





Hello Parrot!

My name is Leigh Clements from Shot In The Dark Mysteries. When I facilitate games in person, I usually sit down with the suspects and brief them. Since I won't be there in person though, consider this suspect guide me sitting down with you to brief you!

Usually those playing suspects are a bit nervous at first, or just apprehensive because they don't know what to expect. By the time the event is underway, they are having so much fun that the time flies by and it's over too soon. Well, I'm going to do my best to tell you what you can expect so that when the mystery is underway, you can relax, enjoy and have fun being a total enigma!

You are receiving your "clues" ahead of the game in order to give you time to get familiar with your information. Some people like to memorize their information, but this is in no way mandatory. Feel free to bring your clues with you to the event, and refer to them if you need to! There are two rules that you must, **MUST** abide by or the game will not work. Other than these two things, you can pretty much do anything you want. First, don't make up information about the other suspects. For example, unless your share information says "You saw Joe Jones killing the captain", don't say it! The second, and most important rule is that you can not lie about your hide information. So, if your hide information says "You were running down the dark hallway at the time of the murder", and someone comes to you and says, "So and so saw you running down the dark hallway at the time of the murder", you can't say "No, I wasn't", "I don't know" or "Maybe, maybe not...". Don't lie – the tiniest lie could throw off the entire mystery.

Now, having said that, you **CAN** be vague. An example of this is "Where were you at the time of the murder?" "I was in the hallway." You don't have to tell them you were actually in the hallway in order to view the missing item. Wait for them to ask you "Were you viewing the item?" Let the sleuths work for it!

There are two types of information you will receive in your suspect guide: "Share" and "Hide". The share information can be blurted out to anyone who comes your way, and is usually about other people (feel free to cast the suspicion on others with the information you have been given). The hide information should be kept close to your chest and concealed as much as possible without lying. So, if someone asks you directly about something in your hide information, you have to answer, and answer honestly.



Often, sleuths will get REALLY into it, and there's always one who will come up with off-the-wall questions. If you are asked something totally out there, something not close to anything you have in your information, simply say "I have nothing to say about that". The sleuths will be informed that this means they are on the wrong track. Also, there is usually someone who will wander around asking all of the suspects if they are the killer. If this person is at your party, it will probably be in a loud, accusatory voice, and they will shout, "WHY DID YOU DO IT? WHY DID YOU KILL HIM?" We love these people – they make everyone laugh. So, if this person shows up at the party, don't worry, you're not going to be in an awkward position. The killer doesn't know they're the killer, so you can be entirely honest with the material you have and not worry about letting something slip that you shouldn't. Aside from taking the pressure off, the other benefit to this is that, if you have the time, you can also play along and interrogate the other suspects and, knowing what you know, also cast your accusation against the murderer in the end!

Finally, relax and have fun! Being a suspect in one of our games really is great fun. If you have any questions before the mystery, speak with your game facilitator, but don't hesitate to send me an email at mysterymaiden@shotinthedarkmysteries.com and I'll do everything I can to help you prepare for the big day!

Have fun!



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



Your Character

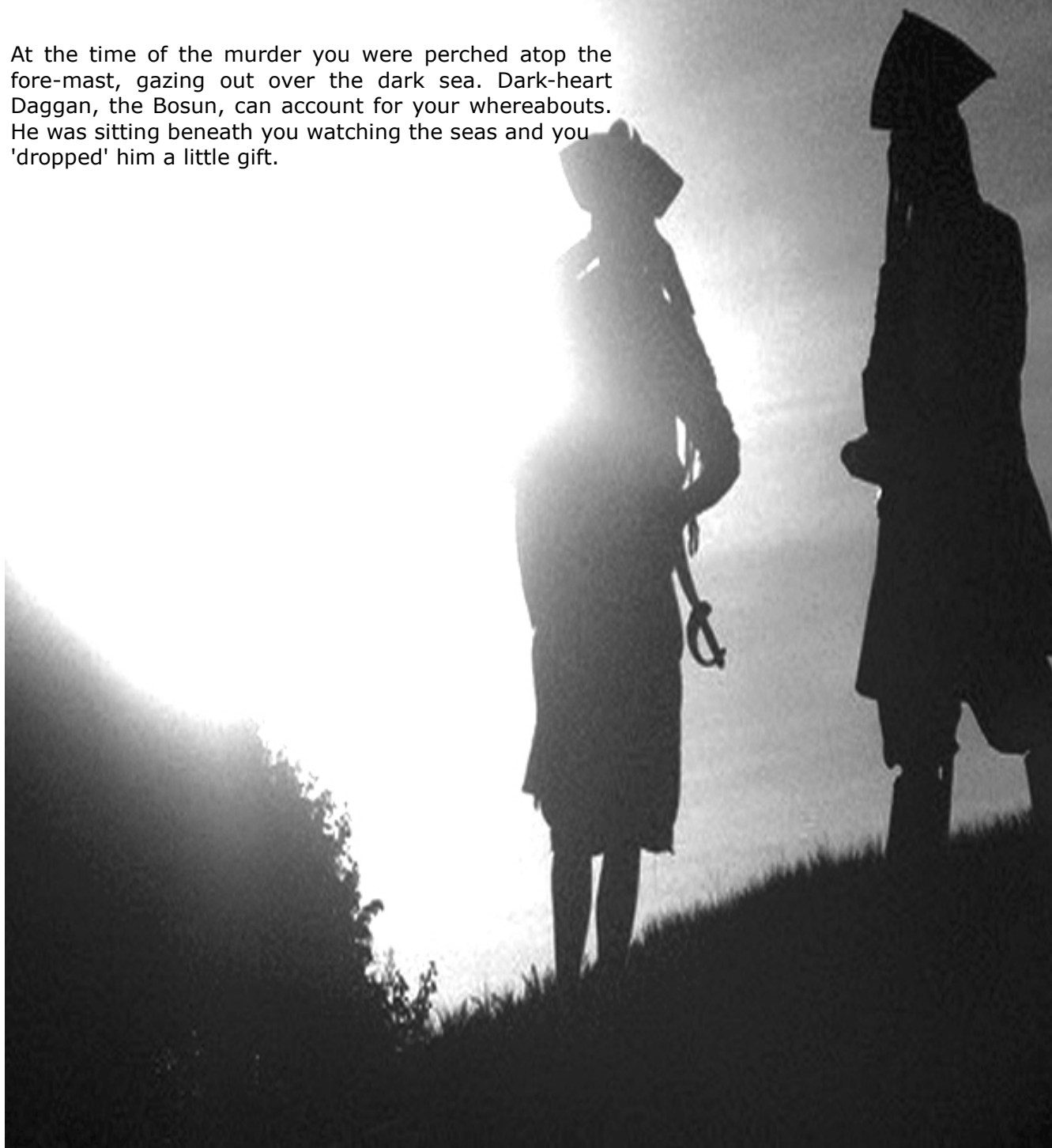
The Captain's Parrot

The captain's parrot is a wily biped with a shifty eye and a sharp tongue. While he is considered to be just an animal with a teeny tiny brain, those who have been on the receiving end of his insults know his true desires go deeper than crackers.



The Captain's Parrot's Share Information

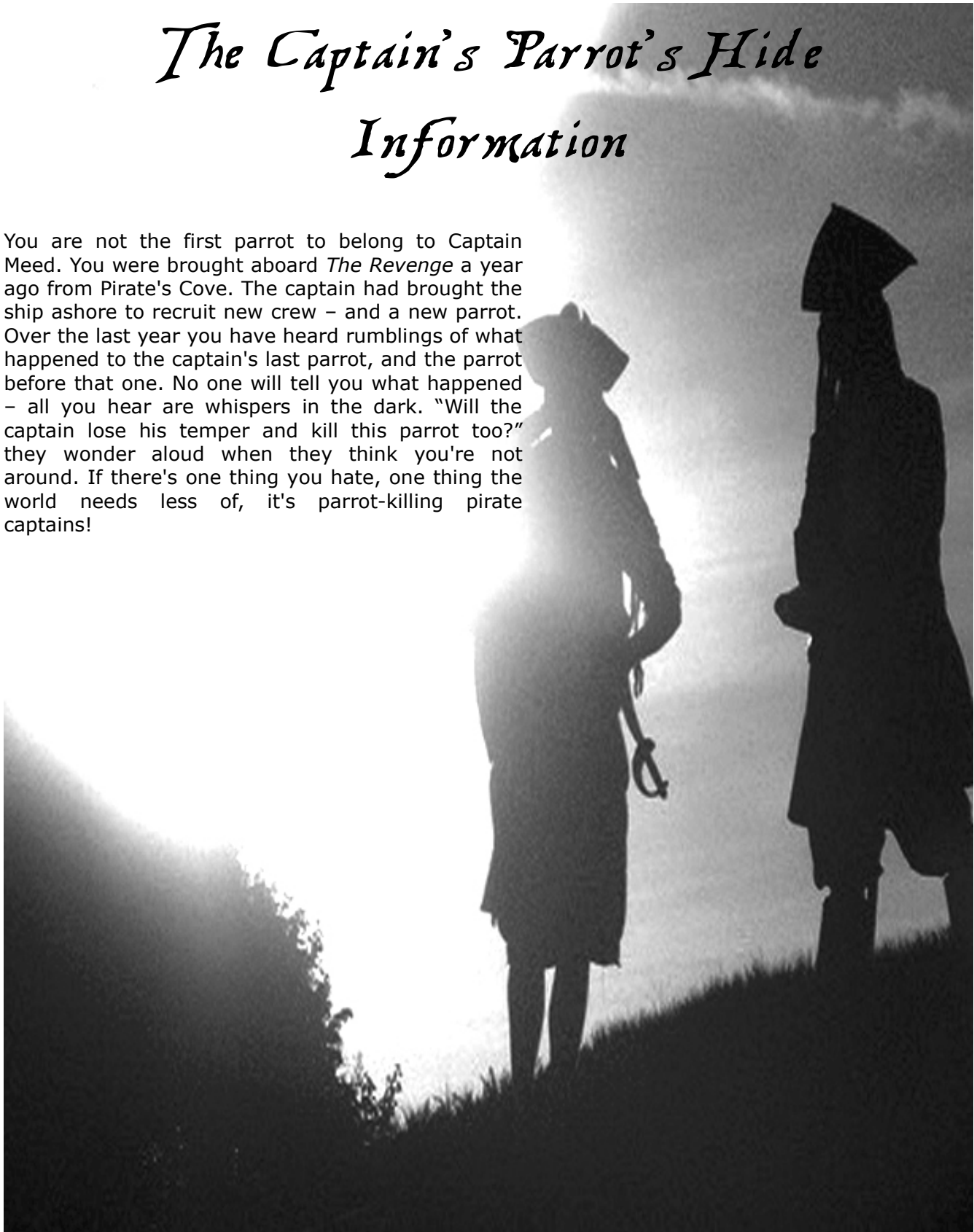
At the time of the murder you were perched atop the fore-mast, gazing out over the dark sea. Dark-heart Daggan, the Bosun, can account for your whereabouts. He was sitting beneath you watching the seas and you 'dropped' him a little gift.





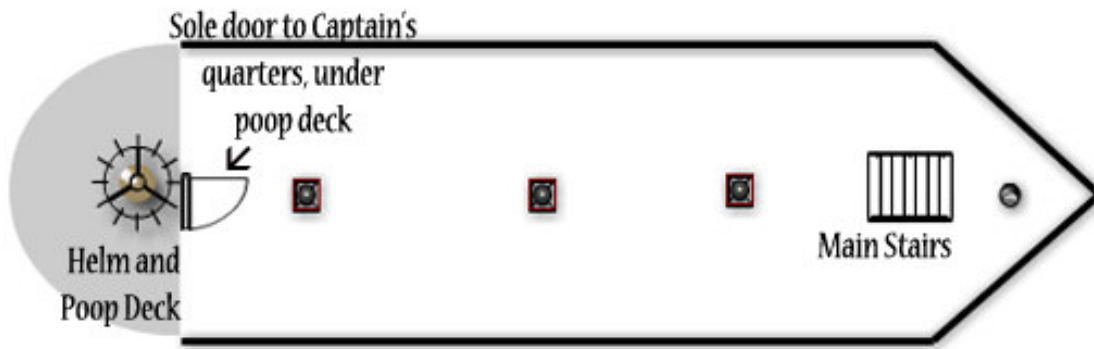
The Captain's Parrot's Hide Information

You are not the first parrot to belong to Captain Meed. You were brought aboard *The Revenge* a year ago from Pirate's Cove. The captain had brought the ship ashore to recruit new crew – and a new parrot. Over the last year you have heard rumblings of what happened to the captain's last parrot, and the parrot before that one. No one will tell you what happened – all you hear are whispers in the dark. “Will the captain lose his temper and kill this parrot too?” they wonder aloud when they think you're not around. If there's one thing you hate, one thing the world needs less of, it's parrot-killing pirate captains!

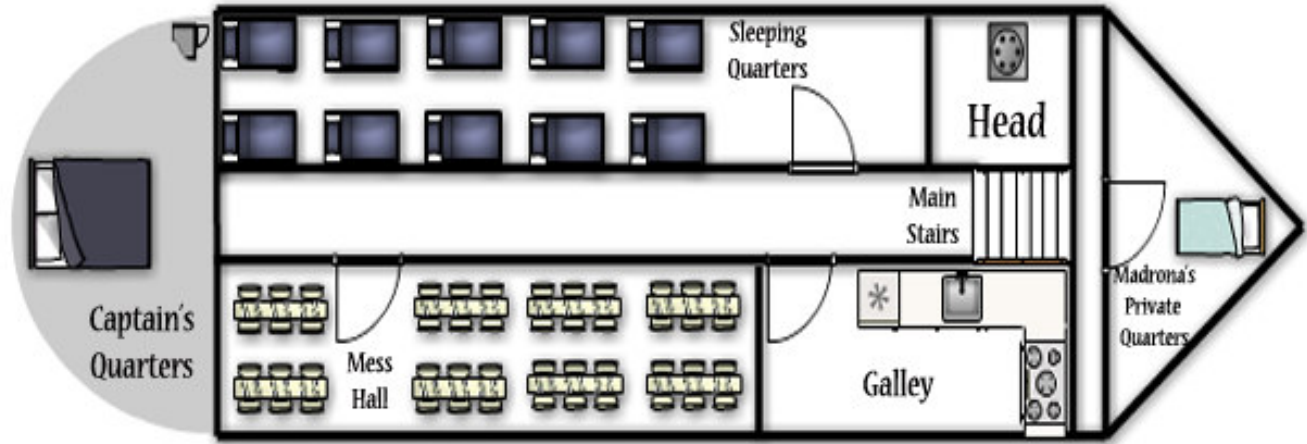




The Revenge - Upper Deck



The Revenge - Berth Deck (Middle)





The Revenge - Orlop Deck (Bottom)

