

GAME LEADER CARDS

1

Ladies and Gentlemen, we are all deeply saddened by the awful murder of Vernon Ictim tonight. One of us around this table is guilty of this hideous crime. Let us introduce ourselves and then discuss who among us is guilty. Please remember that we must all follow one or more of our behaviour prompts on our CLUE CARDS – whether INNOCENT or GUILTY – and when we use our HOTWORD we must take a sip soon after. The guilty person may choose to use their INNOCENT HOTWORD once to throw us off their scent. Good luck to us all!

3

Ladies and Gentlemen, It is now time to surrender your CLUE CARDS and for me to redistribute them. Study both sides of your new CLUE CARD keenly as, if you were paying attention earlier, you should now have knowledge as to whether another person around the table is guilty or innocent. You cannot share your new card, but in the discussion to come you may choose to steer the verdict with this knowledge. Remember though, the guilty person (and their possible ally), will try to divert suspicion away from themselves with their own new information. Trust nobody!

2

Ladies and Gentlemen, the time for ALLIANCES has come. Should you wish to learn about another person's prompts you may choose to ally yourself with them. Looking at your CHARACTER CARD, decide whom around the table you'll offer an ALLIANCE to – if anybody – and see if they accept. A successful ALLIANCE may share by whispering one prompt, but NOT declare if they are innocent or guilty. You may only be in one ALLIANCE so decide well, for they may be useful in the events to come.

4

Ladies and Gentlemen, The meal is drawing to an end and it will soon be time for us to offer one of our number to the authorities as our suspect. But whom do we accuse? We should all speak in accusation and let the accused speak in their defence. Remember that ALLIANCES may still hold and that the guilty person may now have a PARTNER IN CRIME. Let us begin our deliberations.