We hope you enjoyed playing this Red Herring Games murder mystery and will visit us again to try out our other games.

Red Herring Games have a collection of experienced authors, who are continually producing new games for your enjoyment.

Red Herring Games are constantly on the look out for more authors to add to our portfolio, giving you more choice.

10% OFF YOUR NEXT PURCHASE
Thank you for playing a Red Herring Game. In order to receive a 10% discount on future purchases simply enter code:

RHP2007

The next time you visit
www.Red-Herring-Games.co.uk
Congratulations! You are taking part in a murder mystery by Red Herring Games.

A few simple instructions to help you along:

Firstly: Don’t Panic!

This booklet contains all the information you need as a guest to help you act your part throughout the murder mystery party.

The first page provides you with additional background information to help you get into character, however there are no special acting abilities required and you can make as much or as little of your character as you wish.

After that on each page you are given either something to read out (dialogue), questions to ask, or information to help you answer questions you will be asked. These questions and answers are not intended to be read out word for word. Instead read them, digest the information and then ask and answer any questions in your own words. You are encouraged to ad lib, but it is very important you do not lie, so please provide the information contained within your booklet when asked.

Your host for the evening will direct you where necessary and tell you when to move on to the next round when the time is right.

If you are the murderer you will not be told. When you finally come to guess who did it – it could easily be you and feel free to point the finger at yourself if you feel you must!

And lastly: Have fun!

Sherbet Foams

Background Character Information:

Keep this information to yourself, and use it to help you to act in character throughout the mystery:

Undoubtedly brilliant but not the easiest man to get along with, you describe yourself as a ‘high functioning sociopath’. Other people are something of a mystery to you as you cannot understand their trivial obsessions and agonisingly slow thoughts.

Although you’d never admit it, you are also something of a show-off, with a taste for the theatrical.
Sherbet Foams

Introductions:

Use the following dialogue to introduce yourself to the other guests, speaking when indicated below.

Sherbet speaks first using the following dialogue:

Come on, let’s get this over with. Formal introductions aren’t really my thing. I’m Sherbet Foams, but I expect you know that already. John’s idiotic blog has made sure of that.

Thank goodness somebody’s dead. Something to liven things up around here! Pity it’s such a straightforward case, but these days I take what I can get. Solved it the minute I saw it.

Anyone for tea? I’ll take a cup, Mrs Dodson.

After you have heard from everyone, please continue reading and begin round 1.

Scripted Dialogue Round 1

Miles Croft Foams: Shall we begin? Some of us actually have better things to do. I’ve a hair appointment at nine. Does anyone have any ideas?

Sherbet Foams: Fourteen.

John Winston: You have fourteen ideas?

Mrs Dodson: I’ve got an idea. How about someone tells me what’s going on? I’m missing my holidays. I should be half way to Tenerife by now!

John Winston: Not now, Mrs Dodson.

Mary Winston: Be nice, John. It’s not Mrs Dodson’s fault we’re all stuck here.

Mrs Dodson: Thank you dear.

Mary Winston: Isn’t this a police matter? What are we all doing here?

Sherbet Foams: For once I agree. This is no place for amateurs. I however, am no amateur.

Miles Croft Foams: My dear boy, there’s no need to boast.

Holly Mooper: I have a thought... Cont.
Miles Croft Foams: Yes, my dear?

Holly Mooper: It’s just that, well, I’d like to see the corpse. You know, for the autopsy. I work in the morgue you see, and bodies are my thing.

Miles Croft Foams: Very well, I’ll arrange for a copy of the autopsy. Any other requests, Miss Mooper? Perhaps we can get you a cab home?

Mrs Dodson: Really Miles Croft! Isn’t it obvious that we’re all suspects? Although it looks to me like suicide.

Sherlock Foams: Ha!

John Winston: I’ve a hunch there’s more to it than that. I think it’s time we started getting some answers.

Sherbet Foams - First Round

Questions you should ask:

Has Miles Croft considered using his contacts in government to investigate this case?

Does Holly Mooper have a fascination with crime?

Information you should reveal about yourself only when asked.

You know exactly how the first victim was killed – that’s right, killed. It’s really quite simple, the facts are right there if only people would open their eyes! He couldn’t have got on the high beam himself, therefore he was placed there – by a killer standing on a big block of ice. That’s now melted, hence the slippery ground. The police don’t know much but they do recognise a locked door and this door was locked from the inside which means the killer is still inside. He’s walled himself in. There’s no other explanation, and once the impossible is ruled out whatever remains, however improbable, must be the truth. The how is obvious enough, the real question is why?

You are familiar with the area where the murder was committed, but that’s no surprise as you’re familiar with everywhere in London. There’s not a street you don’t know.

Do not read further until instructed by your host.
Scripted Dialogue Round 2

Mary Winston: So clever clogs Sherbet solves it again then.

Miles Croft Foams: I’d hardly say it’s solved. We still have no idea why the murder was committed.

John Winston: Whoever heard of killing someone, then standing on a giant ice cube and making it look like they hanged themselves?

Mrs Dodson: So it wasn’t suicide at all?

Sherbet Foams: Clearly not.

Mary Winston: There’s got to be easier ways to kill someone.

Mrs Dodson: Perhaps it was just an accident.

Sherbet Foams: (SARCASTICALLY) Yes, I’m sure that’s it. And the Chief of Police accidentally shot himself twice in the face too.

Mrs Dodson: Definitely a very unfortunate accident.

John Winston: I don’t think so, Mrs Dodson.

Holly Mooper: Makes you think though doesn’t it. If they can shoot him, who’s next? It’s anarchy!

Cont.

Miles Croft Foams: Let’s focus on the evidence at little more, shall we? Inspector Hector said that the Chief’s wallet and gold rings were taken.

Mrs Dodson: Exactly! It was a robbery.

Sherbet Foams: Ha!

Holly Mooper: Why else would –?

Sherbet Foams: –Stop it everyone...stop even breathing! You’re filling the room with dull, dull thoughts!

Holly Mooper: But I didn’t even say anything!

Sherbet Foams: Yes, yes, but you were thinking.

Miles Croft Foams: Play nicely, Sherbet. We’ve two murders to deal with now.
Scripted Dialogue Round 3

Holly Mooper: So the Chief of Police is dead! I think it’s probably my fault for going out with his son. I’m a curse.

Miles Croft Foams: One might wonder why he was driving in a marsh.

Holly Mooper: Hold on a minute! Isn’t anyone going to disagree that I’m a curse?

Mrs Dodson: You’re not cursed dear, it’s just very unfortunate.

John Winston: Oh yes, I’m sure it wasn’t your fault, Holly.

Mary Winston: We know the Chief of Police was in the marsh as he was going to the mill. But why was he going there?

Mrs Dodson: To investigate the crime I guess. Perhaps he knew about it before the rest of us.

Mary Winston: Or perhaps he was involved in some way. One man has built a wall around himself and is running out of air. Another man is on his way with a boot load of tools.

John Winston: Hold on! Are you suggesting the Chief of Police might have been in some way involved?

Cont.
Sherbet Foams: Could a man in power be involved in something corrupt, John? I think even you know the answer to that!

Miles Croft Foams: If you ask me, this was handled very poorly. It’s a complete shambles and should have been kept private.

John Winston: And what about the dead man?

Miles Croft Foams: Yes, well that’s a shame too of course.

Mary Winston: Did anyone else notice that both the victim and the killer had contacted the same address?

Holly Mooper: 221B Baker Street? That’s this address. Dr Winston?

John Winston: I can assure you this had nothing to do with me. We get a lot of strange guests in this house, present company included, but I’ve never seen either the victim or killer before.

Sherbet Foams: I was just noticing these windows for the first time. Intriguing.

John Winston: And the significance of this is..?

Sherbet Foams: Oh! Absolutely nothing!

Mary Winston: Sherbet! We need you back on the case if we’re going to solve it!

Sherbet Foams - Third Round

Questions you should ask:

Ask Mary if she’s noticed anything different about Mrs Dodson lately.

Ask Miles Croft Foams what he knows about Mary Winston.

Information you should reveal about yourself only when asked.

You have seventeen theories about the identity of the so-called burglar. To begin with, it wasn’t a burglary at all but a murder disguised to look like a burglary. That much should be obvious to anyone who’s been paying the slightest attention. It’s quite clear the murderer was someone the Chief of Police knew, in fact someone he knew well, as he was willing to wind down the window to them in the middle of the marshes.

You’ve absolutely no idea where you were this afternoon. You might have been on the sofa eating a biscuit, but maybe that was the day before. If anyone wants to know, and heaven knows why they would, they can ask John. He’s normally good at remembering mundane things like that.

Do not read further until instructed by your host.
Sherbet Foams

Concluding Statement

Use the following dialogue to summarise your position, speaking when indicated below.

Sherbet Foams speaks after Mrs Dodson using the following dialogue:

Thank you Mrs Dodson, for that unnecessary nostalgia. An utterly pointless emotion.

Now, let us turn our attention to the case. Three bodies. One – a petty criminal in an apparent suicide that was actually arranged by a hitman. He was victim number two and died when a wall fell on him. Number three – the Chief of Police on his way to the mill.

What else is there? Missing diamonds, an address book and tools in the boot. A complete and utter tangled mess – until you stop and think! Why, it’s quite quite obvious, I’m an idiot for not seeing it before! Or maybe I’m wrong. On second thoughts, I think I’ll just leave this one to the police. That is what they’re there for after all, is it not?

After you have heard from all the guests make a prediction as to who the murderer is and why.

Tell the others.

We hope you enjoyed playing this Red Herring Games murder mystery and will visit us again to try out our other games.

Red Herring Games have a collection of experienced authors, who are continually producing new games for your enjoyment.

Red Herring Games are constantly on the look out for more authors to add to our portfolio, giving you more choice.

10% OFF YOUR NEXT PURCHASE
Thank you for playing a Red Herring Game.
In order to receive a 10% discount on future purchases simply enter code:
RHP2007

The next time you visit
www.Red-Herring-Games.co.uk