

# MURDER AT EWE TREE HALL



# Playing the Game

Welcome and thank you for taking part in what is sure to be an exciting and memorable Murder Mystery Party! This introduction will help explain the way the game will work. If you have any questions, please ask whoever is hosting your party. The game relies on how much you get involved, improvise, and play your character. Each character has a different personality and the more you act out your character, the more fun you will have!

**Arrival** - When you arrive, you can get into character at this point but **do not** reveal anything from this character pack. Once all the players are present, the host will call everyone together and select a scenario slip at random. These scenario slips will have numbers which correspond to the “Secret Number” found on page 3 of this character pack. So if the slip of paper says “5 Murders 7”, it means whoever has secret number 5 will be the murderer and whoever has secret number 7 will be the victim. If you are the victim you still get a chance to solve the murder, you just switch characters and come back as a police detective! It is important that you keep your Secret Number hidden from other players and do not reveal if the numbers selected correspond to your secret number.

**Introduction** - The host will ask each character to introduce themselves to the rest of the group, using your “Character Introduction” on page 3.

**First round** - You then mingle with each other and read out your conversation starters on page 5. As the name suggests, use them to start a conversation with other characters. You should **not** read them out in front of everyone at once, but everyone should get a chance to hear your conversation starters at some point. It is also up to others to involve themselves in your conversations. Eavesdropping is definitely permitted! Remember that your characters personality should be adhered to at all times and act appropriately to whatever may happen. Some characters may not like you eavesdropping on their conversations! Above all, remember, **no murder** has been committed yet.

**The Murder** - At the host’s discretion, they will call for the victim to drop dead. If your secret number was selected as the victim, you should now scream and fall to the floor in a dramatic fashion! People will then be called together, informed that a murder has taken place and be given details of who, when, where and how. It is then your job to work out who did it and why. The player who was the victim returns as a police detective to help solve the case. To add a bit more fun, everyone also has a secret task to carry out, which is detailed on page 4. These tasks are not essential to solving the murder, but they can and probably will confuse others and will add extra fun to the party.

**Second round** - After the revelation of the murder, you will mingle for a second time. Again, it is important that you use the entire venue so that you are not all in one room. This time you can ask questions of each other relating to the murder. If you are asked a question and know the answer from your own characters secret information on page 4, **you must** reveal it. If you know the answer from what someone else has told you, then, considering your character’s personality, it is **your choice** as to whether you want to reveal the answer or not. You are **not** allowed to lie, unless asked directly “Are you the murderer”, however you do not have to tell people the whole truth unless they specifically ask! You can make others work hard for the information, after all, you can guarantee that they are doing the same to you! If your character personality allows, feel free to get into arguments and start shouting with other guests during this time. Arguments are recommended as it adds more realism to the game. Remember, always stick to your personality profile and don’t do anything out of character!

**Third Round** - After a while the host will call everyone together and reveal more information surrounding the murder. They will also ask everyone to call out the name of who they think the murderer is but not to give a reason. If you wish, you can make a false accusation to throw others off the scent. You may not want to give too much away just yet! Going by your characters personality if you are accused, you may get angry, happy, sad, etc. You also need to be careful as other guests may end up being very uncooperative if you accuse them of murder! After that, mingling again takes place for a while longer and more questions can be asked.

**The Reveal** - When the host feels like the party is starting to come to an end, they will call everyone together for the last time. They will hand out suspect sheets on which everyone writes who they think the murderer is and why. While these are being collected in, the host will ask everyone to stand up in turn and read out their secret task and how they got on with it. The host will then ask everyone to stand up again and make their accusations. At this point, remember to stay in character and act shocked, surprised, or angry, etc. if your name is read out. The host will now reveal what conclusion the Police came to and ask the Murderer to reveal themselves! To end the game, the host will give a confession to the murderer to read out.



# Murder at Ewe Tree Hall

The famous billionaire businessman, Rudolph Ramsbottom, was preparing to celebrate his 80th Birthday at his luxurious country home, Ewe Tree Hall. His close family and friends were looking forward to celebrating with him but were shocked by his sudden announcement that he planned to step down as head of the family business. The whole house was alive with rumours as Rudolph promised to announce his successor by the end of the night. A few hours later and several miles away, a local detective was preparing to go home for the night when the call came through. A body had been found at the Ramsbottom's home and it appeared to be murder! The detective was on the scene within minutes and held everyone at Ewe Tree Hall, pending the investigation. What guilty secrets were people hiding, who would resort to murder to keep those secrets hidden and most importantly, can the killer be brought to justice?

## **Your Character Is - Rudolph Ramsbottom**

**YOUR SECRET NUMBER IS – ?? – DO NOT REVEAL THIS TO ANYONE!!!**



### **CHARACTER INTRODUCTION**

When asked by the host, please read out your character introduction below.

Good evening and welcome everybody. I am Rudolph Ramsbottom and you are here tonight to celebrate my 80<sup>th</sup> Birthday and my impending retirement from the business empire that my father started over 54 years ago. You may have also heard the rumour that I shall be naming my successor later tonight. There is plenty of food and drink to go around so everyone, please enjoy yourself. Bumblesworth and Petunia will be on hand to serve you when needed. If anyone causes any trouble, they will have myself or my wife to deal with! (*Look at Lionel when you say this*).

### **YOUR CHARACTERS PERSONALITY**

The following is a guide to how your character should act on the night. **Do not** read this out to other guests.

- The head of the family and lets everyone know it. A very forceful man who takes no nonsense.
- Does not like Lionel or Archie but tolerates them as they are related to Felicity, his daughter in law.
- Is a bit of a bully and is constantly having a go at Albert with regards to Albertine's behaviour.
- Tells everyone what a great success he is and how no one will be able to fill his shoes

Although he is not afraid of Gwendolyn like everyone else is, he does tend to let her have her way just for an easy life. He wants everyone to know how good he is in business and tries to give everyone advice on how they could become as good as him. He talks to everyone but prefers the company of Albert, Walter and Bumblesworth. If accused of murder, he will react quite angrily and hurl insults at his accuser.

### **YOUR COSTUME SUGESTIONS –**

A smart suit and tie, polished black shoes. Carries a brief case which is for show rather than for use.

### **YOUR SECRET TASK**

As well as discovering the identity of the murderer, each guest has a secret task to complete. These tasks are not compulsory and will not help lead to the identity of the murderer but they will add fun and intrigue to the game. You must not reveal your secret task to the others until the end of the game when asked to by the host.

Your Secret Task for tonight is – **Tell everyone about your "Perfect Family"**

Convince everyone that you have a perfect family and refuse to hear slurs and rumours against them.

## **RUDOLPH'S SECRETS**

The following is for your eyes only. It should **not** be shared unless asked in the Question and Answer round.

When Rudolph's father first set up the family business 54 years ago, he was in partnership with a dear friend who single handedly secured the business its first multi-million pound contract. However as soon as the profit began rolling in, Rudolph's father discovered a loophole in their partnership agreement and was able to get rid of his friend, keeping all of the business and profits for himself. Many years later he heard this old friend had died after spending years living in poverty and depression. This friend left behind a young daughter but Rudolph's father was too busy enjoying the success and profits of the business his old friend had helped to create to even spare her a thought.

To Rudolph, image is everything and he likes to portray the image that he has a "perfect family", a slogan he once used in a successful advertising campaign. He likes to try to change people if they don't fit his image of the perfect family. He has been known to interfere in the relationships of both his children and grandchildren if their partners did not meet his expectations. When Albert and Felicity first started dating, many years ago, Rudolph tried to split them up but then Felicity fell pregnant and Rudolph forced her to marry Albert against her wishes, just to maintain the image of a perfect family.

When Elizabeth was 16, she fell pregnant after a drunken one night stand. Elizabeth went to Rudolph for advice and he encouraged her to abort the baby and not to tell anyone else. She trusted him and so did what he said and had the baby terminated. He was apprehensive at first when he found out that Elizabeth was pregnant again but as she agreed to marry Walter, claiming that he was the baby's father, Rudolph did not cause her any problems.

However, since Lionel turned up last month, Rudolph is having second thoughts. Lionel has been trying to blackmail him by claiming that his adopted son Archie, is the baby's real father, not Walter. He claims that Archie and Elizabeth had a fling whilst she was backpacking in Australia last year. Although Rudolph laughed at the ridiculous accusations and Lionel's lack of proof, knowing that Felicity's cash strapped brother is just trying to get money out of him. The two have argued regularly about it ever since.

Rudolph does not have a lot of faith in his son, Albert, and believes him incapable of running the family business. They had a huge row earlier in the night when Albert started falsely accusing him of losing a lot of the company's money on a risky business venture. He doesn't know what prompted this accusation but is aware that Albert recently employed Albertine in the finance department against his better judgement. This has helped Rudolph make up his mind that he is going to sell off the company when he retires rather than leave it to his son. He knows that this news will not go down well with Albert who thinks that he is guaranteed to get the top position.

Both Rudolph and Albert have committed massive tax fraud over the years to ensure the success of the business. They have also hired illegal migrant workers on many occasions for slave labour wages. They know it's a risky strategy but the longer they've gone without getting caught, the bolder their illegal activities have become.

Rudolph has decided to get a new lawyer to sort out the sale of his company as he has begun having problems trusting Margaret. She has begun to appear too eager to cause rifts in the family and Rudolph is considering sacking her. One such example of Margaret's behaviour is that she told Rudolph tonight that Albert has a lot of outstanding speeding fines and has recently had his car towed and crushed. Although Rudolph was grateful for the information, he knew that Margaret was just stirring trouble.

Rudolph has another son who he has disowned due to him falling in love and running away with a poor girl who lived on a council estate. Last he heard, his other son had moved to Scotland. When Rudolph feels that he or a family member had been betrayed, there are always severe consequences. He has made Albert aware that if he tries to contact his brother, he will be disowned too.

Rudolph has what some would call a very irrational fear for a man of his age. He is scared of the dark and has to sleep with a night light on, close to his bed, much to Gwendolyn's annoyance. He has never got over being scared from when he was a child, thinking that a monster might be hiding under his bed or in his wardrobe. Gwendolyn doesn't tell anyone though as she still needs to have her teddy bear with her to be able to sleep at night! This teddy bear went missing this morning and this has put Gwendolyn in a terrible mood. Rudolph is also aware that Gwendolyn has been diagnosed with the early stages of dementia. The only other person besides them who knows is Petunia. Petunia is also aware that Gwendolyn has recently been diagnosed with early stage dementia.

He's also highly aware that Bumblesworth is struggling so much more these days. Often shaky, dropping things and generally struggling to carry out his duties. He knows he should sack Bumblesworth but recognises the butlers loyalty to the family which means everything to Rudolph. He is happy for Bumblesworth to stay employed with the family until his retirement next year.

Rudolph has been banned from going hunting by Gwendolyn as she became jealous that he could do something which she couldn't. He still sneaks out with Albert, Walter and Bumblesworth without her knowing though! They have all been amazed at what a good shot Walter is, despite him never having fired a gun before coming to Ewe Tree Hall.

## **CONVERSATION STARTERS –**

When mingling at the beginning of the night, talk to the other guests and start up conversations based on the statements below. You **must** elaborate on the statements as you feel appropriate for your character and you should give everyone the chance to hear all of your statements at some point during this first round. Remember that as well as talking, you must listen. Eavesdropping is definitely permitted and you can ask people what conversations they have heard from other guests. The mingling round is about getting to know the other characters and finding out key information that you can use in later rounds.

1. I think Margaret was a great choice for the family lawyer. When I sacked the last lawyer about 10 years ago, I was looking for someone young and intelligent. Margaret fitted the bill perfectly, fresh out of law school and top of her class. What she lacked in experience she made up for in intelligence and ingenuity. I tell you, she is one of the reasons this company is as it is today. However we all have to move with the times and nothing lasts forever. What do you think of her?
2. Bumblesworth has been a part of this family for so many years, it will be strange to think of life without her when she retires next year. My late father met Bumblesworth when she had just qualified as a butler. He met her at a local hunting club and the two became great friends. Soon after, my father offered her employment at the family home and she has been with us ever since.
3. Yes that Walter is great at hunting. He tried to convince us that he had never shot anything before but I don't believe him for one moment. No one could have shot like he did on his first hunt. He bagged more pheasants than the rest of us put together. He doesn't have his own rifle yet, he has to keep borrowing Albert's but I think we may be able to arrange something for his next Birthday.
4. Until recently, I urged Albert to consider either sending Albertine to boarding school or else disowning her as her constant bad behaviour was starting to damage our family's reputation. If we had to go to the police station one more time, I would have taken matters into my own hands. Albert always seems to have a weak spot when it comes to disciplining his daughter and it is that weak spot that has held him back in business all these years. What would you have done if Albertine was your daughter?
5. I am beginning to get worried about my son, Albert. I don't know whether it is the pressure of being second in charge of my business but he does seem to be drinking rather a lot these days. I have often found empty spirit bottles in his bedroom. Luckily for him, he appears to be sober at work as it wouldn't matter to me if he was my son or not, if I caught him drunk at work he would be sacked at once. I have an image to uphold you know.
6. I was a bit apprehensive at first when Albert gave young Albertine the job in the accounts department of the family business. I know Albertine appears to be a new woman since Archie has come on the scene but I have learnt through experience that Leopards never change their spots and it will take me a while before I fully trust her. I think she is resting her hopes on Albert taking control of the business when I retire, but we shall see about that soon enough!
7. Gwendolyn was so angry this morning as someone has hidden one of her very valuable possessions. I cannot tell you what it is otherwise she would kill me! I hope whoever took it returns it before tonight otherwise she will keep me up all night with her incessant moaning!

## **QUESTION AND ANSWER ROUND**

After being told of the murder by the host, you will mingle again. It is now up to you to approach other characters and ask questions about the murder, victim or your prime suspect. Remember to stick to your characters personality at all times!

When asked a question, all players **must** reveal any appropriate information that appears in their characters "**secrets**" section. However you can then attempt to bribe, blackmail or threaten the other player (depending on what your character personality allows) to keep your answer secret from other people.

However if a player is asked a question and they know the answer from something they have heard from others, it is **their choice** as to whether they reveal that information or not. Again if you suspect that someone knows something and is not telling, you may try and bribe them with an exchange of information, blackmail them or threaten them depending on what your character personality allows.

The only question you are allowed to lie to will be – *Are you the murderer*. If you are asked where you were during the night, you can say that you were downstairs for most of the night except for a quick meeting with Albert in your study at about 11pm. You also saw Elizabeth in the basement at about 11.45pm when you were getting some wine

# RAMSBOTTOM FAMILY TREE

CRIME SCENE DO NOT CROSS

Gwendolyn Ramsbottom

Rudolph Ramsbottom

Married

Albert Ramsbottom

Felicity Ramsbottom

Sister / Brother

Lionel Outback

Married

Adopted  
Son

Archie Outback

Daughter

Daughter

Sisters

Albertine Ramsbottom

Elizabeth Ramsbottom

Walter Bewter-Smith

Engaged

Baby Ramsbottom-Bewter-Smith

Bumblesworth the Butler

Margaret Vash (the family lawyer)

Petunia (the family nurse)