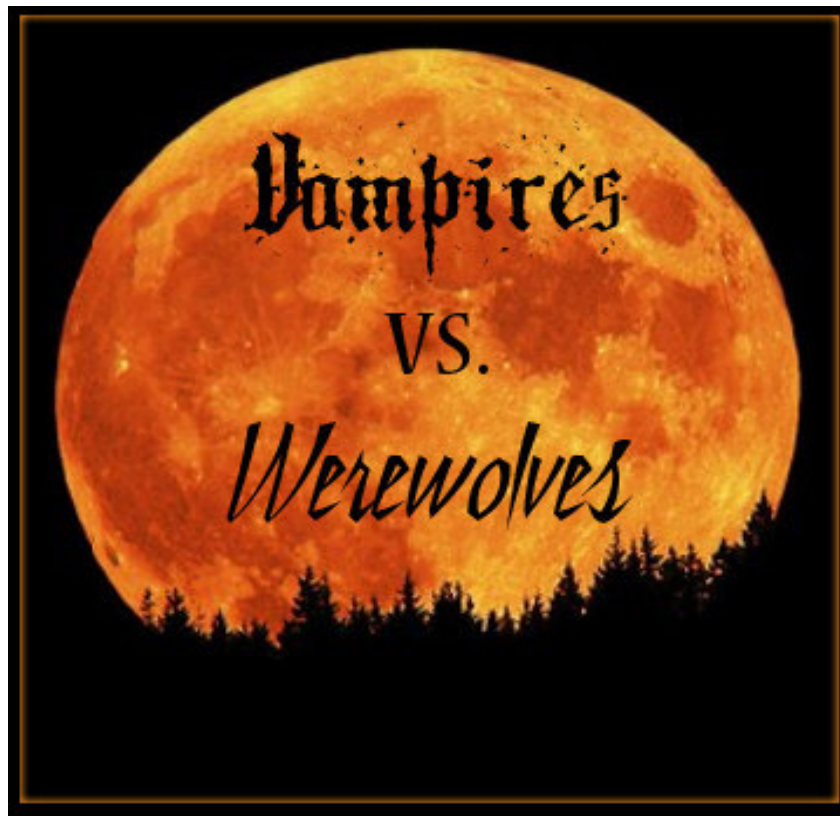


Suspect Guide - Pike





Suspect Guide - Pike



Hello Pike!

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!

A mystery party works like this: A number of people (all or a portion) are suspects in a mystery. The suspects have information to share about what they saw and what they know that pertains to solving the mystery. People work alone or in groups questioning the suspects to solve the mystery.

You are receiving your "clues" (your information) ahead of the party so you can familiarize yourself 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 types of information you will receive in your suspect guide: "Share" and "Hide". The share information can, and should, be blurted out to anyone who comes your way, and is usually about other suspects. 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.



Suspect Guide - Pike



SHOT IN THE DARK
MYSTERIES.COM

There are only three rules that you must, **MUST** abide by or the game will not work. Other than these three things, you can pretty much do anything you want.

1. Don't make up information about the other suspects.

For example, unless your share information says "You saw Joe Jones summoning the hybrid", don't say it!

2. Don't lie about your hide information

So, if your hide information says "You were running down the dark hallway when the hybrid was summoned" and someone comes to you and says, "So and so saw you running down the dark hallway", 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.

3. You must share your "Share" information

There's always one person who thinks they're going to be cool by playing the "tight-lipped" suspect. No matter how many people ask them questions about things they saw, they won't share their Share information. These people spoil their hosts' parties.

No really. Here's the thing about Share information: It's designed to be used so that you can place the blame on someone else and deter suspicion from yourself. It also contains information vital to solving the mystery.

So, please don't be a "tight-lipper" (as we not-so-affectionately refer to them). Don't spoil everyone's good time. Share your share information, don't lie when asked about your hide information so we can all be friends and you don't spoil your generous hosts' party.

Now, having said all that, you **CAN** be vague. An example of this is "Where were you when the suspicious activity was going on?" "I was in the hallway." You don't have to tell them you were actually in the hallway doing something you shouldn't have been. Wait for them to ask you "What were you doing?" Let the sleuths work for it!



Suspect Guide - Pike



SHOT IN THE DARK
MYSTERIES.COM

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 other players will be informed in the introduction 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 guilty. 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 SUMMON IT?" 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 guilty party doesn't know they're the perpetrator, 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 you can play along and interrogate the other suspects and, knowing what you know, also cast your accusation against the guilty person in the end!

How To Use The "Play" Website

The "play" website is located at:

<http://www.shotinthedarkmysteries.com/play/>

Just find the "Vampires vs. Werewolves" link, select the version of the mystery you'll be attending and click to view view the other suspects, read the plot teaser for the mystery, get costume ideas and even watch a video trailer.



Suspect Guide - Pike



How The Mystery Works:

The mystery party will work a little something like this:

- Guests/Participants arrive
- Mingling
- Announcement of the hybrid (Introduction)
- Guests/Participants interact to gather clues from suspects for the pre-determined amount of time.
- Sleuths cast accusations
- The guilty party or parties are revealed (Confession).



Suspect Guide - Pike



Finally, relax and have fun! Being a suspect in one of our mysteries really is great fun. If you have any questions before the mystery you can always 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
Shot In The Dark Mysteries.com