

RULES FOR THE HOST ON THE EVENING

As HOST of the meal, you are just as likely to be the killer as any of your guests, so as well as running the game, why not play it too? Your role is to lead the discussion and be the referee – but also allow plenty of time for the players to get the hang of the game and enjoy the fun of dropping their CLUE CARD prompts into the dinner party.

On ARRIVAL explain that tonight's final guest, Vernon Ictim is running a little late, but we should all have a cocktail first.

Each player draws a CLUE CARD, which they keep to themselves and a GUILTY/INNOCENT CARD, which is top secret. They now know their guilt in what's to come and may choose this time to perform one of their behaviours (but keep the HOTWORD for the dinner table.) But where is the other guest? Here's when you discover Ictim's body (a good hearty scream is ideal!) and then get on with the meal preparation. When you're ready you can call all the suspects to the table.

Over STARTERS you can lead the conversation around motive, where the guests were before the time of the crime, their back-story etc. The suspects should try to perform their CLUE CARD prompts at this stage as well drop their HOTWORD into the discussion and then take a sip of a drink – keep everyone's water glasses topped up too. Remember the guilty player has the option of also using their card's INNOCENT HOTWORD to divert suspicion.

During the MAIN COURSE, ask if anyone wants to form an ALLIANCE – if so, they follow the ALLIANCE tips on their CHARACTER CARD, but may choose not to get involved at all. Members of ALLIANCES may choose to whisper prompts from their CLUE CARDS at this point, but ensure everyone still has their original CLUE CARD after the ALLIANCE window.

As the MAIN COURSE rounds up, it's time to perform the swap of CLUE CARDS – collect them all up and redistribute them. These new cards must be kept secret as there's now a chance to bluff and bluster – players can't be sure who has what information about them. But now everyone definitely has an idea as to what at least one other player has been up to.

After DESSERT, it's time for ACCUSATIONS. Lead the discussion as you go around the table seeing who accuses whom and why, and see whether ALLIANCES hold up. If the killer has made a successful ALLIANCE, their partner may well stick with them as PARTNERS IN CRIME and accuse another player together. The two most suspected characters can perform a short speech in their defense before a VOTE is taken as to which the majority believe to be GUILTY. The one who receives the most votes has to admit whether they are GUILTY or INNOCENT. If the group has got it wrong, a second ACCUSATION round follows and the process is repeated. If the vote again fails to reveal the killer then they have won and they admit their guilt.

Over COFFEE, the guests can tell a GHOST STORY using the tips at the bottom of their CHARACTER CARD.