Swing back to the Swinging Sixties when chicks were foxy, cats were cool, miniskirts were hip and music was outta-sight, groovy and boss, man.

Hang loose and have a blast, man. Don't get ticked off, or tee'd off or flip your wig at any squares or rat finks.

Have a gas at Pete's pad, defend your innocence - but be prepared to beat feet, bug out and burn some rubber if your secrets are found out ...
Poor Pearl was killed on her birthday at the mansion in Sleepy Turrets that she shared with husband Drake Wilde.

Your job is to find out who stabbed Poor Pearl.

The host will now play a short audio introduction.
Introduction

Map shows where suspects live – not necessarily where they were at the time of the murder.
Instructions To Be Read Aloud

Rounds and Sections

Player 1

Say:
- There will be 6 rounds with different sections in each. Sections are shown by the shaded lines.

Player 2
Player 3
Player 1

Say:
Allow ALL PLAYERS shown in the left column of a section to speak before starting the next section. (In this section, Player 1, Player 2, Player 3 and Player 1 should all speak before starting the next section.)

New sections are usually indicated when speaker says “Moving on to the xyz section”.

Each PLAYER Chooses Scripted or Non-Scripted

Player 1

Say:
- Moving on to the Each Player Chooses section, information that your character MUST say is given in bold opposite your name. (For example, this dialogue is for Player 1.) Feel free to use your own words. Optional, non-essential dialogue suggestions are non-bold and are for those who finds ad-libs difficult.

Player 5
Player 8
Player 6
Player 3
Player 1

- EACH PLAYER chooses whether to:
  read their part as a script
  OR
  use their own words, embellish and ad-lib as much as they please so long as the information in bold is given!
Ad-libs make the game more fun and are encouraged.
## Instructions To Be Read Aloud

### Essential and Optional Speakers

<table>
<thead>
<tr>
<th>Player</th>
<th>Say:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Player 1</td>
<td>• <strong>ESSENTIAL</strong> speakers (dialogue suggestions <strong>IN BOLD</strong>) are shown in the left column <strong>IN ORDER</strong>.</td>
</tr>
<tr>
<td>Player 5</td>
<td>Optionally chime in:</td>
</tr>
<tr>
<td>Player 8</td>
<td>• <strong>OPTIONAL</strong> speakers (suspects and non-suspects) have NON-BOLD dialogue suggestions. They are NOT SHOWN in the left column and can speak or not as they choose and can chime in whenever they wish. Your prompt cards may not tell you how to react to optional speakers – if in doubt, deny everything!</td>
</tr>
<tr>
<td>Player 3</td>
<td></td>
</tr>
<tr>
<td>Player 1</td>
<td>Say:</td>
</tr>
<tr>
<td>Player 6</td>
<td>• Once optional speaker(s), have spoken, the next essential speaker continues in order.</td>
</tr>
</tbody>
</table>

### Most Important Points

<table>
<thead>
<tr>
<th>Player 1</th>
<th>Say:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Player 5</td>
<td>• <strong>Moving on to the Most Important Points section:</strong></td>
</tr>
<tr>
<td>Player 8</td>
<td>Allow ALL PLAYERS shown in the left column of a section to speak before starting the next section.</td>
</tr>
<tr>
<td>Player 6</td>
<td>Give all information in bold – but use your own words and ad-lib as you please.</td>
</tr>
<tr>
<td>Player 3</td>
<td>If in doubt – deny everything and enjoy the game!</td>
</tr>
</tbody>
</table>

### Another Option for Optional Speakers

| Player 4 | Optionally chime in: |
| Player 2 | • We recommend that optional speakers can chime in as and when they wish as this makes parties more fun and interactive. Some parties, however, may prefer to limit optional speakers to speaking at the end of each section, maybe even asking if anyone else has anything to say. In this case, optional speakers may need to adapt their dialogue slightly. |
| Player 6 | |
Introduce yourself with a twirl of your hair and a simper:

- Little old me is Polly Rottingham and I’m married to my wonderful tall strong husband Raymond. My wonderful tall strong Raymond and I were godparents to poor, dear Pearl. My wonderful husband Raymond runs such a successful Import Export business – he can sell ice to Newcastle and coals to Eskimos he’s so clever. **Me, I’m just a little scientist at Daddy’s DoDGY (pronounced DoeDGY) Pharmaceuticals.** Daddy and my wonderful tall, strong Raymond always take such good care of little old me.

**Merlyn**

Pearl WAS worried that Merlyn Mercier was not to be trusted with the amount of money involved in the TurretsFest festival. The night before she was killed, Pearl and Drake had dinner with my wonderful Raymond and little old me. She told us that she thought Merlyn was a – *(whisper loudly & open eyes wide)* – a FRAUDSTER.

**Payton**

Payton did hate Pearl. Payton hated all those noisy parties. So strange. Little old me just loves dressing up for parties. *(Twirl hair.)*
Visible Upon Purchase
**Visible Upon Purchase**

Merl
Rayn

Polly

Visible Upon Purchase

Annie, Moonlight

Drake

Raymond

Pin

Starl

Polly

Drake

Chas

Starl

Rayn

Pat, I

Chas

Annie, Moonlight
Visible Upon Purchase
Visible Upon Purchase
Round 6: Opportunities

When Raymond says the key got lost:

• Don't be silly, my chicketty-coo-raymond. I'm the one who's normally so silly—you, you're so—so CLEVER. (Flutter eyelashes.)

You found the key in the pocket of your gardening coat the day after poor Pearl's murder. Don't you remember?

Raymond, Moonlight, Starlight, Pat, Moonlight

12-12.25 pm—Chastity, Annie & Merlyn at Shop

Annie, Chastity, Merlyn

Drake, Leaves Hotel 11.

11.35 am; Discovers Body 12.20 pm

Pat, Drake, Merlyn

Drake, Pat

Polly

When Pat said he/she and Drake have alibis until he left:

• Drake, you told my tall, strong Raymond that you went home and found Pearl lying on the floor, blood splattered everywhere. You tried to stop the bleeding, but she was dead already? (Shudder.) Ooh, how simply awful.

Drake

12.20 pm—Payton Appears

Payton, Chastity, Payton

Visible Upon Purchase

Annie, Moonlight, Raymond, Polly

Say:

• Why was there an empty Annie Phoenix bag and box when Merlyn and my wonderful Raymond claim that Pearl put the minidress back into the bag?
Accusations
Please Only Complete When Asked

Accusations

Who Stabbed Pearl?
(Give Motives and Evidence)

Nominations

Best Actor and Best Actress?

Best Costume?
Accusations

Please do NOT turn to next page until instructed.
Optional Whodunnit Round

More information is given than the final audio solution allows

and

You get to plead your innocence – and ham-up your role – one final time!
When Pat asks how you plead:

• Of course, little old me didn't murder poor Pearl. Raymond, my wonderful tall strong Raymond, please protect me!

When Pat asks you again, admit:

• Oh big, strong Raymond protect me! When I called in to see Pearl, I DID let myself into her house using our key but she was already dead. Stabbed, dead. So terrible, so scary. Little old me was so scared when I saw poor Pearl stabbed with the same letter-opener that I knew that Raymond and I had given her. I obviously didn't know that Merlyn Mercier had given Pearl an identical letter-opener. Little old me wanted to protect my big strong Raymond the way he always protects me. And so little old me panicked and wiped the letter-opener clean of fingerprints and put it in the nearest bin – Payton's bin. That must have been what caused Payton's dogs to start barking.

Wait to see if your plea will be accepted.

At the end of this round, the host will play a short audio solution.
We hope you enjoyed our murder mystery!

We’d love your reviews at


and

https://www.facebook.com/maplemysterygames

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