





First of all, I would like to say thank you for purchasing *Murder On The Mound*. 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.

*Murder On The Mound* 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 questions outside of those suggested, but if they ask something that is not explained in the suspects' 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.

There are two types of clues in *Murder On The Mound*: "Share" clues and "Hide" clues. All of the suspects should receive a Share 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.



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 *Murder On The Mound*:



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 the final Chapter 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.

Your game also includes Super Secrets, which simply get the players sharing secrets with a designated person. This is great for mixing and mingling and helps to get everyone active and engaged. Using Super Secrets is easy – all your guests have to do is follow the instructions in their clues.

*Murder On The Mound* contains one optional character – Detective Hedges. Detective Hedges will open each chapter with some information about the murder and investigation. If you are using the optional character, simply deliver the person playing Detective Hedges the corresponding clues. If you are NOT using the optional character, simply read Detective Hedges' information at the start of each chapter yourself, or alternate which player shares the information with the group.

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 SUSPECTS

## Huey Nordstrom (The Equipment Manager)

Huey is the Angels' equipment manager, and is a bit odd fellow. He ensures the players have everything they need before and during each game. Huey is meticulous, but lacks social skills, which makes some of the team members uneasy. He skulks around most of the time and snaps at people often for trivial things.

## Chuck Van Housen (The Relief Pitcher)

Chuck's skill as a pitcher is only surpassed by his arrogance. He is the Angels' relief pitcher, and never misses an opportunity to tell anyone who will listen how good the team would be with him on the mound. His arrogance is not entirely unfounded though – he is a phenomenal ball player, and most were surprised when Coach Zalis picked Arby Whinger over him for starting pitcher two years ago.

## Giorgio Oldham (The 2nd Baseman)

Giorgio is the second baseman for The Angels and quite a ladies man. He is a new addition to the team, having only joined The Angels last season. He is congenial and well liked by his teammates.

## Penny Foxx (The Evil Team Owner)

Penny Foxx is the reluctant Angels' owner. After the death of her father, this socialite inherited the team, while her sister got a huge trust fund. She is rumoured to be bitter and angry about the inheritance, but for some reason has not yet sold the team, and insists on being a part of its day-to-day operation.

## Helene Correia (Die-hard Fan)

Helene is a die-hard Angels fan and never misses a game, even when the team is on the road. Although she usually sits up in the nosebleed section (those are the only seats she can afford), following her team from game to game is a genuine thrill. The Angels are her life.



### Marina Bronze (The Angels' Kinesiologist)

If a player gets hurt, it's Marina's job to fix them. She's one of the best in the sports medicine field, and takes the health of "her boys" very seriously. Marina is not afraid to use tough love to ensure they look after themselves so they don't end up in her office.

### Coach Zalis (The Angels' Coach)

Alex has been the head coach of The Angels for four years, and in that time has made many tough decisions for the good of the team. He is an excellent motivator, has mastered the art of the locker room pep talks, and cares for the welfare of each and every one of his players. When it comes to the press, he is outspoken and defends his players and team from bad publicity with everything he has.

### Jerry "The Viper" Rumsfeld (The Back Catcher)

Jerry is an all-around nice guy, proving once and for all that chivalry is not dead. He opens doors, is polite with the media, and brakes for pedestrians. Surprisingly he is very good friends with Dragos, whose moods swing like the weather on account of his drug and alcohol addiction.

### Liz Kohl (The Stadium Worker)

Liz works at the stadium selling beer and peanuts. A young girl, she is quiet and shy, but has a deadly arm and can throw a bag of peanuts 25 rows up. Despite her vast skills, she likes to be around the excitement of the game, in the stands with the fans, and chooses to stay as a "peanut and beer girl" rather than endure a desk job.

### Daisy Crook (The Team Groupie)

"Team Groupie" is a big job. Daisy must hang out with the team, travel on the bus and find ways to seem useful so no one wonders why she's there. No one is sure how Daisy came to hang out with the team, but it's believed she started traveling with them when Arby became the starting pitcher.



### Beth Harris (Coach Zalis' Mistress)

Coach Zalis' mistress, Beth, is more devoted to him than his actual wife, who is rumored to be off in Switzerland having her elbows "done". Beth enjoys traveling with the team and keeping Coach Zalis company, and holds out hope that one day Coach Zalis will leave his wife, and that they will be married and live happily ever after.

### Dragos Kessler (The 3rd Baseman)

Dragos is addicted to addiction itself. He has been in rehab four times, and has been addicted to drugs, alcohol, gambling... anything that is addictive attracts this young, fast-living ball player! Dragos is incredibly moody, and can be kind and sweet one moment and the next, a nightmare!

### Detective Harvey (Optional Character)

Detective Harvey is a fierce and diligent detective. The wily investigator has been called to the scene to detain the suspects and find out who killed Arby. After twenty years on the force, Harvey always catches the murderer, and Arby Whinger's killer will be no exception!