

Deadly Dinner

In a small village, somewhere outside the busy city streets, a family of four lived a peaceful life.

The husband, Max, owner of the villa they lived in, had a wife named Mira and two adorable little children whom he loved unconditionally.

Max was a rich business man and an owner of a fabrics manufacturing factory, and due to the nature of his job, he had many acquaintance whom he regularly invited to dinner parties at his villa.

One night, Max hosted dinner for two fabric dealers at his place, James and Watson.

The arrival of the dinner guests was at 8 in the evening, but at around 9 and a half, the police department received a mysterious emergency call which went as follows:

- **Dispatcher:** 911. What's your emergency?
 - o **Caller:** Hello, yes, I'm Jeffry Packard. We've heard loud noises and screams coming from our neighboring villa, and I believe it might be something serious.
- We need you to remain calm and stay inside until we arrive. The system shows us that you're located at 103, Northern Heights, Vine Boulevard. Is this address your current and correct address?
 - o That is indeed correct. I implore you to make haste. It's worrying to hear such loud racket past afternoon hours.
- A police car will be dispatched to your whereabouts immediately.

The police arrived shortly and a dead body was discovered on the doorsteps of Max's villa.

It was Max.

The Objective of the game is to logically declare a killer between the people who were present at the premises at the time of murder: James, Watson and Mira.

As you take the role of the police officer, you will "Investigate" and "Find Clues" that will aid in accomplishing your goal.

Investigation Gameplay Example:

As you begin, you are presented with two choices: **INVESTIGATE** or **FIND A CLUE**.

If you chose to **INVESTIGATE**, then you are answered with the following from each of the suspects:

- **Mira:** I was unconscious out of my shock and wasn't able to see anything! I can't believe Max is dead, I loved him.
- **James:** It was a lovely dinner and I craved a cigarette afterwards, so I went out to the car to get my pack, and when I came back, I found out that a murder had happened.
- **Watson:** I saw it! I saw the whole thing happening! James got his gun and killed Max in cold blood.

You are then asked if you've figured out who the killer was, and prompted to answer **YES** or **NO**.

Choosing **YES** will require you to provide two **CLUES** as to why you chose the killer, so that the game would end.

Choosing **NO** will prompt you again with the two main choices: **INVESTIGATE** or **FIND A CLUE**.

To proceed, you have to choose **FIND A CLUE** or else the game would be over since you have no **CLUES**.

The **CLUE** you are presented with is: After further analysis of the deceased, you notice that Max has blood on his shirt of the type O+ whereas Max's blood type is A+.

You can then continue to search for further **CLUES** around the crime scene, or go back to **INVESTIGATE** the suspects whom you can question about blood types.

