



THE MERRYMURDER PANTOCRIME

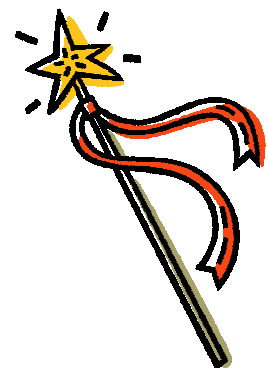
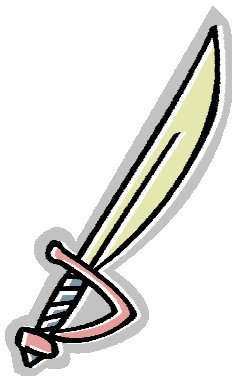
GAME BOOKLET

KEY FACTS

No of People ¹	12-18
% of Successful Solvers	50%
Adult Content Rating	3/10
Price	£19.95

FILES

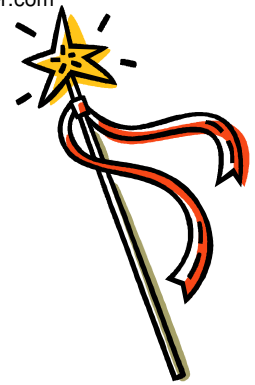
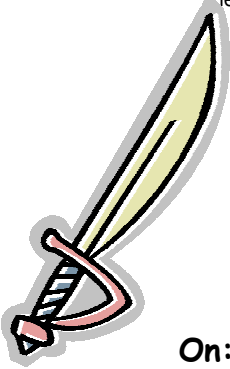
Instructions PDF File – 1 MB
Invitation PDF Files – 10 MB
Character Booklets PDF Files – 6 MB
Clues, Questions, Mystery Witness & Confession PDF File – 2 MB



¹ This game can be played with more people by enlarging the Investigation Panel. However this will result in each Investigator having fewer questions to ask. But everyone can still attempt to solve the murder.

You are invited to help solve

THE MERRYMURDER PANTOCRIME



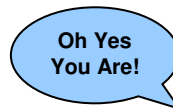
On: _____

Location: _____

Time: _____

Tel: _____ Email: _____

RSVP



Prince Charmless, ruler of Pantomimia, has been holding a succession of grand balls at which to find a marriage partner. But a terrible tragedy has occurred. At the final ball he has been murdered. His body found behind the locked door of the highest tower in Pantomimia Palace. Nine suspects have been identified.

Queen Honoria

Dazzlingly beautiful wife of the late king. The prince's step-mother.

Jack the Giant Killer

A handsome young gallant. A favourite of the court ladies.

Dame Trot

A palace cook and the prince's former nursemaid.

Snow "Not So" White

The prince's political marriage partner. A princess of Dwarfonia.

Dick Whittington

Prime Minister of Pantomimia

Cinderella

The prince's new love interest. A beautiful young girl.

Captain James T Hook

Captain of the "Enterprise". An adventurer of the high seas.

Simple Simon

The prince's newly appointed valet. Dame Trot's son.

Tapioca

Cinderella's step-sister. A lady challenged in the looks department.



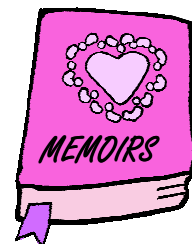
One or more of the above murdered the prince. You are invited to help



Fairy Nuff

Magical enchantress and the prince's fairy godmother

Discover Whodunit!



But watch out for the murderer – In case he's behind you!

BACKGROUND

Due to the recent death of the late King Ludwig, after eating an apple pie, his remaining son and heir, Prince Charmless, had inherited the Pantomimia throne. Having no heir of his own, Charmless was worried that if anything happened to him his stepmother, Queen Honoria, might inveigle her way into being ruler of Pantomimia. He therefore proclaimed that he would marry at once, and that there would be five glamorous balls on successive nights where he would look for a bride. Tonight was the final ball.



CRIME BUILD-UP

The ball seemed to be progressing normally until 10.00pm when adventurer of the seas Captain James T Hook arrived unexpectedly and demanded an immediate audience with Prince Charmless and the Prime Minister of Pantomimia, Dick Whittington. Charmless returned to the ballroom at 11.00pm and appeared to be a little distraught. He spent most of the next half hour dancing with Cinderella.

At 11.30pm, amid some ceremony, he made two announcements. The first was that Queen Honoria, due to her grief over the death of King Ludwig, would soon be retiring from court to a residence in the country. The second announcement was that he was sending adventurer Jack the Giant Killer on a royal commission, to seek out and kill Cormoran, King of the Giants. Jack was to leave on his quest within twenty four hours.



At 11.45pm Charmless, accompanied by Cinderella and his newly appointed valet, Simple Simon, left the ballroom. The three went together to the staircase that leads up the tallest tower of Pantomimia Castle. Charmless told Simon to stay at the foot of the staircase “and make sure that we are not disturbed”. He then went up the tower staircase with Cinderella. Cinderella has refused to state what happened in the tower.

A short while later Simon heard an anguished scream for help from the tower. Running up the steps, he was just in time to hear the tower door being locked from the inside. Within minutes sounds of a fierce sword fight began to come through the door. The fight finished abruptly with a cry of pain.

By this time Simon had been joined by Captain James T Hook. Together the two of them tried to break down the door, but it was not until Prime Minister Dick Whittington assisted them that they were able to access the tower room.

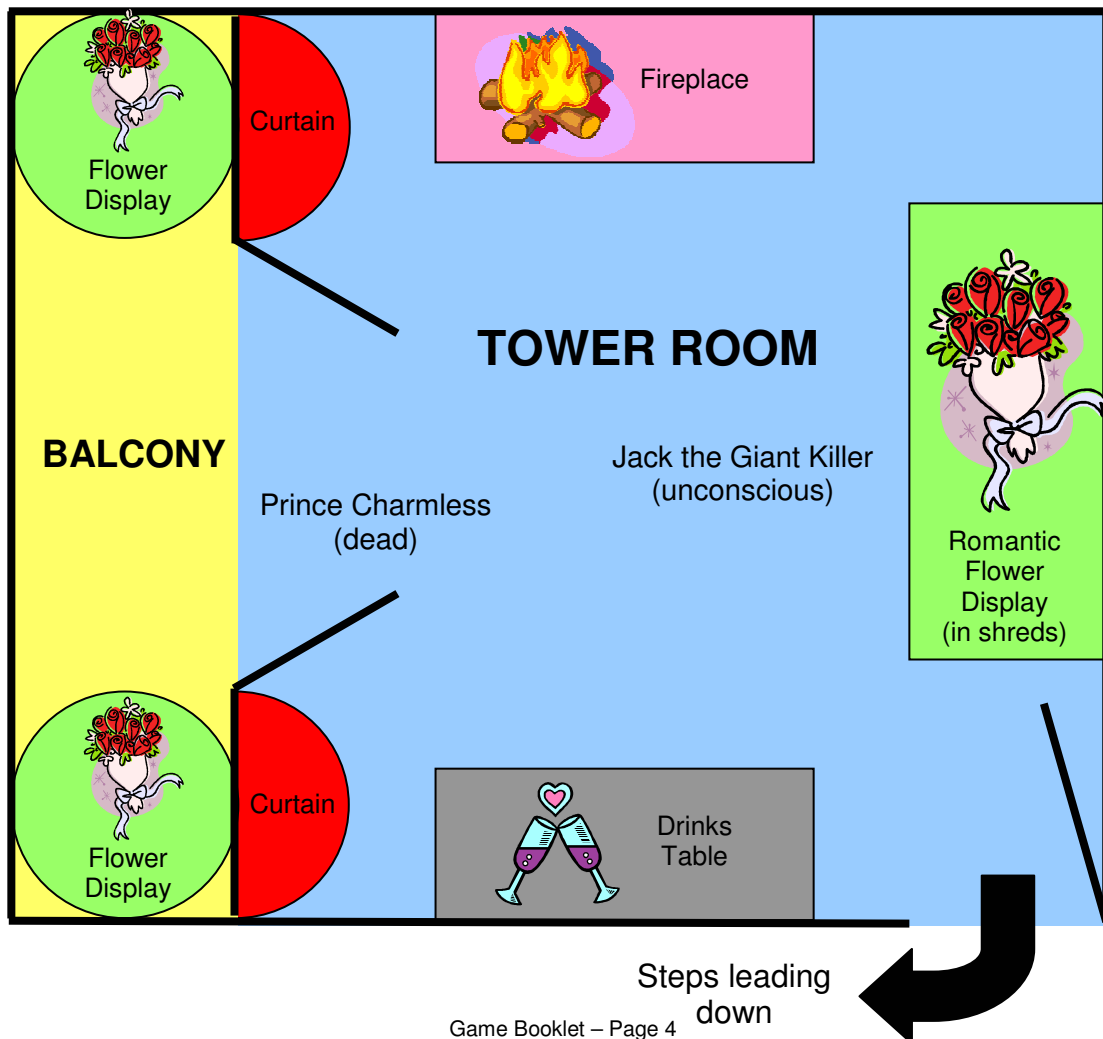




CRIME SCENE

Behind the locked door they found Jack The Giant Killer, lying unconscious, with his bloody sword drawn. He had a sword wound to his shoulder and a growing bump on his head. Prince Charmless was also lying senseless upon the floor. It was not immediately apparent of the seriousness of the injuries to Prince Charmless. This is because the tower room was merely lit by candles and the bloodstains from the Prince's wounds were practically invisible against his scarlet regimental jacket. Only a close examination revealed that he was dead, killed by a sword wound to the heart. The Prince's sword was lying beside him, also blood stained. There was no sign of Cinderella. The tower room is only accessible via the staircase.

Jack, who is suffering from concussion, cannot remember anything about how he came to be in the tower. Cinderella has elected not to say how she left it. First appearances would seem to suggest that Prince Charmless met his death while fighting Jack the Giant Killer. Flowers from several of the floral arrangements had been decapitated from their stems, and this would seem to support it. But Prince Charmless's godmother, Fairy Nuff, who flew into the palace shortly after the body was discovered, believes there is more to the Prince's death than meets the eye. She has decided to hold her own investigation and her magical psychic powers have warned her that one of nine suspects is responsible.



CHARACTERS

The final page of each invitation will inform the recipient of the character that you would like them to play, along with a detailed description of that character's background. So you know the kind of roles that you will have to assign to your guests, copies of those backgrounds are reproduced here. Although no one will play the part of the victim, Prince Charmless, I have also included his background for completeness.

PRINCE CHARMLESS

The Victim

Spotty and tow-haired, Prince Charmless was not your typical fairy tale prince. He inherited the throne upon the recent death of his father, the late King Ludwig. Anxious to provide an heir as soon as possible, he had arranged a succession of five nightly balls, where he hoped to find a bride. But his heart was captured at the very first ball by the beautiful Cinderella, and had he lived there is no doubt that she would have become his queen. Even though prime minister Dick Whittington was trying to persuade him that the Princess Snow White of Dwarfonia would be a much more politically advantageous match. The prince could be petulant and jealous of those more attractive than himself. He did not get on with his stepmother, Queen Honoria.

QUEEN HONORIA,

Wife to the Late King Ludwig

A devastatingly beautiful lady, you mysteriously arrived in Pantomimia claiming to be a distant cousin of the prime minister, Dick Whittington. He did not seem too happy to acknowledge the relationship. Introduced by Dick to the late King Ludwig, your extreme beauty enchanted the king and you became his wife. To your sorrow a short while after marrying him, he died.

At the ball tonight Prince Charmless announced that, overcome by grief at the loss of your husband, you would soon be retiring from court to the country.

Until tonight's ball you had been using the tower room to store some of your personal possessions.

CINDERELLA

A Beautiful Young Girl

You are a beautiful eighteen year old girl. When your father died, you were left under the guardianship of your two ugly stepsisters, Semolina & Tapioca. Semolina has recently married and moved away.

Your stepsisters treat you very badly and it was only begrudgingly that Tapioca allowed you to come to the balls. She has been acting as your chaperon. At the first ball Prince Charmless fell hopelessly in love with you and vowed that he would do whatever it took to marry you. He was so smitten with you that he even forgave you leaving the balls by midnight.

DAME TROT

A Palace Cook

You are a large, flatfooted, well busted lady of mature years, who often frequents Widow Twankee's Chinese Beauty Parlour. Somewhat clumsy, you have worked all your life at the palace, and are currently writing your memoirs about life in royal service. You are now employed as a cook but when Prince Charmless was born you were his nurse. You are therefore very shocked by his death.

You have one son, Simple Simon, who until recently was also employed in the castle kitchen. It is your great sadness that he was born out of wedlock. You also have a nephew, Jack, who you have raised from a baby. He is the son of your late sister, Betty Swallocks, who died in childbirth. You have tried to do your best by Jack, but he has grown up to be an adventurous lad, always gallivanting around the globe looking for giants to kill!

SIMPLE SIMON

The Prince's Newly Appointed Valet

You are Simple Simon, the son of Dame Trot. Along with your cousin Jack, she brought you up single-handed. You have no idea who your father is but, being a very simple minded lad, this does not particularly worry you.

Until recently you were employed in the palace kitchens as Chief Potato Peeler. However after the second ball Prince Charmless took a great shine to you. He has made you a duke and has promoted you to the position of his personal valet! It is a great career move and your mother is very proud of you.

Under Prince Charmless's orders, you prepared the beautiful flower arrangements that were found in the tower.

TAPIOCA

An Ugly Sister

You are Tapioca, a large young lady who is "attractiveness challenged"! Ok, OK, let's put it bluntly. You are so ugly, men have been known to faint when coming face to face with you unexpectedly! You have an identical twin sister, Semolina, who amazingly has recently found a husband. This occurrence has given you hope. Your greatest wish is that one day you too will have a grand white wedding!

You have a young stepsister called Cinderella. You and Semolina are her guardians. You do not treat her very nicely, making her slave away in the kitchen and sleep among the cinders.

You have a very outrageous fashion sense and dress to impress the opposite sex. The more frills and flounces the better! You also frequent Widow Twankee's Chinese Beauty Parlour. You often meet Dame Trot there and, while having a Foo Yung facial, the pair of you discuss how shallow men are!

SNOW “NOT SO” WHITE

A Tom-Boy Princess

You are Snow White, a princess from the kingdom of Dwarfonia. Dwarfonia is a very forward looking country where women are considered equal with men. It is one of the few countries to have a female prime minister. Unfortunately the economy, after many years of prosperity, has recently taken a drastic turn for the worse. For many years relations between Dwarfonia and Pantomimia have been strained, and the threat of war is never far away.

You spent some time as a teenager living out in the wilds with some dwarf miners. This has resulted in you being an impulsive adventurous tomboy. Your arrival in Pantomimia was completely unexpected. With a party of trusted attendants you simply hijacked a ship in Dwarfonia harbour and set sail!

JACK THE GIANT KILLER

A Handsome, Adventuring Giant Killer

You are a handsome, gallant, laughing young lad who has made a name for himself in Pantomimia by killing giants. Your methods have included digging huge pits for them to fall into, making them slit their own stomachs after eating porridge and making them fall down beanstalks. You actually have some magic beans which can be used to create a tall beanstalk at will. You keep them in a pouch hung on a leather string around your neck. At the ball tonight Prince Charmless unexpectedly announced that he was sending you on a quest to kill Cormoran, King of the Giants!

Your start in life was tragic. Your mother, sister of Dame Trot, died shortly after giving birth to you. You have therefore been brought up by your aunt Trot, alongside her own son, Simon.

You are suffering from concussion after a blow to the head that you must have received in the tower. The last thing you can remember is leaving the ballroom to take the air in the palace gardens. After that everything is a blank!

CAPTAIN JAMES T HOOK

An Adventurer of the High Seas. Captain of “The Enterprise”

You are Captain James T Hook, captain of the trading ship “Enterprise”. You have just returned from a year long trading voyage. Your ship was kitted up by the wealthy merchants of Pantomimia and they are hoping to make a lot of money from the exotic goods and produce you have bought while overseas. Prince Charmless was one of your backers.

At 10.00pm you unexpectedly turned up at the ball and demanded to see Prince Charmless and prime minister Dick Whittington. When your business with them was concluded you amused yourself about the palace. You are a bit of a chauvinist and believe that a woman’s place is in the home.

A crocodile once bit off your left hand and now you have a hook there instead.

DICK WHITTINGTON

Prime Minister of Pantomimia

An ambitious politician and former Lord Mayor of Pantomimia, you are now the country’s prime minister. Pantomimia is going through a tough time, with high unemployment and high taxes. The measures you have put in place to tackle these problems are hitting the population hard and you are not popular with the electorate.

You are particularly concerned about Pantomimia’s uneasy relations with Dwarfonia. You were urging Prince Charmless to consider making a political alliance by marrying the Princess Snow White of Dwarfonia. Charmless, who was head over heels in love with the beautiful Cinderella, did not like this. In fact he was not smitten with your policies in general.

Queen Honoria is a distant cousin of yours. You introduced her to the late King Ludwig and you were astonished when they married.

FAIRY NUFF

Godmother to Prince Charmless

You are Fairy Nuff, a graduate of the Fairy Godmother's school of good witchcraft. You were not a good scholar and only just managed to scrape through your exams!

You like to fly around the world waving your magic wand to benefit well deserving souls. As Prince Charmless's Fairy Godmother, you decided it was your duty to attend the final one of his bride finding balls.

You arrived at the ball shortly after your godson's body was discovered. Taking control, your magical intuition tells you that one of nine suspects is guilty. You are determined to discover who it is.

THE INVESTIGATION PANEL

You are a member of the royal court of Pantomimia. Although not a suspect in this murder, you did attend the five royal balls. Because of the knowledge you have about the court, Fairy Nuff has requested your assistance in solving the crime.

You will be questioning the nine suspects, trying to discover their secret histories and discover what relationships they had with the murdered prince. You will also discover clue objects, which could help to throw light on the crime. And you may be selected to be "the voice of the magic mirror", which will be giving clues throughout the game.

You may also be required to take on the role of a "mystery witness". These characters pop up throughout the game and offer unexpected and dramatic evidence to the enquiry, usually to the discomfort of the suspects!.

MYSTERY WITNESSES

Mystery Witnesses are characters who pop up for one round only. Played by members of the Investigation Panel, they usually offer unexpected (and often unwelcome) evidence! The mystery witnesses in this game are:

The Solicitor General of Pantomimia – a high ranking court official

Semolina – Tapioca's equally ugly twin sister

Widow Twankee – Owner of "Widow Twankee's Chinese Beauty Parlour"

Please note that being a cross between a murder mystery and a pantomime, there is great scope for cross-dressing in this game. For greatest comic effect, Dame Trot and Tapioca can be played by men. Similarly Jack the Giant Killer and Simple Simon can easily be played by women.

STAGES OF GAME

- Opening Speech
- Introductions
- Round 1 Preparations, Investigation & Summary
- Round 2 Preparations, Investigation & Summary
- Incident Re-enactment – “At Widow Twankee’s Chinese Beauty Parlour”
- Round 3 Preparations, Investigation & Summary
- Incident Re-enactment – “In the Palace Kitchens”
- Round 4 Preparations, Investigation & Summary
- Protestations of Innocence
- Accusations
- Denouement
- Confession

The game should take approximately 2 1/2 to 3 1/2 hours to play.

PURCHASE INFORMATION

All merrymurder games can be purchased online with a credit card. Alternatively you can place your order online and then post a cheque.

DELIVERY INFORMATION

I aim to upload your game files to the merrymurder website and email you the link so that you can download them within 48 hours of receiving your order. Usually it is within 24 hours.

ALSO AVAILABLE FROM WWW.MERRYMURDER.COM

<p>CARDS ON THE TABLE 4-5 players Slaughtering spades, homicidal hearts, death dealing diamonds and killer clubs.</p>	<p>THE PUNGENT PUMPKIN POISONER 8-10 players An impromptu murder mystery. DOWNLOADABLE FREE</p>
<p>THE MURDER OF MRS WHYTE 8-13 players A horticultural murder mystery, inspired by a famous board game.</p>	<p>NATURAL PORN KILLERS 9-12 players A murder mystery set in the world of blue movies - Adults only.</p>
<p>TEN LITTLE VAMPIRES 10 players Ten little vampires going out to dine, one choked his little self and then there were nine</p>	<p>RANDY BUTT – RIP 10-13 players A fantastic gay murder mystery – Lechery, lust, and copping off – Adults only.</p>
<p>AN EASTER EXTRAVAGANZA 11-15 players An egg inspired murder. Who cracked open Sergei Shell's head at his Easter Fair?</p>	<p>DEATH BY DEPRECIATION 11-16 players An accountancy murder. Fatal finance, crooked accountants & murderous money.</p>
<p>SING A LONG A SOUND OF MURDER 11-17 players A murder mystery crossed with a musical. Who killed Herr Zealot, head of the Nazis?</p>	<p>THE WOMAN IN THE IRON MASK 12-16 players A French Revolution mystery. Louis XV's mistresses & musketeers solve a beheading.</p>
<p>THE WAKE FOR HUMPTY DUMPTY 12-16 players Did Humpty fall? Or was he pushed? No one in Nursery Rhyme Town is shedding tears.</p>	<p>THE MERRYMURDER PANTOCRIME 12-18 players A murder mystery crossed with a pantomime. Good magic, bad jokes and ugly sisters.</p>
<p>THE CUTTING IT KILLER 13-16 players Sexing up the salon. Hollywood hair styles. Drugs with the dyes. And much, much more!</p>	<p>SLAUGHTER AT THE CIRCUS 13-18 players A tale of sabotage, diamonds, insatiable passion, lions, red noses, tarot and carcasses.</p>
<p>MURDER AT THE NORTH POLE 14-18 players Father Christmas? Mrs Christmas? Rudolph? One North Pole resident is a heartless killer...</p>	<p>ORGY OF DEATH 16-20 players A Roman murder mystery – Has a sex game gone wrong or is it murder. Adults only.</p>

www.merrymurder.com

The other merrymurder games