



A.K.A.





First of all, I would like to say thank you for purchasing The Masquerade Murder (AKA The Antikythera Code)! It will be a party 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 (the Clue Keeper) There are codes to be cracked throughout the game as well as hints in case the players get stuck, and the Clue Keeper will be able to prompt the players (if need be) to make sure the game continues smoothly. The Clue Keeper can be you, or an extra guest who may not be playing a character.

The Masquerade Murder 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 other 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 Masquerade Murder: "Share" clues and "Hide" clues. All of the suspects 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, and **if they are asked directly about the information in the hide clue, they MUST divulge the information**, 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.



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



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".

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



# 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 books 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 masquerade, 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!