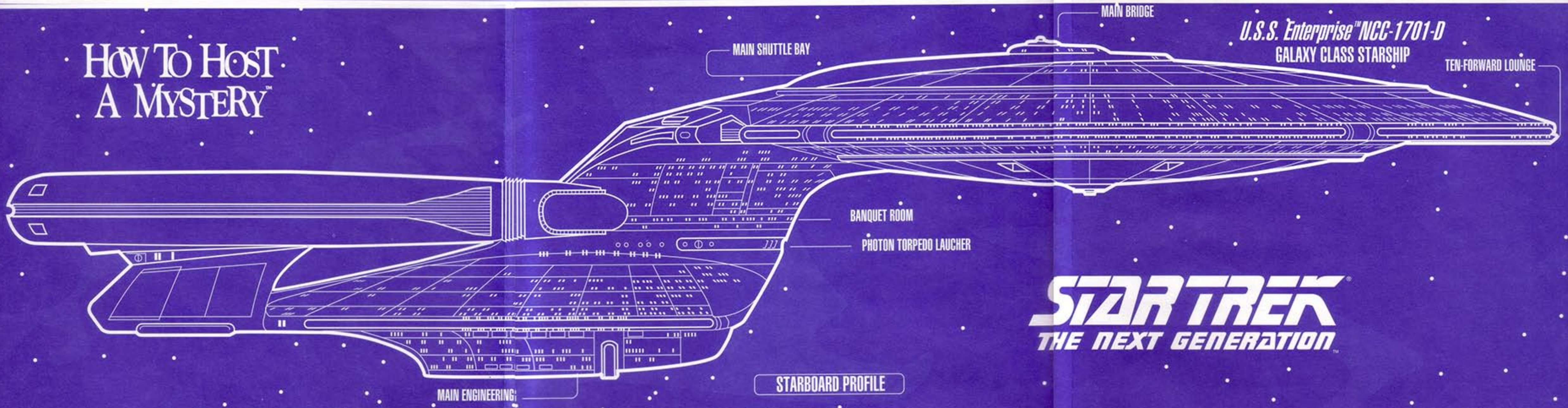
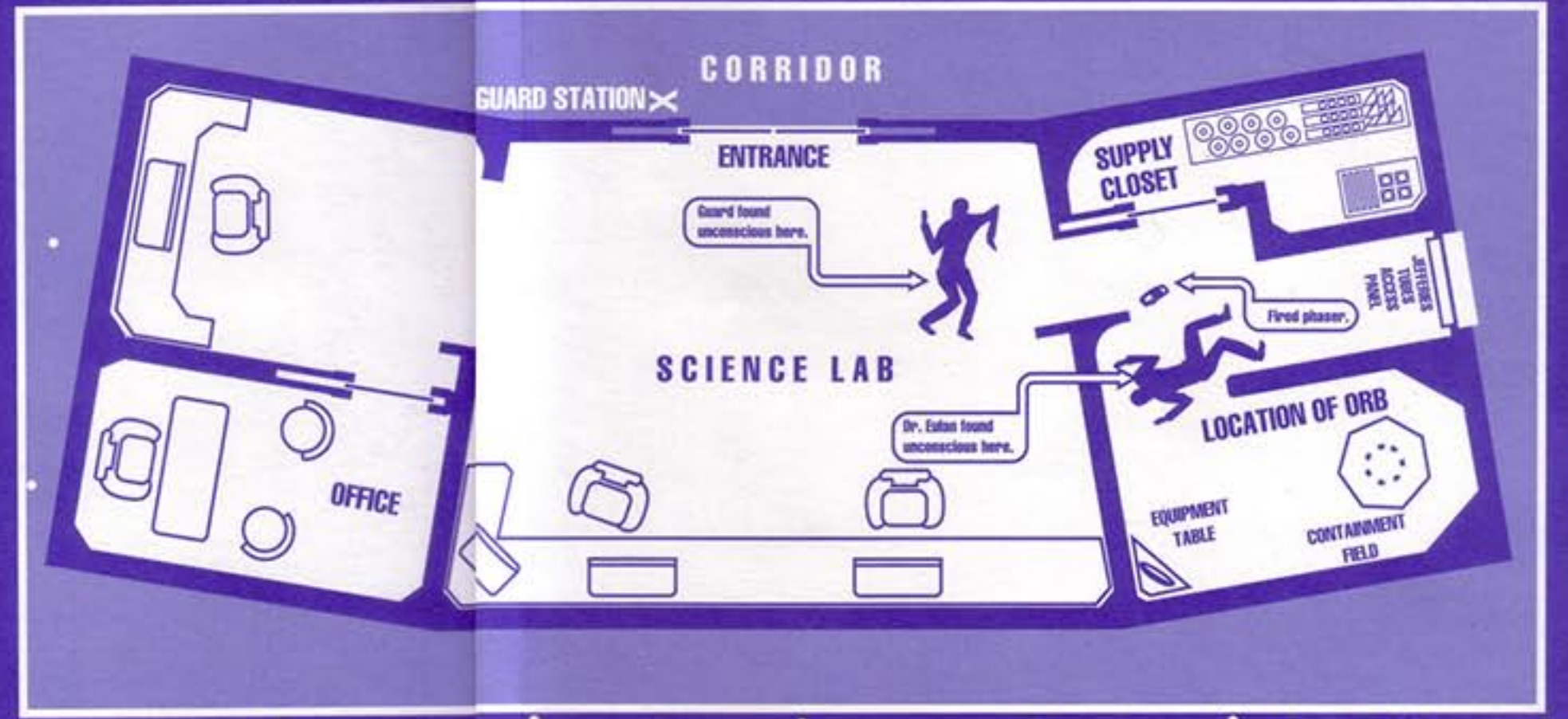
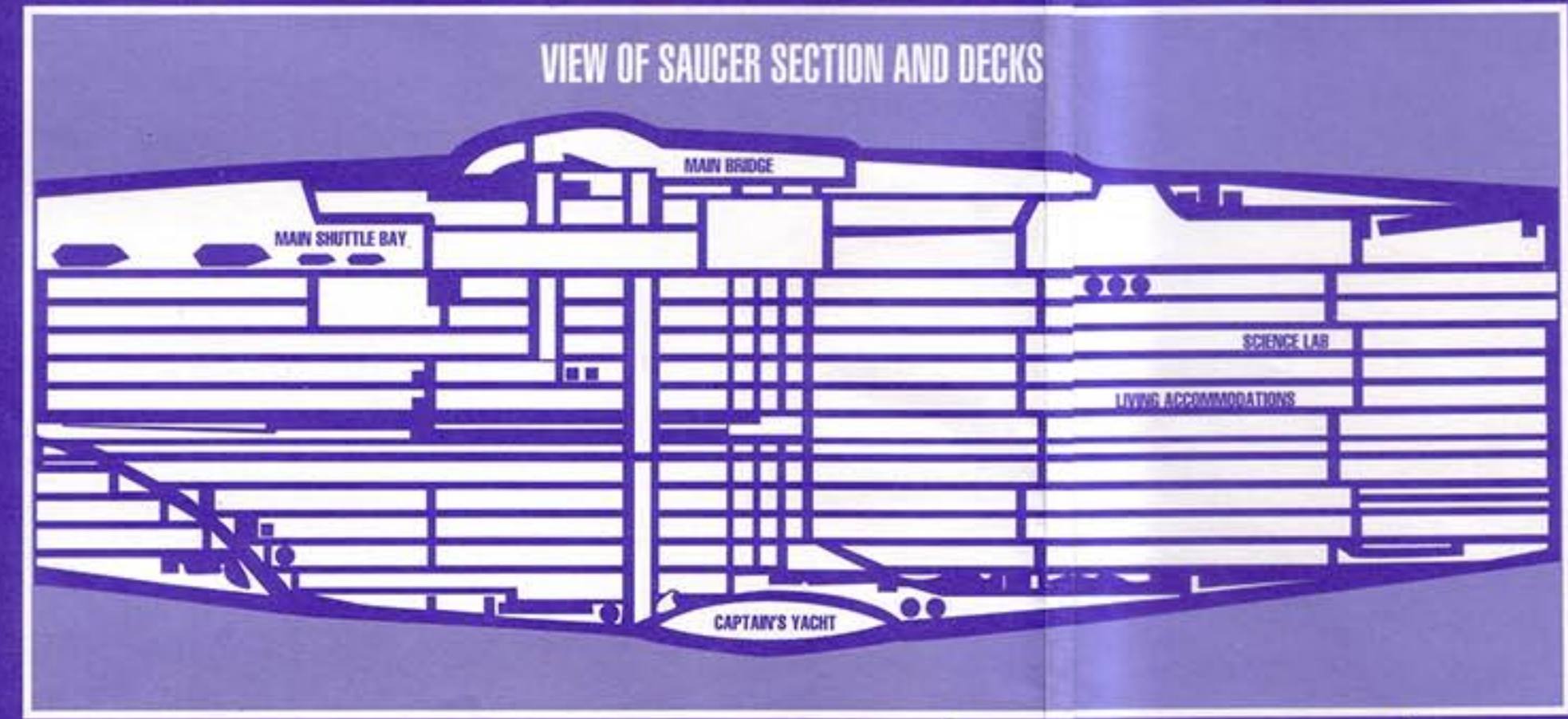


HOW TO HOST A MYSTERY™



STAR TREK
THE NEXT GENERATION™



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STORY LINE
Mystery

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SO MUCH FUN, IT'S ALMOST CRIMINAL!™

It is stardate 47729.75
aboard the starship *U.S.S. Enterprise*™
Eight members of an *Enterprise* Away Team have
returned from the remote planet Delphi 4 with
a remarkable discovery - the legendary Orb of
Knowledge. At a celebration banquet excitement
turns to dismay when the Orb is stolen and the
Away Team must decide who amongst them
has committed the crime.

SPECIAL EDITION GAME
From the makers of
**HOW TO HOST
A MURDER**



THE NEXT GENERATION™ suspect is guilty of committing the crime! All you need is a sense of humor and a willingness to take a lighthearted attitude toward blackmail, sex, larceny, deceit and sci-fi. Just add eight suspects and the food. This special edition game supplies the rest!



Commander William Riker

As First Officer of the U.S.S. *Enterprise*, "Will" is considered one of Starfleet's rising stars. He is a man of decisive action, with the physical and mental capacities for tackling difficult assignments. Handsome and dashing, he inherited his pioneering spirit and rugged outdoor qualities from his upbringing on planet Earth.



Lieutenant Worf

The first Klingon to graduate from Starfleet Academy, Worf is in charge of security. His stoic nature appears aloofness, but his honor and integrity are without question. Internally, he is torn between his human upbringing and his aggressive Klingon heritage. Worf speaks in short statements and has little sense of humor.



Dr. Beverly Crusher

Starship's Chief Medical Officer, Dr. Crusher uses her keen diagnostic skills only to confirm her intuition. Intelligent and strong-willed, Beverly is also beautiful and youthful, with a natural charm that complements her technical skills. This accomplished human female is also a young widow and has a son.



Ensign Ro Laren

Due to her troubled Klingon heritage, Ro is very headstrong and determined. Her persistence and hardened soul has survived more physical battles by exhibiting action and emotion. Ro's fiercely independent nature sometimes has her hesitantly submitting to authority, but she has proven herself a valued member of the crew.



Lieutenant Commander Data

Data is an android so expertly fabricated, Starfleet tests indicate he's a "lost" being. His computer brain possesses penetrating curiosity and exhaustive memory, but essential elements of humanness (like feelings and humor) elude his android circuitry. His skills and electronic genius make him an important crew member.



Lt. Commander Geordi La Forge

Geordi is an engineering expert with an extensive knowledge of every facet of the ship's operations. Blind from birth, he wears a high-tech prosthetic device called a VISOR that allows his brain to "see" in a very special manner. A well liked and amiable human, he has a playful sense of humor.



Counselor Deanna Troi

Beautiful, gracious and intelligent, Deanna's duties as Ship Counselor require her to be alert to temperamental and emotional states of visitors and crew. Half Betazoid, Troi is not completely telepathic, but can usually read the feelings and emotions of those around her. Troi was once romantically involved with Will Riker.



Guinan

Guinan is hostess of the Tuv-Forward Lounge, a job similar to a "bartender" of yesteryear. An alien from a distant planet, she is over five centuries old, but her appearance and demeanor are very youthful. Guinan's wisdom and wit are very subtle, both innocence and knowledge. Her keen insights are full of subtle humor.

U.S.S. *Enterprise*™
 or clue manuals
 9 secret clues •
 10 min!



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GEORDI

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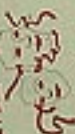
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HOST'S GUIDE

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SECRET CLUES
ILLUSTRATED BY JEFFREY HARRIS

**STAR TREK®
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SECRET CLUE - 1

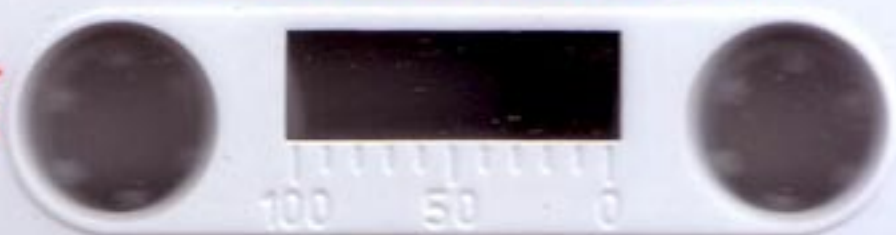
ROUND ONE



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