# Murder Mystery Game Script

# Bomnal Cafe

**Title**

"Unraveling the Locked Room Mystery: A Game of Clues, Red Herrings, and Deception"

**Duration**

2-3 hours

**Storyline**

Background Setting:  
  
The story unfolds in the late 19th century, during the Joseon Dynasty, when Jeju Island was known as a place of exile and isolation. The island's unique cultural and historical context, influenced by the mythical status of Jeju women, the influence of animism, and the island's geographical features, provides a rich backdrop for the murder mystery.  
  
Crime Scene Setting:  
  
The crime scene is set in the Seongeomdang Palace, a historical residence on Jeju Island that was once the seat of power for the local governors. The palace, with its intricate architecture and lush gardens, is a symbol of the island's rich history and the power dynamics at play.  
  
Course of the Case:  
  
The story revolves around four key characters:  
  
1. Yoon, a skilled detective from the mainland, who is called to Jeju Island to investigate the mysterious death of the island's governor.  
2. Hae-won, the governor's wife, a powerful and enigmatic figure who is rumored to possess healing powers, drawing from the mythical status of Jeju women.  
3. In-ho, the governor's advisor, who is both a confidant and a rival to Hae-won, and is deeply involved in the island's political intrigues.  
4. Seong-hee, a young and ambitious artist from the mainland, who has been commissioned to paint a portrait of Hae-won, and becomes entangled in the mystery.  
  
Key Event Descriptions:  
  
1. The Mysterious Death: The governor is found dead in his study, with no apparent cause of death. Yoon arrives on the island to investigate, and soon discovers that the governor's death may not have been natural.  
2. The Healing Ceremony: Hae-won, in an attempt to protect her husband's legacy and maintain her own power, organizes a healing ceremony, drawing on the animistic beliefs of the island. Yoon, skeptical of the ceremony's authenticity, begins to suspect that Hae-won may be involved in the governor's death.  
3. The Political Intrigue: As Yoon delves deeper into the investigation, he uncovers a complex web of political intrigue involving In-ho, who is revealed to be plotting against Hae-won to seize control of the island.  
4. The Artist's Discovery: Seong-hee, while working on Hae-won's portrait, discovers a hidden message that leads her to believe that the governor's death was not an accident. She shares this information with Yoon, who realizes that the key to solving the mystery lies in the island's cultural and historical context.  
  
Throughout the story, the characters are influenced by the myths and legends of Jeju Island, as well as the island's unique geographical features. The setting plays a crucial role in shaping the characters' actions and motivations, creating a rich and atmospheric backdrop for the murder mystery.

**Characters**

Character Profiles:  
  
1. Yoon:  
 - Backstory: Yoon is a skilled detective from the mainland who has been called to Jeju Island to investigate the mysterious death of the island's governor. He is known for his sharp mind and ability to solve complex cases.  
 - Motivation: Yoon is driven by his desire to uncover the truth behind the governor's death and bring the perpetrator to justice.  
 - Secret: Yoon has a personal connection to Jeju Island, as his mother was born there, and he has always been fascinated by the island's myths and legends.  
 - Relationships: Yoon initially clashes with Hae-won, but they eventually develop a grudging respect for each other as they work together to solve the mystery.  
  
2. Hae-won:  
 - Backstory: Hae-won is the governor's wife, a powerful and enigmatic figure who is rumored to possess healing powers, drawing from the mythical status of Jeju women. She is deeply involved in the island's political intrigues.  
 - Motivation: Hae-won is determined to protect her husband's legacy and maintain her own power, even if it means concealing the truth about his death.  
 - Secret: Hae-won is hiding a dark secret from her past, which could jeopardize her position on the island if it were to be revealed.  
 - Relationships: Hae-won has a complex relationship with In-ho, who is both a confidant and a rival. She initially distrusts Yoon, but comes to see him as a potential ally in her struggle for power.  
  
3. In-ho:  
 - Backstory: In-ho is the governor's advisor, who is both a confidant and a rival to Hae-won. He is deeply involved in the island's political intrigues and is willing to do whatever it takes to seize control of the island.  
 - Motivation: In-ho is driven by his desire for power and wealth, and will stop at nothing to achieve his goals.  
 - Secret: In-ho is secretly plotting against Hae-won, and is willing to use any means necessary to take control of the island.  
 - Relationships: In-ho has a complicated relationship with Hae-won, who he both admires and resents. He initially tries to manipulate Yoon, but eventually comes to see him as a threat to his plans.  
  
4. Seong-hee:  
 - Backstory: Seong-hee is a young and ambitious artist from the mainland, who has been commissioned to paint a portrait of Hae-won. She is drawn to the island's myths and legends, and is eager to uncover the truth behind the governor's death.  
 - Motivation: Seong-hee is driven by her desire to create a masterpiece and to uncover the truth behind the governor's death.  
 - Secret: Seong-hee has a hidden talent for detecting lies, which she uses to help Yoon solve the mystery.  
 - Relationships: Seong-hee initially clashes with Hae-won, but eventually comes to see her as a mentor and role model. She also develops a romantic relationship with Yoon, which complicates their investigation.  
  
Each character has a unique personality and story, and their relationships with each other are complex and constantly evolving as they navigate the island's political intrigues and uncover the truth behind the governor's death.

**Events before the crime scene**

Seong-hee's 4-day event log.

**Clues**

Seong-hee's Event Log:  
  
Character 1:  
Key Clues:  
1. A hidden message in a secret compartment of a desk that reveals a crucial piece of information about the crime.  
2. A mysterious note found in a locked room, indicating a connection between the victim and another character.  
  
Misleading Clues:  
1. A red herring clue, a false alibi provided by a character to mislead the players.  
2. A fake evidence, such as a planted object, to create confusion and mislead the players.  
  
Character 2:  
Key Clues:  
1. A diary entry that reveals a motive for the crime, found in the victim's possession.  
2. A hidden camera footage that captures a key moment during the crime.  
  
Misleading Clues:  
1. A fake alibi, a fabricated story to mislead the players about a character's whereabouts during the crime.  
2. A planted evidence, such as a false document, to create confusion and mislead the players.  
  
Character 3:  
Key Clues:  
1. A hidden message in a book that reveals a crucial piece of information about the crime.  
2. A mysterious note found in a locked room, indicating a connection between the victim and another character.  
  
Misleading Clues:  
1. A red herring clue, a false alibi provided by a character to mislead the players.  
2. A fake evidence, such as a planted object, to create confusion and mislead the players.  
  
Character 4:  
Key Clues:  
1. A hidden message in a secret compartment of a desk that reveals a crucial piece of information about the crime.  
2. A mysterious note found in a locked room, indicating a connection between the victim and another character.  
  
Misleading Clues:  
1. A fake alibi, a fabricated story to mislead the players about a character's whereabouts during the crime.  
2. A planted evidence, such as a false document, to create confusion and mislead the players.

**Player Instructions**

1. Character 1:  
  
Round 1: Introduce yourself and share your background. Mention the secret compartment in the desk and the mysterious note found in the locked room.  
  
Round 2: Collect clues from the other players, but be cautious of misleading information. Share the key clues you have, but also mention the red herring clue and the fake evidence you know about.  
  
Round 3: Engage in open discussion, but be mindful of any misleading information being shared.  
  
Round 4: Collect more clues, but be on the lookout for any planted evidence or false alibis.  
  
Round 5: Vote based on the evidence you have gathered, but be aware that there may be misleading information.  
  
2. Character 2:  
  
Round 1: Introduce yourself and share your background. Mention the diary entry and the hidden camera footage.  
  
Round 2: Collect clues from the other players, but be cautious of misleading information. Share the key clues you have, but also mention the fake alibi and the planted evidence you know about.  
  
Round 3: Engage in open discussion, but be mindful of any misleading information being shared.  
  
Round 4: Collect more clues, but be on the lookout for any planted evidence or false alibis.  
  
Round 5: Vote based on the evidence you have gathered, but be aware that there may be misleading information.  
  
3. Character 3:  
  
Round 1: Introduce yourself and share your background. Mention the hidden message in the book and the mysterious note found in the locked room.  
  
Round 2: Collect clues from the other players, but be cautious of misleading information. Share the key clues you have, but also mention the red herring clue and the fake evidence you know about.  
  
Round 3: Engage in open discussion, but be mindful of any misleading information being shared.  
  
Round 4: Collect more clues, but be on the lookout for any planted evidence or false alibis.  
  
Round 5: Vote based on the evidence you have gathered, but be aware that there may be misleading information.  
  
4. Character 4:  
  
Round 1: Introduce yourself and share your background. Mention the hidden message in the secret compartment and the mysterious note found in the locked room.  
  
Round 2: Collect clues from the other players, but be cautious of misleading information. Share the key clues you have, but also mention the fake alibi and the planted evidence you know about.  
  
Round 3: Engage in open discussion, but be mindful of any misleading information being shared.  
  
Round 4: Collect more clues, but be on the lookout for any planted evidence or false alibis.  
  
Round 5: Vote based on the evidence you have gathered, but be aware that there may be misleading information.