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HOW TO HOST A MYSTERY™

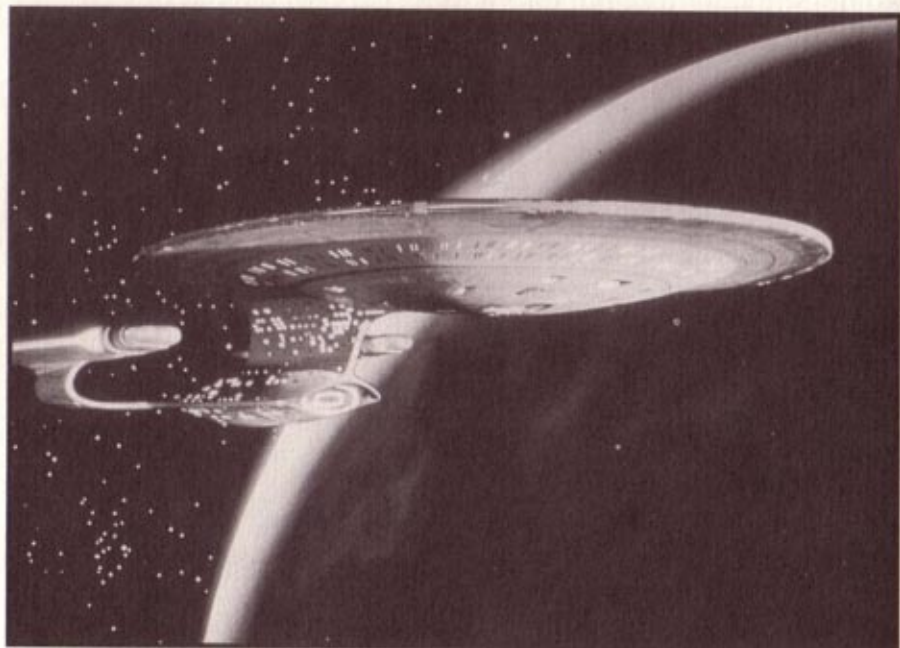


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HOST'S GUIDE

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STAR TREK®
THE NEXT GENERATION™



"To Boldly Go Where No One Has Gone Before..."™

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How To Host A Mystery™

Introduction

This manual was designed to guide you in hosting an intergalactic mystery. Very few hosts or hostesses have much experience in this sort of thing, so we thought you could use a few helpful hints.

Be assured that this game has been safely and successfully played in the homes of the most finicky of hosts and hostesses. They all managed quite well by following the instructions provided. We're sure that you will too. It's really easy. Once play begins, the Player Clue Manuals and instructions will keep things going smoothly.

You should do a few simple things immediately to be sure all your game parts are correct. **THIS IS IMPORTANT.** First, please be sure all the items listed below are in your game package. It would be very embarrassing if your evening turned into "the mystery of the missing piece." Second, while you should not read the Player Clue Manuals or any of the Secret Clues, **YOU SHOULD** scan the eight Player Clue Manuals to see that each manual has the correct pages inside. **DO NOT LOOK AT THE LAST PAGES. THEY CONTAIN SOLUTIONS.** Instead, flip through each manual quickly scanning the top of the pages marked Personal Dossier, Round One, Round Two, Round Three and Round Four and simply be sure the character's name matches the character name on the cover of the manual. You should also check the Secret Clues Booklet. It is a good idea to test the cassette tape to be sure it is functioning properly. **DO NOT** listen more than a minute or so!

If anything is missing or defective, please contact Decipher Inc., P.O. Box 56, Norfolk, Virginia 23501 or phone (804)623-3600. We will ship you the piece free of charge.

Game Contents

One Host's Guide (you're reading it now)

One cassette tape

One map of the *U.S.S. Enterprise™*

Eight guest invitations and envelopes

One Secret Clues Booklet containing:

A Report of Investigation and nine Secret Clues, numbered 1 to 9

Eight communicator name tags on the back cover of the booklet

Eight Player Clue Manuals marked: Beverly, Data, Deanna, Geordi, Guinan, Ro, Will and Worf

Planning The Game

Do you or your guests need acting experience? Absolutely not. The game is designed to be played by any adult willing to take a lighthearted attitude towards illicit activities. Each of the characters in the game (and therefore your guests) is a suspect in a mystery, with an appropriate motive and possible means. Guests likely to be offended by shady dealings, sordid affairs and deceitful conduct should be left out of the fun and not invited.

You may host the game complete with a dinner party, from hors d'oeuvres and cocktails to dessert and coffee. We provide the menu and the conversation - you provide the food and preparation. The game is designed to be played in four rounds (acts) with a fifth round for accusations and resolution of the mystery. Solve the mystery if you can, but be careful; everything you say may be used against you!

As the host for the **Star Trek® - The Next Generation™** episode, there are a few things you must do to see that justice prevails. First, select the time and date for the party. If you plan to serve dinner, you should allow at least four hours to catch the culprit. Without dinner, about three hours should be sufficient. If you find the thought of an authentic full-course meal exciting, we have included both a timetable and recipes appropriate for dinner on the *U.S.S. Enterprise™*. However, if cooking is not your forte, do not despair. *How To Host A Mystery™* can be enjoyed just as well with pizza and beer, finger food, or no food at all.

Second, you should call your guests ahead of time to be sure that they can come on the chosen date, arrive at the appointed time and stay all evening. The game cannot begin until all the players have arrived. The absence or tardiness of a player has been considered justifiable grounds for homicide!

Third, you must cast each of your guests in one of the roles. You will need eight players: four men and four women. When assigning roles, you should study the character list included on the printed invitations and the photographs on the bottom of the box. It will also help if you watch an episode of **Star Trek® - The Next Generation™**. When you have made your decisions, mail or deliver the printed invitations to your guests.

Fourth, if you want your guests to come in costume or with props, you should tell them. Costume suggestions are included in this guide.

Fifth, prepare the Secret Clues by tearing them out of the Secret Clues Booklet and folding them as instructed.

And lastly, it is very important that you review the Instructions section in this Host's Guide before your guests arrive (now is a good time). The instructions are also read during the game to direct play.

Extra Players

While this mystery is designed for eight players (and that is the best way to play), extra players can be accommodated. For example, they can be crew members aboard the *U.S.S. Enterprise™*. These extra players will not have Player Clue Manuals but they can ask questions, ad-lib, make comments or just observe. Greater involvement of extra players can be arranged if two players double-up on one character, taking turns to ask questions or defend allegations, but this requires close cooperation and is not a recommended method of playing the game.

On The Night of The Party

With the exception of preparing food and refreshments, getting ready for the party requires only a few arrangements. You will, of course, need to borrow the *U.S.S. Enterprise™*. If it is boldly going where you can't find it... a regular room in your home will do just fine. Some hosts provide more atmosphere with their own creativity. A valuable resource is the great quantity of **Star Trek® - The Next Generation™** material widely available from various retailers.

The room should allow for comfortable seating for eight guests with easy conversation between them. The map of the *U.S.S. Enterprise™* should be set out so that it can be seen by everyone. The Player Clue Manuals and the Secret Clues should also be set out, **BUT NOT OPENED!** And the communicator name tags should be available. Remember, arrangements must be made to play the cassette tape so that it can be heard by everyone in the room. You will play portions of the cassette tape at three different points in the game: parts 1 and 2 at the beginning of the game (before Round One) and part 3 at the end of the game. The tape includes voice instructions to "please stop the tape now" between parts 1, 2 and 3. **Veteran How To Host A Murder™** players will note that this is a bit different from other games they have played.

INSTRUCTIONS

Playing The Game

Keep this section open during the game so you may instruct the players. (If you are playing the game as a dinner party, be sure to read the entire Host's Guide carefully.) When all the guests have been seated in the room, the game may begin. Play should proceed as follows:

1. *Player Clue Manuals/Name Tags*

Distribute the Player Clue Manuals and Name Tags to each player. The players should be cautioned to open their manuals only after the first part of the cassette tape has been played.

2. *Playing the Cassette Tape*

The first portion of the tape should be played now. It sets the scene and focuses the players on the game. A narrator's voice will indicate when to stop the tape. The second part will be played shortly and the third part will be played at the end of the game, after all of the solutions have been read.

3. *Reading the Rules and The Scene*

The rules and scene for the game are in each manual. The host or one of the players should read the Rules of the Game aloud so they are clearly understood by everyone. Players should then read The Scene. When everyone has finished, the second part of the cassette tape should be played. Again, a narrator's voice will indicate when to stop the tape. The Report of Investigation should now be opened and made available to the group.

4. *Personal Dossiers*

Each player should then turn the page and silently read his or her Personal Dossier. Some of this information is common knowledge, other information is secret and must be kept from the other players as long as possible. Allow sufficient time for the players to become familiar with their characters.

5. *Introduction of Players*

When the Personal Dossiers have been read and digested, each player should introduce himself or herself, in character, using the information in the public personality section of the dossiers.

6. *Round One*

When the introductions are complete, instruct the players to turn to Round One in their Player Clue Manuals. This is the first of four rounds. The players should take time to read and understand the material. It is different for each player, and some players have more to read than others.

The game is played in a conversational manner with facts and suspicions discussed among the players. When all the players are ready, you may begin the discussion by announcing a fact or asking a question based on

information in your Player Clue Manual. This provides an example for the other players who may be uncertain how to proceed. The text that follows has nothing to do with this game, but illustrates an example of how the discussion might proceed:

Deanna: "Yesterday at 1600 hours I came out of the turbolift onto the bridge and saw Ro sitting at Data's computer terminal. When she saw me, she quickly returned to her own station."

Ro: "What's wrong with that? We all work with the same computer. If you are so worried about someone with computer knowledge, how about asking Geordi why he spent four hours at his terminal in Engineering - in the middle of the night."

Note that Deanna has disclosed information about Ro that may be important. Ro doesn't lie, but her reply minimizes Deanna's facts and attempts to shift the focus of conversation to Geordi. There is also secondary information which is useful. For example, we now know where Deanna was at 1600 hours - on the turbolift. But we don't know where she was coming from, which someone, like Geordi, might ask.

7. Ending Round One

Play continues until all the Round One facts which must be disclosed have been discussed by the group. As the round proceeds you should remind the players to disclose all the facts they know about the other players. You may announce the end of the round as soon as all of the facts are known and the players are ready to proceed to Round Two.

8. Future Rounds

Each of the four rounds proceeds in the same manner as Round One. Allow time for each player to read and digest new material before beginning the discussion. (Replenishing drinks, tending to dinner, etc. between rounds avoids interruptions during game play.)

9. Secret Clues

In each round, one or more players will be directed by his or her Player Clue Manual to read a Secret Clue ALOUD to the group. Once a Secret Clue is read, it should be available for reference at any time during the game. All players in this game have at least one Secret Clue.

10. Accusations and Solutions

At the end of Round Four, each player should guess who perpetrated the deed, how it was done and why. When all players have made their accusations, each player should turn to the solution at the back of his or her Clue Manual. Caution players not to yell out their numbers. The solutions should be read aloud in the numbered order from one to eight. They have been numbered for a reason and must be read in that order.

11. Playing the Last Part of the Cassette Tape.

As an epilogue to this adventure on the U.S.S. *Enterprise*[™], the third part of the cassette tape should now be played.

Playing The Game As A Dinner Party

Some hosts feel the best way to play this game is to provide the guests with an authentic intergalactic meal that includes selections from all corners of the universe. It so happens that all of the ingredients in the following recipes were created in the food replicator of the *Starship Enterprise* for tonight's celebration. In the timetable that follows, the times given are approximate and it is not necessary to follow them to the minute. If you are hosting your first mystery or your tastes are more earthbound, you may wish to substitute a more familiar menu or do a "trial run" with these recipes before the evening of the party.

Suggested Dinner Party Timetable

- | | |
|------------|---|
| 6:15 P.M. | Clean and season the hens. Prepare salad or soup. |
| 7:00 P.M. | Guests scheduled to arrive. Serve "Cosmic Dazes" on arrival - (see recipe below). Hand out the Player Clue Manuals. Also have the map of the U.S.S. <i>Enterprise</i> ™ out for study. |
| 7:15 P.M. | Baste the hens with butter and place in heated oven. Play the first part of the cassette tape. Read aloud the Rules of the Game and The Scene. Play the second part of the cassette tape and present the Report of Investigation for examination. Have players read their Personal Dossiers and introduce themselves, then begin Round One. Put finishing touches on the hens. Cook the rice or vegetable and toss the salad. |
| 8:15 P.M. | End of Round One. Take dinner out of the Replicator (oven) and serve. Begin Round Two. |
| 9:30 P.M. | End of Round Two. Serve dessert and begin Round Three. |
| 10:15 P.M. | End of Round Three. Serve coffee. Begin Round Four. |
| 10:45 P.M. | Make accusations. |
| 11:00 P.M. | Read solutions. Play the third part of the cassette tape. Set the date for playing your next How To Host A Murder™ episode. |

"Cosmic Daze" Cocktail

- 4 ounces champagne (chilled)
- 1 Bajoran sun fruit slice (orange)
- 4 dashes blue curaao (or food coloring)

Swish the curaao around the sides of a round wine glass. Pour in champagne and add orange slice for decoration.

Recipes

Celestial Hens

(Serves eight suspects)

8 1-1/2 pound Cornish game hens

8 Tablespoons Dijon mustard

8 Tablespoons melted butter

8 teaspoons crushed green peppercorns

Salt to season

2 cups walnut oil

2 cups tarragon vinegar

Preheat the oven to 400° F. Wash the hens and dry. Sprinkle salt inside and out. Place the hens in a roasting pan with a rack. Brush about half the melted butter on them. Roast for 30 minutes.

Glaze: Mix the oil, mustard, peppercorns and vinegar in a bowl. After the initial 30 minutes of roasting, brush the birds with the glaze. Return to the oven and brush again after 15 minutes.

The hens should be done after one hour in the oven. To test, pierce a meaty part with a fork: the running juices should be clear. Organize the hens on a large serving platter. Dilute the reserve glaze with 1 cup of water and the juices from the pan. Bring to a boil and pour the mixture over the hens.

Accompaniments

The food replicators aboard the Starship can replicate thousands of types of food suitable for the multi-faceted population of the ship. Exotic and unusual dishes would not be uncommon. Use your imagination to create a dining experience suitable for the 24th century. You may wish to serve hors d'oeuvres during the first round, and soup or salad as a first course. A cream of mushroom soup or a simple salad of radish, mushroom and endive would make a interesting start. The entrée may be accompanied by wild rice, beets and rolls.

Dessert

For dessert we suggest fresh fruit and whipped cream or crème fraîche. A mousse would be a good substitute or you may prefer to serve brightly-colored gelatin "jigglers" made according to package instructions.

Wine

A hearty French Cabernet or Beaujolais "synthenol wine" would be a nice complement to the meal. One fun option is to place a fancy label dated pre-24th century over the label of the wine you intend to serve.

Costume & Prop Suggestions

Costumes and props are not essential to the play of the game, but they are fun and certainly add excitement. If you choose to encourage your guests to wear costumes and bring props, the following suggestions may be helpful. There is no substitute for simply watching the show and getting as close as you can. All characters except Guinan would wear the Starfleet uniform, red and black or gold and black top and black trousers.

- Beverly:** A medical bag, her "medkit." A medical tricorder - a device about the size of a pocket calculator or TV remote control. A hypospray injection device.
- Data:** Face powdered to look very pale. Hair greased straight back.
- Deanna:** Hair swept back under a head band. Lips sharply defined by bright lipstick. Clothing somewhat *décolleté*.
- Geordi:** Very narrow sunglasses - his "VISOR." An Engineering Bag.
- Guinan:** A bulbous hat and flowing robe.
- Ro:** A utility bag, the wraparound type. Severe hairstyle.
- Will:** A trombone. A deck of cards. The character has a beard at times.
- Worf:** Klingon appearance, perhaps using a face mask or putty on the forehead. A curious handheld weapon, some kind of sword or knife. A tricorder.

After The Party...

PLEASE! Don't let your friends spoil a great evening by driving home drunk. Designate drivers, call for a space shuttle, or offer any available quarters on board the *U.S.S. Enterprise™*.

Extra Stuff

You'll find this episode of *How To Host A Mystery™* will play differently each time you play (although it is true the perpetrator of the crime remains the same). Try playing a different character or play with a different group of people. You are likely to focus on facts or characters which were not explored in much detail the first time you played. Also, if you didn't play with costumes and dinner, try that next. If you want to play this episode again and use invitations, additional sets of eight invitations and envelopes can be purchased. Please be sure to indicate which episode of the game you are playing, e.g. *Star Trek®: The Next Generation™*. Please don't send cash; forward a check or money order (payable to Decipher Inc.) for \$5.00 plus \$1.00 postage and handling to:

How To Host A Mystery™ - Invitations
P.O. Box 56
Norfolk, Virginia 23501-0056

For those of you who wish excitement at every turn, we offer these episodes of *How To Host A Murder™* line:

The Watersdown Affair: Set in 1936 at an English country mansion.

Grapes of Frath: Set in 1925 aboard a yacht in the Mediterranean.

The Last Train From Paris: Set in 1940 on a train fleeing Paris in World War II.

Archaeologically Speaking, It's The Pits: Set in 1895 at an archaeological dig.

Hoo Hung Woo: Set in 8th century China at the Festival of the Autumn Moon.

The Chicago Caper: Set in 1928 in a Chicago speakeasy.

The Class of '54: Set in 1959 at a high school reunion.

The Hollywood Premiere of Powar and Greede: Set in 1936 Hollywood.

The Duke's Descent: Set in 1931 at an English castle and estates.

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All My Children®: A special edition based on the daytime TV series. Set in modern time at the Pine Valley Inn.

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