



AKA





First of all, I would like to say thank you for purchasing The Antikythera Code (AKA The Masquerade Murder)! We know you'll love this game, and your party will be one your guests will rave about for years to come!

Please take a moment to read Shot In The Dark Mysteries' official disclaimer. Shot In The Dark Mysteries does not guarantee results and will not be held in any way accountable for any personal injury, death and/or loss to the players, facilitators or observers. This game and the materials herein are solely for entertainment purposes and cannot be reproduced or reused after one play without the express consent of Shot In The Dark Mysteries. The characters and story are fictional. Any similarity to actual living or dead people or events is purely coincidental.

Whew! Now that we have that over with, here are a few suggestions for making your party a roaring success.

It's a good idea to have a non-suspect facilitate the game. There are codes to be cracked throughout the game as well as hints in case the players get stuck, and the game facilitator will be able to prompt the players (if need be) to make sure the game continues smoothly. This facilitator can be you, or an extra guest who may not be playing a character.

The Antikythera Code is classified as an interactive mystery game, which means your guests will be up, walking around, mixing and mingling to gather information with minimal effort on your part.

Players are encouraged to ask their own questions, but if they ask something that is not explained in the player's information, the answer is usually "no".



The game is separated into "Chapters", each of which allow the players to ask questions to solve the mystery, as well as tackle little mysteries to solve the reason behind the murder. There are two types of clues in The Antikythera Code: "Share" clues and "Hide" clues. Everyone should receive a Share (or general) clue each Chapter, but not everyone will receive a Hide clue. Share clues can be divulged willingly to anyone who passes by if the player so chooses. Hide clues should be kept secret as much as possible. They are not to lie about the information in that Hide clue, but they are not to offer it willingly – the sleuths must coax it out of them. Hide clues should be kept secret, and if instructions are given, they should be followed – although we promise it won't be anything too complicated. Your game is meant to be easy and fun, so you won't see the game get too complicated. Despite this, the plot is still complex, and we encourage your sleuths to get into the event, take notes and discover the truth!

All clues are all directed at the suspect (for example, "you saw the murderer running down a dark hallway"). For the sake of getting everyone into the game, share clues should be transferred into the first person (for example, "I saw the murderer running down a dark hallway") and into the player's own words.

Each chapter contains directions. If, after reading the chapter directions you still have questions please don't hesitate to contact us.

Some of the chapters have optional mp3 audio introductions, and there is an mp3 introduction and confession. You can use these or read the transcripts



included in your game materials, whichever you prefer.

We very highly recommend the use of the following URL during your game. Make it available to your guests from the start of the game to the very end, and it will vastly enhance the game play. The game WILL work without it, but your guests will have a better experience when you visit this site:

<http://www.shotinthedarkmysteries.com/misc/marciana/>

Throughout your Game Materials, you will see the following icons on the top of the page that will guide you in facilitating The Antikythera Code:



The green eye icon means that as the host, you can look at the page without worry of spoiling the mystery for yourself.



The red eye icon means you should avoid looking at the information on that page, as it could give away the mystery, or “contain spoilers”. Check for the character's name but don't read the information therein.

You can see one of these icons on the top of this page – just look up! We at Shot In The Dark Mysteries like to hug trees, and encourage you to use recycled paper when you print your Game Materials.

Your game bonuses also include Accusation Forms. When Chapter 6 concludes, the players will be instructed to determine who the killer was. We encourage everyone playing to cast their accusations about the identity of the murderer. Print off as many of these accusation forms as you need, but we recommend one for each guest, not just those playing a character.



The device referred to in the game is called The Antikythera Mechanism, and is pronounced "Anti Kithera".

Character descriptions have been included for reference. Before you begin playing, it's a good idea to give each suspect an opportunity to introduce themselves, as their character, to the other players and talk a little bit about their character. They can use the information in their invitations, or if they do not remember the information or did not bring the invitation, use the Character Information as reference.

That's it, that's all! You're ready to play! Have fun, and don't forget to send us pictures of your event to let us know how much fun your guests had!

Sincerely,



Leigh Clements
The Mystery Maiden
Shot In The Dark Mysteries.com





THE CHARACTERS



Players can reference these character descriptions while introducing themselves to the group, if needed.

Belle Howard

Sister of Chase Howard, Belle is very friendly, but considered a bit of a ditz. When everyone else is laughing, Belle always seems to miss the joke. Belle works as a professional shopper to the stars.

Brigit Coral

Deep and intense, Brigit is an artist and takes her work very seriously. She has had two major shows in the past two years, one in New York and one in Paris. Brigit is also a philanthropist, and donates much of her wealth to charity.

Carly Wellington

Meeting Carly can be like meeting a brick wall at high speed. A politician, Carly never misses an opportunity to express her views in a colorful manner and loves a good debate – as long as she is doing the talking! Her views are controversial, which keeps her on the front page of the newspapers almost every day.

Fiona Harriman

Fiona is a great author, and her books have been best sellers in 32 countries. Her series, called “The Grey Town Road”, is celebrated the world over, and in parts Europe her lead character's birthday has been declared a national holiday.

Emmeline Magdalene

Emmeline is a library scientist who has dedicated her life to keeping the Venice Marciana Library stocked and cataloged in an orderly fashion. She has joined the ranks of a socialite by being associated with many of the city's' elite, and she calls everyone from actors to politicians her friends.



Chase Howard

Sister of Belle Howard, Chase is the opposite of his sister. He is sharp, driven and motivated, features that all serve him well in his day job as a hard hitting journalist at the city's top newspaper.

Rai Tyler

A biomedical scientist, Rai spends her days exploring possible cures for some of the worst human illnesses. She and her team have already cured three types of cancer by using the DNA of rare rain forest plants. Despite her serious day job, Rai is anything but serious – she is known for her sharp sarcasm and dry wit.

Ravenna Berkley

Ravenna is an incredibly talented photographer, and travels the world taking some of the most stunning photographs the world has seen. Her use of light is renowned, but it is her personality that has made her a must-have at the most exclusive social events.

Roxanne Cavia

Where Roxanne is concerned, the term “drama queen” is an understatement. If there is a scene to be made, Roxanne will make it! The daughter of a hotel magnate, Roxanne is a member of high society because of her public outbursts, and is famous simply for being famous.

Sam Vanderburgh

Sam is new to the city and is not very forthcoming about himself or his past, which has made him a bit of a mystery to everyone. Despite this, he is always at the hottest society parties, and is great at asking others questions without answering any himself.



Tiffany Cordlant

Tiffany is a bit of a princess who demands to have everything just so. At least, that's how she acts in her social life. After meeting her, most people are shocked to learn that by day Tiffany is a crime scene investigator who is just as willing as everyone else to get down and dirty – she just does it in Gucci.

Vanessa Buchanan

Vanessa is a local celebrity, being the morning show host for YECH FM, the #1 rated radio station in the city. She is great with people and provides listeners hard-hitting interviews with some of the city's most prominent people.

Demetrius Herrera

Demetrius is a staple at all society gatherings. Being head of programming for STC, the local TV station, he is a head-strong executive and lives a lifestyle to match his position. Demetrius is always impeccably dressed, very well-spoken and is renowned for knowing of everyone's "closeted skeletons".

Eli Perez

Personal fitness trainer to celebrities and stars alike, Eli is one of the most sought after people in his profession. Eli is very active, full of energy and incredibly personable, and will always start a conversation off with a joke, if possible.

Dante Grant

Dante spends his days rubbing shoulders with some very big celebrities. As a freelance script consultant, he is the one that movie executives come to in order to turn a good script into a box office smash. He is not from the area, and is attending the party as a bit of fun – a break from many long days spent at a nearby filming.



Hayden Porter

Although his name is Hayden, most people just call him "Porter". A private investigator, Porter is incredibly insightful, intuitive and is in very high demand in spite of the fact that he is a bit surly and gruff, and quite often offends those who hire him.

Cassie Kelly

Cassie is a distinguished psychiatrist, and lists some of the area's most famous celebrities as her clients. She has been written up in magazines like Psych Today and Cosmo. She is also a regular on the guests lists of some of the hottest parties.



Chapter 1 Directions



When everyone has arrived, begin by reading the “Game Introduction”. This is a general introduction, and should be read about 15 minutes before everyone is ready to play. After the “Game Introduction”, have the players begin by telling the others briefly about their character. Once everyone has shared information about their character with the group, deliver the person playing Tiffany the clue called “Crime Scene Information for Tiffany”. Then, read the “Announcement of the Murder”. The “Announcement of the Murder” will prompt Tiffany to share information about the crime scene with everyone. Once Tiffany has shared the crime scene information, deliver each character their Chapter 1 clue, and advise the players to begin their interrogations! Allow the players time to question one another, and when everyone feels they have questioned the others enough, move on to Chapter 2, which is a general puzzle for everyone to solve together.



Game Introduction

Everyone welcome to the masquerade! We are all gathered here in the reading room of the St. Mark's Library in Venice, Italy for a night of mystique and intrigue, and there's no better venue for such an evening than this ancient place. The construction of the library first began in the 1500's, and the library remains today, housing some of the oldest and most important texts in history. In addition to the shelves of books around the library, there are also a number of private vaults, which are not open to the public. These temperature-controlled vaults protect the most fragile texts from the wear and tear of every day use, when even the dampness of someone's breath can cause the pages to disintegrate. If one would like to view one of these controlled texts, they must request the book and have one of the librarians bring it to them to be viewed on the premises under supervision.

The reading room we are in now has been opened to us for this party and the reading tables removed to give us more room for our soiree. The festivities will begin shortly, and thank you all for your attendance!