



SLAUGHTER AT THE CIRCUS

INSTRUCTIONS FILE

INSTRUCTIONS

Thank you for purchasing the merrymurder game “Slaughter at the Circus”. Please follow these instructions to prepare and run the game.

You will by now have downloaded a zipped folder and found that it contains the following:

- This Instructions PDF
- An Invitations folder containing:
 - 1 Invitation PDF
 - 14 “You are invited to play” PDFs
- A Character Booklets folder containing:
 - 11 Character Booklet PDFs
- A Clues Questions Plus PDF

On the following pages are the instructions for what to do with these items.

INVITATIONS

The **Invitation PDF** is made up of five pages. The first page has provision for entering the time, date and location of your party. The second page tells of the background to the crime. The third page shows a timetable of the previous evening's performance. The fourth page shows a map of the circus camp. The fifth page has details of all the other merrymurder games and books.

The **14 "You are invited to play" PDFs** tell your guests what role you would like them to play in this game. 11 of the PDFs are for named characters. These are:

- Sam Slaughter
- Lulubelle
- Herman
- Coco the Clown
- Ermintrude
- Ma Potter
- Stud Strong
- Gigi Giddiup
- Jade Edge
- The Great Leonardo
- Madam Titian

The "Investigation Panel" PDF invites the recipient to be a member of the Investigation Panel. This panel is made up of other members of Slaughter's Circus.

There are also two invitations called "Acrobat Investigator" and "Clown Investigator". If you have a lot of investigators on your panel, you might like to use these invitations to split the panel into two teams (one of acrobats, one of clowns). This adds a bit of friendly competitive rivalry to the investigation panel.

Allocate the characters

Read through the eleven named character "You are Invited to Play" PDFs. They will give you further details about each character. Using your knowledge of your party invitees, you should select which guests you would like to play each of these eleven roles. Your other guests will become members of the Investigation Panel.

NOTE – As host you should take the role of Sam Slaughter. This is because Sam is in charge of procedures.

The Investigation Panel

The Investigation Panel is made up other circus employees. In each round of the game they will be receiving a set of Investigator Questions which they will

be asking. They will be asking 41 questions in all. The panel should ideally be made up of between 2 and 7 people. However it can be made up of more. It just means that each investigator will have fewer questions to ask. However, whatever the size of the panel, all guests can enjoy trying to solve the crime.

A bonus of allowing the Investigation Panel to be a flexible number is that, if one of your suspect guests has to cancel at the last moment, a member of the panel can step in and take over that suspect's role.

Send the Invitations

Once you have decided which roles everyone is going to play, you will need to send them an Invitation and the appropriate "You are Invited to Play" sheet. You can do this either by:

- Sending them a printed physical copy
- Emailing them the information

If you send your guests printed physical copies, then you can write in the time, date and location of the party on the first page of the printed invitation.

If you email your guests the files as attachments, then you will need to tell them the time, date and location of the party in the actual email itself. This is because the PDF file is not editable.

I would also recommend printing off an extra invitation to have at the party itself. That way anyone who wants to refresh their memory about the crime details can do so.

CHARACTER BOOKLET FILES

There are 11 Character Booklet PDFs. Each needs to be printed off and the Character Booklet assembled.

Although the game uses colour coding, you can print the files in black and white if you wish. You will still be able to use the colour coding. A glance at one of the character booklets will reveal why.

When you print off one of the PDF files, you will find that each piece of paper that comes out of your printer has two character booklet pages printed on it as shown below:



Cover/Back Page



Normal Pages

To assemble each booklet:

1. Fold all the pages in half to make a double sided page.
2. Stack the normal pages so that page 1 is on top, then page 3 beneath it, then page 5 beneath that and so on. This will cause the folded sides to be on the right and the open ended sides to be on the left.
3. Take the front cover/back cover page and wrap it around the normal pages so that the open ended sides of the normal pages rest against the folded crease of the cover/back page.
4. Put a couple of staples through the top and bottom of the left side of the cover page, trapping the open ended sides of the normal pages and thereby making a booklet.

Having assembled the booklets, you should put them aside until the day of the party.

CLUES QUESTIONS PLUS FILE

What the file contains.

The file is made up of five parts:

- | | |
|-------------------------------|--|
| 1) Investigator Questions | Which will be used by the Investigation Panel to challenge the suspects. |
| 2) Clue Objects | Which will be discovered during the investigation of the crime |
| 3) Mystery Witness Statements | Which will be voiced by members of the Investigation Panel at various points during the game. |
| 4) Confession | Which will be read by the murderer at the end of the game. |
| 5) Round Flowcharts | Which pictorially illustrate the question, answer and action flows that will take place during the game. |

Print off the file

Again, you can do this in black and white if you wish.

Investigator Questions

If you follow the cut and fold instructions on the Investigator Questions, you will end up with 41 double sided questions. You should put a staple through each question to stop it from unfolding. You should find that you have:

- 19 Round 1 Questions
- 13 Round 2 Questions
- 9 Round 3 Questions

Stack the three sets of questions in numerical order and use three paperclips to hold each stack together tidily.

Clues

There are eight clues.

Each clue should be folded in half to make a double sided sheet, then stapled to stop it from unfolding.

Mystery Witness Statements

Like the clues, these should be folded in half and stapled

Confession

Like the clues, this should be folded in half and stapled. You may like to seal it in an envelope for additional security.

Round Flowcharts

The final section of the file contains three flowcharts which illustrate the flow of action which should take place during each round of the game. They will be invaluable on the night of the party as, if someone misses their cue, a quick glance at the flowchart will show you whose turn it is to speak. Having them to hand gives you that extra bit of confidence that the game will flow smoothly.

You should take some time to familiarise yourself with the flowcharts and how they work as they will make a big difference to the smooth running of your game.

Fold the sheets in half to give you a double sided sheet, then staple them.

Everything has now been prepared and the game is ready to take place. When you wish to set the game in motion, Sam Slaughter should turn to the second page of his/her booklet and read it aloud. This page is entitled "Beginning the game".

If you want to see in advance how the game works, you can read up to, and including, page 7 of Sam Slaughter's booklet. This will not harm your enjoyment of the game.

An explanation of the colour coding.

By now you will have seen that all the Investigator Questions have coloured borders. As do the responses in the Character Booklets. And the items on the flowcharts.

At the beginning of Round 1 Sam Slaughter announces “So, Investigators, which of you has the red bordered round 1 opening question?”

This alerts everyone who has a red bordered item that shortly they will be performing it. So they can all listen alertly for their cues. Those people without a red bordered item can take it easy, and listen to the game without worrying about missing a cue.

The red bordered items will now take place. In round 1 these will be:

Investigator Question 1. Jade’s response. Herman’s response. Investigator Question 2. Lulubelle’s response. Herman’s response. And so on.

Eventually you will get to Investigator Question 4. This has both a red and blue border, because it is the end of the red items and the start of the blue items. Before the Investigator asks the question, he/she will announce that this is the start of the blue bordered items. Now everyone with a blue bordered item knows to start listening for their cues. Eventually it will be announced that the green bordered items are starting. And so on.

This helps to ensure that everyone is listening for their cues at the right time. And the host can ensure that everything is happening correctly by keeping an eye on the game flowcharts.