman
- Star or Oscar trophy for the Movie Star
- Cross necklace for the Priest
- Medal for the Mayor
- Captain's hat for the Ship Captain

Encourage participants to create quick, handcrafted accessories for their characters — it supports the role-playing experience. Just be sure this doesn't take too much time.

### Environmental Setup & Decorations

Create an atmosphere that feels like a real party in a luxurious mansion:

Set out water and soft drinks for the waiters (Staff) to serve to guests.

Provide light snacks for guests to enjoy during the party.

Use candles or dimmed lighting to create a warm, mysterious vibe.

Add any decorative elements that help transform the space into an elegant or dramatic party setting.

## HANDOUTS

See below...



# INTRODUCTION IN TO THE ROLE-PLAY

This party is organised by the local Movie Start, who are on a wave of success and want to show itself and make more connections in the community, inviting people from different social classes. This is a classic party where the powerful show their influence and wealthiness, and for others, it is a good opportunity for everyone to make connections and build their careers.



JANUARY  
11  
SATURDAY  
21:00



## PREPARATION FOR YOUR ROLE

This is the role-play activity. Please follow your role. During the activity, you can't show the cards you get to the other players! You can share as much information as you like without showing any cards.



**CHOOSE A NAME FOR YOUR CHARACTER. WRITE IT ON YOUR BADGE.  
YOU MUST WEAR THE BADGE THROUGHOUT THE ACTIVITY.**

If something is not defined by your role card, you can add some characteristics to your role. Here are some questions that can help you to make your character more real:

- What motivates your character?
- How does your character make money?
- Why does your character want this party to be successful?
- How does your character deal with challenges?
- Does your character have any secrets?
- Does your character have any specific communication?



An ornate, symmetrical floral border in dark brown ink frames the entire page. The border features intricate scrollwork, leaves, and stylized flower motifs, creating a classic, elegant look.

# INVITATION

TO THE NEW YEAR AFTER PARTY

We are pleased to invite you to the New Year After Party  
organised by Famous Movie STAR  
11th of January

A decorative flourish consisting of two symmetrical, flowing lines that meet at a central square ornament with a circular design inside.

## THE GUESTS

A decorative flourish consisting of two symmetrical, flowing lines that meet at a central square ornament with a circular design inside.

You are the guests at this Party. You can speak with the workers as well as each other. You can only talk to Upper-class VIP Guests if they start talking to you first, unless your card says otherwise. Please complete your tasks and interact with each other until you are told to stop.

*Juliana Silva*

---

THE MOVE STAR



An ornate, symmetrical floral border in a dark brown color frames the entire invitation. The border features intricate scrollwork, leaves, and floral motifs, creating a classic and elegant look.

# INVITATION

## TO THE CHRISTMAS PARTY

We are pleased to invite you to the New Year After Party  
organised by Famous Movie STAR  
11th of January

A decorative flourish consisting of two symmetrical, flowing lines that meet at a central square ornament with a floral design.

# THE VIP GUESTS

A decorative flourish consisting of two symmetrical, flowing lines that meet at a central square ornament with a floral design.

You are VIP guests and the rulers of this town. You can speak to anyone. You are trying to impress each other and bask in your glory. You will make a Grand Entrance while coming down to the Party. Please interact with each other until you are told to stop.

*Juliana Silva*

---

THE MOVE STAR



# INSTRUCTION

## PARTY SERVICE WORKERS RULES

We are service personnel on the Christmas party  
organised by Famous Movie STAR

# STAFF

You are the staff of this party. You must do your  
job well. You can only talk freely with your own  
class (workers/blue), or if upper classes start  
talking to you, you can reply and talk to them.  
(unless your card says otherwise).

You are expected to work until you are told to  
stop.

*Juliana Silva*

---

THE MOVE STAR



THE TOWN  
MAYOR

THE  
POLITICIAN

THE  
BUSINESSMAN

THE  
MILLIONAIRE

THE  
LORD

THE  
★  
MOVIE STAR

THE POLICE  
DETECTIVE

THE  
ENTREPRENEUR

THE DOCTOR

THE LAWYER



THE PARTY  
MANAGER

THE MAJOR



THE KEEPER

THE CAPTAIN



THE CHEF

THE PRIEST  
+

THE POLICE  
OFFICER

THE MEDIUM

THE MAYOR'S  
SON

THE BUTLER



THE ARTIST

THE JESTER

THE HOUSEMAID

THE DRIVER

THE GARDENER

THE POLITICIAN'S  
ASSISTANT

THE MUSICIAN

THE WAITER

THE WAITER

THE NANNY



THE POSTMAN

BODYGUARD

#1

BODYGUARD

#2

BODYGUARD

#3

BODYGUARD

#4





### THE TOWN MAYOR

Unlike many, you support the lower class.

You want to impress the underclass in order to gain votes for the next mayoral election.

***Throughout the party, make a toast to impress the guests.***



### THE POLITICIAN

Parliamentary representative of the ruling party. You are a very powerful person and a good friend of the host, MOVE STAR. Your assistant attends the party with you.

***During the party, give a short political speech. (Make sure that everyone is listening to you.)***



### THE BUSINESSMAN

You can talk to any class. You have a great relationship with The Lawyer.

***During the party, see if anyone has a bright idea for a new business investment.***



### THE MILLIONAIRE

You are the Host of the party. You are a very successful celebrity. It is your birthday party and you wanna have fun.

***You are one of the rulers of this world; you have seen it all, so not much can impress you... Look, maybe you can find something interesting here that will excite you... or just have a good time.***

USE ONCE



### THE TOWN MAYOR

Veto Right

***Once in the game, you can use your veto right to overturn voting results. (No one will be tested and arrested this round). (Give this card to the bodyguard to use this ability)***



USE ONCE



### THE POLITICIAN

Parliamentary Immunity

***Once in a game, you can use your parliamentary immunity to avoid being tested and arrested. (Give this card to the bodyguard to use this ability.)***



USE ONCE



### THE BUSINESSMAN

Corruption Lobby

***Once in a game, you can buy someone's vote. You can only use this function on a low class to cancel or redirect one vote. (Give this card to the bodyguard to use this ability)***



PERMANENT



### THE MILLIONAIRE

Untouchable

***You are untouchable; even if you are accused, you will not go to jail or be imprisoned. They can test you if you've been voted in, but in reality, even if you kill someone, you're not afraid of being exposed. You can buy the court, best lowers, or escape to another country.***









A

## THE LORD

You are the head of a royal family, a respected lord of noble birth, and your heritage is recognised by all. Your presence at the party is an honour for the guests, and you gratefully accept. You attend such events regularly and begin to get a little bored.

Sometimes you think - "if someone died here, the party would be much more lively...")

uff... a few more of these events and I will start killing people myself...".

**Attend the party, talk to the people, see if there is anything here to entertain you.**

A

## THE PRIEST

You are not interested in such parties, but the Church obliges you to attend as a sign of respect, so you reluctantly attend this unholy event. "I hope they will not sin too much this time."

You must show your respect, but you can be cautious about the conversation.

**Talk to people. See how many people believe in God.**

A

## THE PARTY MANAGER

You are the organiser of the party and manage the event. You have to make sure that all the hired personnel (lower class/stuff) do their job.

**Constantly checking that everything is going well, checking the work of the staff and asking guests if they are satisfied with the service or if they need anything.**

A

## THE POLICE OFFICER

You are a police officer invited to an important event. The police want to show that they are not just brutal security forces, but also brave law enforcement officers.



**During the party, talk to at least three people.**

USE ONCE



## THE LORD

You don't know whether you're more afraid or excited, maybe it's an assassin who's come to kill you, or someone who's just done what you imagine.

Royal Power

**Once in the game, you can make someone a knight. This person will permanently have 3 votes. (inform bodyguards to use this)**

B

PERMANENT



## THE PRIEST

Confession

You can ask anyone to confess (but only privately; no one else should hear):

**SHOW THIS CARD TO THE PERSON!**

**"If you read this card you have to confess and tell your **SECRETS** to the Priest!"**

**PRIST cannot break the sacred bonds of confession and tell anyone what he learned from you.**

B

PERMANENT



## THE PARTY MANAGER

Dependence

**SECRET: You're afraid you'll be fired if one of your hired personnel is a murderer.**

**You can't vote against a low social class.**

B

USE ONCE



## THE POLICE OFFICER

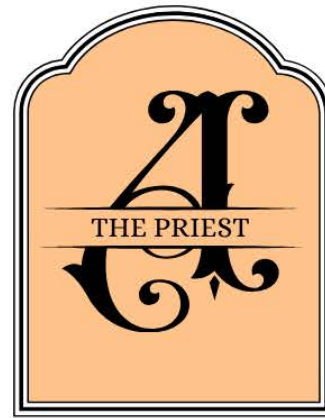
You must support the DETECTIVE'S investigation and help mediate the debate.

Legal Suspect

**Once in the game, you can detain a suspect, and he/she will not be able to vote one round (middle or low class only). (Give this card to bodyguard to use this ability)**

B







A



## THE MOVIE STAR

You are the host(ess) of the party.  
You are a very successful celebrity.  
It is your party and you want to  
have fun. So enjoy your time and  
accept congratulations.

***You can talk to anyone at the  
party, it doesn't matter their  
social class, you are the STAR  
of the evening.***

A

## THE LAWYER

Unlike people in your class, you can  
start a conversation with the Upper  
class without being spoken to.

***During the party, Talk to  
the people to see if anyone  
would be interested in your  
services***

A

## THE ENTREPRENEUR

You are a young entrepreneur; you  
are lucky to be able to attend such a  
prestigious event. You are interested  
in making more contacts and perhaps  
making good connections with  
politicians who can lobby for your  
small business interests.

***During the party, Talk to at  
least two people who are of  
interest to you.***

A

## THE POLICE DETECTIVE

You are a police officer invited to  
an important event. The police  
want to show that they are not  
just brutal security forces, but also  
brave law enforcement officers.



***During the party, talk to at  
least three people.***

USE ONCE



## THE MOVIE STAR

Employer's Right

***Once in the game, you can fire THE  
PARTY MANAGER or any low-  
ranking staff (accept THE  
POLITICIAN'S ASSISTANT).  
This person will stay here but will  
not have a vote. (Give this card to  
the bodyguard to use this ability)***

B

USE ONCE



## THE LAWYER

The BUSINESSMAN is your client,  
so you must vote for the person  
the BUSINESSMAN votes for.

Parliamentary Immunity

***Once in the game, you can defend  
someone and reduce their vote result  
by 1. Can only be used for high and  
medium classes. (Give this card to the  
bodyguard to use this ability)***

B

PERMANENT



## THE ENTREPRENEUR

Secret messages

***You can make a note and give it to  
THE POLITICIAN or THE  
BUSINESSMAN. (ask the  
bodyguard to pass the note)***

***SECRET: The postman gave you a letter,  
but it was just more bills... Yes, he was  
not the bearer of good news for you...  
you desperately need money.***

B

USE ONCE



## THE POLICE DETECTIVE

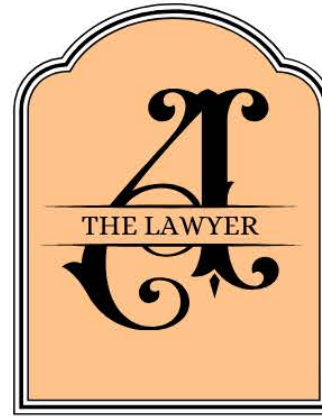
Investigator

***You must mediate the debate.***

***Once in the game, you can check  
one person, ask bodyguard if this  
person is the murderer and get an  
honest answer. (Give this card to  
the bodyguard to use this ability)***

B







A

## THE DOCTOR

You are a professional doctor with your own private clinic. You want to attract more high-profile clients to your new clinic.

*Talk to people. See if anyone has health problems; you may be able to find more clients.*

A

## THE MAJOR



You are a military officer; honour and dignity are your benefactors. You joined the military to defend and protect the country. And at this party you are an honoured guest.

*You are single, so this party is an opportunity for you to find your second half and see if you can find someone who deserves it.*

A

## THE CAPTAIN



You are the captain of the ship "Naughty Girl".  
A good friend of the host of the party (THE MOVE STAR).

*This event could be a good opportunity to find some customers who need shipping services, don't get lost and see if there are any worthy customers here.*

A

## THE MAYOR'S SON

Yes, you are the mayor's son. You feel you should be among the VIP guests, but your father tries to keep you humble and you are invited as an ordinary guest.

*So enjoy the party and see if you can find something fun and entertaining... Maybe a couple for the evening*

USE ONCE



## THE DOCTOR

Medicine Injection

**SECRET:** You have a medicine injection. In your hands it can be a cure or a poison.  
Once in the game, you can kill or save one person at any moment (Give this card to the bodyguard to use this ability)

B

USE ONCE



## THE MAJOR

Defender

You swore to protect people with your life and you are ready to do it.

*Once in the game, you can protect someone with your life by naming the person to your bodyguards.  
If that person is killed, you will die instead.*

B

PERMANENT



## THE CAPTAIN

Resourceful

*You can take two cards for a clue if available*

**SECRET:** You smuggle illegal goods from time to time. So you have no interest in having your DNA on official records, even if you are innocent.

B

PERMANENT



## THE MAYOR'S SON

The father's sins are the son's sins?

Same blood

*You and our father have the same family blood, so if he or you are tested, the test will give the same result. So if he is a killer, the test will also match your DNA.*

B









## THE MEDIUM

(spiritualist)

You were invited by the host of the party (MOVE STAR) because you had made several predictions about her fame and success. So you were invited to show her your good fortune.

***Talk to people. See if anyone is interested in your mystical/spiritual services.***



## THE KEEPER

(Funeral Agent)

Keeper is a noble name for a Funeral Agent. You help people cross over to the other side with peace and dignity. You are happy and proud of your work and you are happy to find new clients. Death can be beautiful and you are the guardian of people in their final resting place.

***Make friends, sooner or later, they will all be your clients.***



## THE BUTLER

You greet guests and help them with any questions or requests they may have.

***When guests enter the party, announce them by name and occupation loudly, spectacularly, and glamorously.***

***Welcoming guests and providing any assistance they may need***



## THE ARTIST

(painter)

Your job at the party is to entertain the guests, so you draw their portraits or just a cute art works to memories the event.

***SECRET: You want people to be distracted while you secretly rob them; you are a thief.***

***So your task is to draw some pictures and present them to the guests, making them happy and relaxed***

PERMANENT



## THE MEDIUM

(spiritualist)

Talk with spirits

***You can talk to the dead, but it's limited; you can't interact with them directly; you can ask them questions, and they can send you messages if they want...***



PERMANENT



## THE KEEPER

The last will of the deceased

***Every time someone dies, you get 1 extra (single-use) vote. You can use these extra votes anytime and any number at the same time.***



PERMANENT



## THE BUTLER

Unrequited Love

***SECRET: You are in love with the party host(ess), so you want him/her to be happy today and everything to go well and the guests to be happy.***

***Unlike people in your class, you can talk to other class guests.***



PERMANENT



## THE ARTIST

You are the killer.

The postman caught you stealing, so you killed him.

***Now you can kill more people. If you want to kill someone, you must secretly tell one of the bodyguards during the investigation phase (you can kill one person at a time). To win, your goal is to kill 3 more people by the end without getting caught.***









A

## THE CHEF

(cook)

Your job at the party is to oversee the menu and check the guests' requests.

*You are trying to get a more stable job in the high society.*

A

## THE POLITICIAN'S ASSISTANT

You are the POLITICIAN's loyal assistant.

*Just take care of the politician's needs and enjoy the party*

A

## THE WAITER

(1)

Your job at the party is to serve the guests. You just want to do your job well and stay out of trouble.

*Serve drinks and snacks to guests*

A

## THE WAITER

(2)

You are ambitious and think that this is not your level; you can do better, so you want to do your job so well that influential people will notice you and perhaps give you a career boost.

*Serve drinks and snacks to guests*

PERMANENT



## THE CHEF

(cook)

The Knife

**SECRET:** You know that the first victim was murdered with your CHEF's knife, but you didn't do it. If anyone finds out, it could be a problem.

B

PERMANENT



## THE POLITICIAN'S ASSISTANT

Loyal guard

As a political assistant, you have to protect and support him. You also think that whatever he has done, you might be involved and join him in prison as an accomplice.

**SECRET:** You do everything your boss tells you to do, you'd even kill if he asked you to, luckily he hasn't asked... yet...

*If the Politician goes to jail, you go to jail too.*

B

PERMANENT



## THE WAITER

(1)

Illegal Work

**SECRET:** You are an immigrant working illegally, so you are not so much afraid of dying as of being exposed. If you are arrested, even though you know you are not a murderer, the police will find out that you are here illegally, and you may be deported. So you don't want to be arrested. If you are arrested, you lose your right to vote.

B

PERMANENT



## THE WAITER

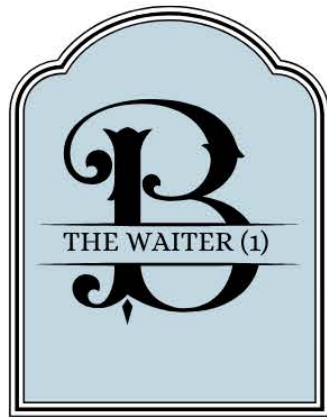
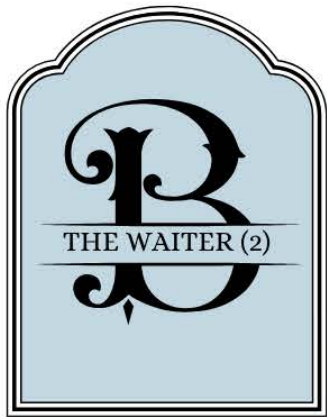
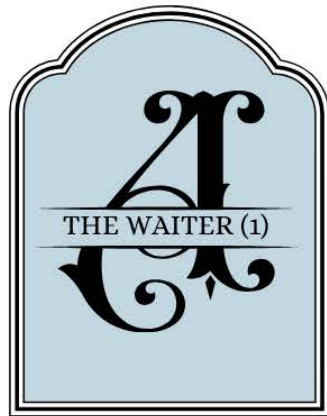
(2)

Ambitions

**SECRET:** You are an ambitious person and think you can get more, so you try to get the MANAGER's job somehow.

B







A

## THE DRIVER

You are the driver of the MOVIE STAR, but as tonight is a very busy night and there are many guests, everyone has gathered to help serve the evening, and you gladly accept the opportunity. It is not only extra money, but also an opportunity to get some promotion.

*Help everyone, serve drinks and snacks to guests and do whatever the party manager says.*

A

## THE HOUSEMAID

You are a maid working in a mansion, cleaning and serving your master MOVIE STAR. You have feelings of love for the butler

*Your job is to help the guests, clean the dishes and the tush. Make sure the room is tidy and clean.*

A

## THE GARDENER

You are the gardener of the MOVIE STAR, but as tonight is a very busy night and there are many guests, everyone has gathered to help serve the evening's food. You are happy to take the opportunity to earn some extra money, why not?

*Help everyone, serve drinks and snacks to guests and do whatever the party manager says.*

A

## THE NANNY

You are the nanny of the MOVIE STAR's little child. But tonight is a very busy night and there are many guests, so everyone is gathered to help serve the evening. For you, this is not only an opportunity to earn extra money, but also to find a wealthy spouse. So let's go fishing, maybe we'll catch a big fish!

*Help everyone, serve drinks and snacks to guests and do whatever the party manager says.*

PERMANENT



## THE DRIVER

The Paint

**SECRET:** You just painted the MOVIE STAR car and got the colour wrong; you repainted it in Bloody Red fast just before the evening, hoping she would not notice. And you hoped you didn't get any paint stains, so you wouldn't be accused of murder.

B

PERMANENT



## THE HOUSEMAID

Jealousy

**SECRET:** You don't like your master (MOVIE STAR) because you are secretly in love with BUTLER, but he doesn't notice you because he loves your master.

B

PERMANENT



## THE GARDENER

The fence

You have no secrets. You knew the postman. Recently, when you were painting the garden fence, you met the postman who asked if there was any need for extra hands; he could come and work there. But you told him that you could do it, that no help was needed, and he went away.

B

PERMANENT



## THE NANNY

Peeking

**SECRET:** You like to spy on people and stick your nose in other people's business. Now you've had a sneak peek at something too; you saw the artist arguing with the postman about something... but you didn't think it was your business, so you kept quiet.

B









## THE JESTER

(entertainer)

You entertain guests. An animator who can perform, a creative and artistic person who can make people enjoy the evening, make them laugh, and have fun.

**Decide how you want to entertain the guests. Your job at the party is to keep the guests happy, laughing and enjoying the evening.**



## THE MUSICIAN

You're here to entertain people with music; your performance will be later in the evening, so don't bother now. For now, enjoy the evening and the drinks, and maybe you can look for someone to entertain you afterwards in the night.

**Enjoy the evening, have a drink, chat to people and see if you can find someone who is interested in you...**



## THE POSTMAN

(the first victim/spirit)

He didn't see the killer; he was stabbed in the back and the last thing he remembers is the smell of something like a chemical or paint. He didn't know why he was killed.

**If the medium asks him directly about the person, he can tell the secret of one of the persons here if he knows a secret about them.**

**The ritual takes time, so the medium can only talk to the spirit once per investigation phase.**

## THE GHOST

(Spirits of Killed character)

You have been killed in the game. You are a restless spirit that will now inhabit this mansion and spend ages here unless your murderer gets his punishment. So you are also interested in the murderer being caught. Unfortunately, there is much you can do, you can only try to communicate through THE MEDIUM (spiritualist).

**You can communicate or interact directly with the guests. You can observe and also try to guess... Each round you can send a message to the medium you think is a murderer. (make a note and give it to the bodyguard)**

PERMANENT



## THE JESTER

(entertainer)

scaramouche

**You are an honest person and have nothing to hide. If you have the same number of votes as someone from the upper class, you will automatically lose the vote and be arrested.**



PERMANENT



## THE MUSICIAN

Ignorance

**SECRET: The postman told you that he had seen one of the guests stealing from people... but you didn't care, so you told him to go away and ignored him.... Now you think it might be important, and you didn't react well. So you are afraid that your ignorant behaviour might be a cause of his death.**



## THE DETAINED



You are temporarily detained. While the DNA test is running, you will be in jail waiting for the results.

The results come after the next vote, and we will reveal if you are a killer or not. Until then, you stay in prison, waiting for the consequences.

**If you are a killer, wait for the results.**



**If you are not a killer you also want and after one round you will get back to the game**

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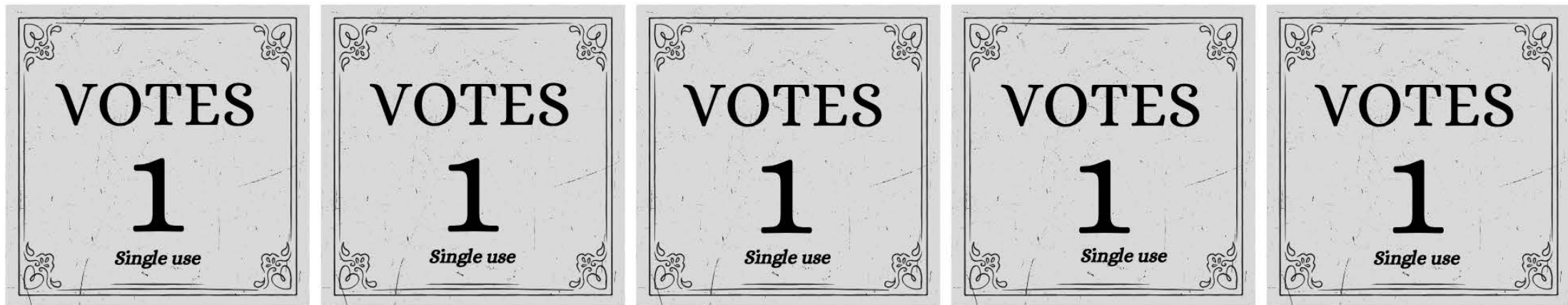
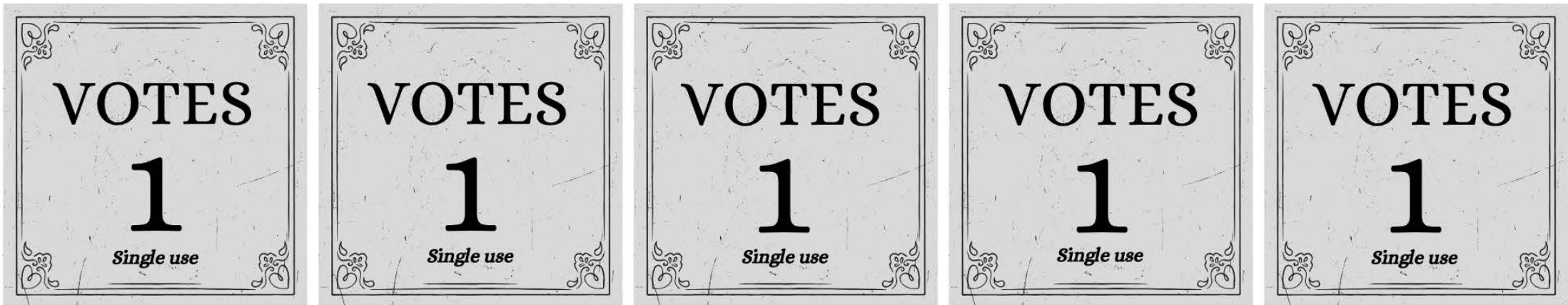
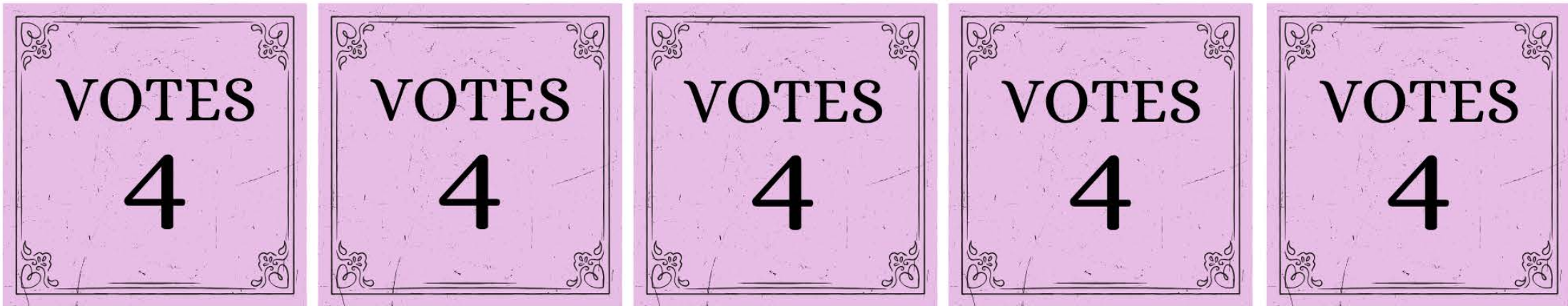














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### SUSPICIOUS

Suspects You suspect at least three different people; try to talk to each of them privately tet-a-tet

***Talk to three people you suspect privately (in pairs)***

### CURIOUS

Talk to people, ask what they think. Try to find out as much as you can

***Talk to as many people as you can, at least 5-6***

### HUNGRY

Yes, death is bad, but the chances of dying of hunger can also be high. You can talk to the people, but the question of when dinner will be served is more important to you.

***Talk to at least 3 people, don't forget to eat.***

### CARELESS

You're pretty sure this isn't your problem, you don't think you'll get killed, so you don't care about the case, talk casually as if nothing has happened.

***Talk casually to as many people as you can.***

### NERVOUS

The situation makes you nervous. You want to talk to as many people as possible, but you don't want to talk for long.

***Change the person you are talking to every 1-2 minutes.***

### DESPERATE

You are desperate inside, but you try not to show it. You think you might be the next to be killed.

***Talk fast. Talk to everyone, but no more than 1 minute.***

### KEEP YOUR SECRETS

You have a secret and you want to keep it. You are afraid that this investigation might reveal it, even if it has nothing to do with the murders.

***You can make up any **SECRET** about yourself. Try to avoid many conversations with no more than 1-2 people.***

### POSITIVE TALKER

You are a talkative person and want to talk about everything, but try to avoid current sad events.

***Talk to as many people as you can, but try to avoid talking about the murderer; it makes you sad.***

### TALKATIVE

You like to talk about everything.

***Talk to as many people as possible. Talk actively***

### SCARED

You are afraid of everyone right now. You may not show it, but try not to die.

***Talk to as many people as possible and avoid tet-a-tet conversations (in pairs). You prefer to talk when there are at least two other people involved in the discussion.***

### BUILDING ALLIANCES

You try to negotiate with others, you want to keep it private.

***You try to negotiate with others and find alliances. Talk to groups of 2-3 people at a time. Try to get them on your side.***

### SAVE YOURSELF

\*uck this. I need to survive. Talk to anyone who can help you survive.

***Talk to at least 5 people.***

### ALL EYE ON...

Trying to talk less and look around more

***Try to avoid conversations and talk to no more than 1-2 people. Observe what is happening around you, it may help you in the voting phase.***

### KLEPTOMANIA

This stress evoke long passed illness you had Kleptomania, you like to steal small meaningless objects...

*****SECRET:** you are Kleptomaniac. Steal small objects and store them in your pockets or bag.***

### TRUST NO ONE

You trust no one... Better not to talk to no one, anyone can be a murderer.

***Try to talk to the others as little as possible in this round.***



## EXCITED

The investigation has excited you. A little threat makes this process interesting and you enjoy the situation with

***You talk with happiness and excitement. You enjoy the situation.***

## I ONLY TRUST YOU

You only trust one person here.

***Choose who you trust. You will try to stay with that person, following him in all conversations and discussions.***

## LET'S KEEP IT BETWEEN US...

You have a secret. You want to share it with someone.

***You decide what your **SECRET** is. Choose one person and share one secret with him. Ask him not to share it with anyone else.***

## JOKER

The terrible situation is not a reason to be serious, try to lighten the mood and break the ice with jokes and a cheerful attitude.

***Talk to people and try to make some jokes or just support people if you see they are sad, scared or anxious.***

## GOSSIPER

You like gossiping and spreading rumors.

***Start a rumour: You can make up your own rumour or use this one: "The movie star (party host) is having an affair with a businessman or politician". Spread it to as many people as possible.***

## NOSY

You are very curious, perhaps too curious. You try to learn as much as you can about others, maybe even their secrets.

***Talk to as many people as you can, and when you see group of people talking you try to join to listen what they talk about.***

## IMPORTANT OPINION

You think your opinion is important in every talk, so you always need to make your point and make sure you speak.

***Talk to as many people as you can, and make sure your opinion on the topic of discussion is heard.***

## ANXIOUS

You are anxious and talk fast and interrupt people.

***Talk to as many people as you can, speak quickly with short sentences, rush others and interrupt people who talk too long***

## DRAIN YOUR FEAR

You're scared but don't want to show it, so you drink too much...

***Talk to as many people as you can, but make sure you have something to drink and drink constantly (like every 30 seconds).***

## CALM

You are professional and calm in every situation. You do not panic or anything like that.

***Talk to at least 3-4 people. Be calm and confident when you speak.***

## READING THE EYES

You believe that the eye can tell you more than words. So you want to get a better understanding of people by reading their eyes, not just listening to their words.

***Talk to as many people as you can and make sure you look into people's eyes during the discussion.***

## DODGER

You don't like questions about yourself and try to avoid or dodge topics about yourself.

***Talk to as many people as you can, but whenever a question is asked about you, you avoid the subject and try to change it.***

## ADMIRER

You admire THE MAYOR; you think he is the best and can handle this situation.

***When you talk, you show admiration for the MAYOR even if you:***  
- Suspect him; you admire him as a brilliant crime and victims deserve it.  
- Don't suspect him - you just admire him and think that he will solve the case in the best way.

## ARGUER

You argue with every opinion, you judge opinions and disagree with most of them.

***Talk to as many people as possible. If you disagree, show it immediately and argue. If you agree, find what is wrong with it and point it out.***

## LISTENER

You listen more than you talk. You take part in any group discussion and listen more than you talk.

***You listen to as many people as possible. You can give your opinion, but briefly and quickly, giving others more space to talk.***



### SHY OR TOO POLITE

You may be too polite or even shy sometimes. You do not start discussions or interrupt people.

*You do not start a discussion until someone starts talking to you, and you speak freely and actively share your opinion, but you do not interrupt when someone else is talking.*

### YES-PERSON

You agree with everyone. And support all opinions, even if they contradict each other.

*Talk to as many people as possible.*

*Always agree and support all opinions.*

*But vote as you wish*

### MESSENGER

You don't trust talks. You prefer to send secret messages.

*Talk to as many people as possible. And send 1-2*

*messages to other people.*

*(Write the message on paper and ask the bodyguard who to give it to).*

### PANIC ATTACK

You are not screaming, hysterical or running around; it is more like paralysing you and making it hard to talk or just be rational.

*You can't talk or discuss anything with anyone in this round. You can get help if someone suggests it, they can take care of you and calm you down, but ignore discussions.*

*You can't vote in the next round.*

### SINS OF THE PAST

In the past, you have killed, you have been imprisoned. You have paid for your sins in front of society. You try to forget this dark past, but now this secret may come back to haunt you.

**SECRET:** *You have been convicted of murder in the past.*

### YOU ONLY TRUST YOUR OWN...

You only trust your own social class. You do not discriminate against other classes, but you definitely do not trust them.

*When you speak to your own class, you speak openly. When you talk to other classes, you are closed and suspicious.*

### A LITTLE CLAUSTROPHOBIC

You feel a bit claustrophobic; you don't have to leave the room, it's big enough, but the space becomes uncomfortable.

*You prefer to talk with smaller groups. And you can talk about anything, but sometimes you complain about being shut up in a room with so many people...*

### THE CLUE

You learned that the knife used to kill the first victim came from the kitchen, most likely a CHEF'S knife.

### THE CLUE

You learned that the doctor brought poison to the party.

### THE CLUE

You learned that all the people from the high social class had an alibi, so most probably none of them are the murderers.

### THE CLUE

You have learned that the artist may be stealing from the guests.

### THE CLUE

You learned that THE PARTY HOST(ESS) and THE BUTLER are definitely not killers. They were together when the murderer happened.

### THE CLUE

You can check out a person and ask directly if he is a killer. (use it once)

If you have found out who is a murderer, you cannot share this information verbally with others.

You are too afraid. Only use anonymous messages:

*"I know who the killer is. It is \_\_\_\_\_. Trust me."*

### THE CLUE

The postman's murder was unplanned; apparently he was in the wrong place at the wrong time and saw something he shouldn't have.

### THE CLUE

You have found a clue that clears one person of suspicion. You can ask a bodyguard "Who didn't kill the postman?", give two names to choose from.

Bodyguard will tell you who is not a killer (only once)