

SHERLOCK  INSPIRED

MURDER

AT

MOORBOURNE MANOR

HOST GUIDE

Follow Us

Tag Your Photos & Follow Us on
Social Media



Follow Us On
TIKTOK

[@mastersofmystery](#)



Follow Us On
INSTAGRAM

[@masters_ofmystery](#)



Follow Us On
FACEBOOK

[@mastersmystery](#)



Follow Us On
PINTEREST

[@mastersofmystery](#)

HOST GUIDE

This guide will help you get ready to host a murder mystery party!

Make sure it's a one-of-a-kind experience that your guests will be talking about for years to come.

READ THROUGH THE ENTIRE HOST GUIDE BEFORE YOU START.

IMPORTANT - GAME MATERIALS

The following details will allow you to access the materials needed for your murder mystery game. These will include Evidence, Detective Audio or Video Files along with the Invitations and Costume Suggestions.

To Access
Scan QR Code



SCAN ME

Or Visit

<https://masters-of-mystery.dash.app/portals/sherlock-murder-mystery-game>

CONTENTS

AT THE START OF

2

THE GAME

4

THE ROUNDS

6

PLAN FOR THE PARTY

7

GUEST LIST

10

**INVITE GUESTS & PREPARE
FOR THE PARTY**

11

PLAY THE HOST

14

**THE RANDOM DRAW, THE
ACCUSATION BALLOT &
AWARD THE PRIZES**

THE GAME

IMPORTANT NOTE:

For ease of reading, all the written materials use standard English.

Materials in Your Game Kit:



Host Guide



Invitations
(may be attached to an
e-mail or text)



Detective Script



Round 3: Motives
evidence (Lord
Moorbourne's last will
and testament)



Character Packs (8)



Round 4: The Method
evidence (a hand-drawn
sketch showing the
victim's injury locations)



Accusation Ballot (blank,
make a copy for each
player)

GAME OVERVIEW

- Murder at Moorbourne Manor is a murder mystery game that allows for between 4 and 20 players.
- Each player uses a Character Pack, much of which is written in dialogue format in the voice of their character. Players are encouraged to get into character and read their lines verbatim.
- If players find themselves in hot water and need to deviate from their lines, we firmly encourage the use of imagination. On one condition! The innocent must not lie- everything your guests need to know about their character is contained within their Character Pack. The murderer can lie until their little heart is content – let's face it, telling the truth isn't befitting of a murdering scoundrel, is it?
- The host controls the game using this Host Guide, and by either reading the Detective Script aloud or by playing a pre-recorded Detective Script.
- This random murderer version of Murder at Moorbourne Manor allows for any of the players to be the murderer. The murderer will be determined by a random draw. Players are required to keep their innocent or guilty status to themselves until the end of the game. (More on the random draw can be found on Page 3 Plan for the Party and Page 9 The Random Draw).
- Near the end of the game, each player is required to submit an Accusation Ballot indicating who they believe the murderer is and why they believe so.
- A time range is suggested for each round and should be viewed as a sliding scale depending on the number of players. The time ranges are suggestions only and do not need to be strictly enforced.
- The game can be played in person or via an online chat platform.

THE ROUNDS

The object of the game is to help a detective solve a murder, but each player only gets one guess! The game can be played by between 4 and 20 players.

Allow approximately 3 – 3.5 hours for the game, plus time to eat.

Breaks for food/ drink are encouraged between rounds.

Suggested times are indicated beside each round, with smaller groups requiring less time, and larger groups more.

Round 1: Introductions (Approx. 20 - 25 mins.)

In this round, your guests are asked to read a biography about the character they will play. After this, they will be asked to introduce themselves using the short introduction that they have been given. The aim of this round is for each guest to introduce their character.

Round 2: Mingling & Rumours (Approx. 40 - 45 mins.)

In this round, your guests are given secrets about their character that they should keep to themselves, and also possible conversation starters to allow the guests to mingle and warm up before finding out if they are the murderer. Round 2 flows naturally into Round 2A:

Rumours, where your guests are encouraged to spread pre-written rumours about some of the other guests at the party. (The Rumours section is optional)

At the end of this round, you will organise a random draw to allocate your guests their innocent or guilty status. (See page 9 for more information on the random draw).

Round 3: Motive (Approx. 35 - 40 mins.)

In this round, the detective shares possible motives for the murder.

Your guests are given questions to ask one another, and an 'If You're Innocent' and 'If You're Guilty' section that they should use to answer any questions that they are asked.

THE ROUNDS (continued)

NOTE: ONLY THE PERSON WHO HAS BEEN DRAWN AS THE MURDERER WILL USE THE 'If You're Guilty' SECTION. EVERYONE ELSE MUST USE THE 'If You're Innocent' SECTION TO ANSWER THEIR QUESTIONS.

Round 4:

The Method

(Approx. 45 - 50 mins.)

In this round, the detective shares the method used to commit the murder.

Your guests are given questions to ask one another, and an 'If You're Innocent' and 'If You're Guilty' section that they should use to answer any questions that they are asked.

NOTE: ONLY THE PERSON WHO HAS BEEN DRAWN AS THE MURDERER WILL USE THE 'If You're Guilty' SECTION. EVERYONE ELSE MUST USE THE 'If You're Innocent' SECTION TO ANSWER THEIR QUESTIONS.

At the end of round 4, you will instruct your guests on how to submit a ballot indicating who they think the murderer is. The game should resume when all ballots are cast.

The Solution

(Approx. 40 - 50 mins.)

In this round, the Detective Script sets it up so that the host can randomly select players to read aloud their alibi, if they're innocent, or confession if they're guilty.

As the host, you will ask the murderer to speak last, thus ending the game.

PLAN FOR THE PARTY

Select A Place

Choose a location that allows players to move around and talk while they eat and drink the food you choose to provide.

Buy or Borrow Materials for the Game

You will need:

- Optional: Nametags
- Optional: Prizes
- Optional: Equipment to play pre-recorded Detective Script.

Choose Your Guests

- Look at the list of characters. Give roles to people who can best play the parts.
- Some characters are gender specific but can be played by any gender.
- You will require between 4 and 20 players to successfully play this game.
- Characters don't have to be assigned in any order; all characters are designed to interact with any other character.

This game is designed around a randomly selected murderer. You can play over and over again, perhaps with a different murderer selected from the 20 characters and have a satisfying conclusion.

To make this work, you need to do a few things before the party:

- After all players have confirmed, assign each one (including yourself) a letter of the alphabet and ask them to keep it secret. (If you don't want to know who the murderer is, ask an assistant to assign and advise the players of their letter).

Prepare slips of paper, each labelled with a letter that has been assigned to a confirmed player.

Place the slips in a container like a hat or bowl. NOTE: Only the host needs to access this bowl during the party.

At the start of the party, tell the players that the identity of the murderer will be determined at the end of the second round.

After the second round is done, randomly draw one slip of paper and advise the players that the letter you have drawn is the murderer. The murderer from then on is required to use the "If You're Guilty" answers in their Character Packs. Everyone else must use their "If You're Innocent" answers.

IMPORTANT: Keep the slips of paper handy for determining the order of the final statements.

GUEST LIST

Please note you will only receive the full 20 character packs if you have purchased the 20 player game. If you have purchased the 4 - 8 player game you will receive the first 8 characters, and first 14 characters if you have purchased the 4 - 14 player game. To access more characters please purchase the expansion pack.

Name & Brief Description	Physical Characteristics	Clothing
Detective Leslie Hughes Age: 52 Retired London detective.	Grey shoulder length hair and full beard. Tall and slim, he bends over whilst he walks but stands straight when he talks.	Smart suit with common, distressed brown leather boots. Carries a shiny black cane but never uses it to aid walking. Monocle which hangs from a gold chain around his neck.
Neville Moorbourne Age: 44 Lord Moorbourne's firstborn.	Handlebar moustache and combed-back grey hair. Belly starting to appear and strain his waistcoat.	White shirt with a crimson cravat. Black waistcoat, long tailed jacket, and pinstriped trousers. Black leather shoes. Pipe smoker (expensive pipe).
Sam Moorbournes Age: 43 Lord Moorbourne's second child.	Side swept, thin, shoulder-length hair. Small. Wheelchair user.	White shirt (loosened at the collar). Black pinstriped trousers with sable tipped boots. Cloak that covers shoulders and falls over the top of wheelchair wheels, almost reaching the ground.
Ada Moorbourne Age: 42 Lord Moorbourne's youngest child.	Elaborate updo hairstyle finished with ornate clasp in the shape of a butterfly. Slim but clumsy.	Blue Victorian dress over hoop skirt. Black boots and black gloves. Early user of the cigarette holder.
Douglas Harris Age: 69 Brother-in-law, married to Emma.	Large barrel chest. Short. Imperial moustache. Left-handed, often seen with ink on his hand.	Pinstriped trousers and waistcoat with a gold chain. No jacket. Tiny feet. Platforms in his black shoes to make him appear taller. Smokes cigars.
Sidney Harris Age: 35 Lord Moorbourne's nephew.	No facial hair. Tall (takes his height from his mother). Handsome but vain. Doesn't drink alcohol.	Black trousers, waistcoat, and jacket with a blood red shirt. Black shoes. Carries a pipe – doesn't smoke it.

Name & Brief Description	Physical Characteristics	Clothing
Jane Harris Age: 34 Sidney's wife.	Braided bun hairstyle. Attractive but tries to hide it.	Tight fitting heavy Victorian dress buttoned up to the throat. Wool capelet. Emerald green handbag.
Violet Smith Age: 22 Emma's maid.	Long brown hair tied up under bonnet. No make-up. Naturally beautiful. Easily led by Sidney.	Black dress with white, frilled apron and white bonnet. Grey flat shoes.
Fergus McIntyre Age: 48 Son of Victor's former business partner.	Bald with a full red beard. The tallest of the group. Physically strong. Weakness for over-indulging in alcohol.	White shirt with sleeves rolled to reveal a faded anchor tattoo on each forearm. Sturdy brown leather boots and heavy brown trousers. Flat cap. Smokes cheap tobacco with a common pipe.
Walter 'Wally' Ward Age: 37 Lord Moorbourne's former gardener.	Slim and weathered. Muscular forearms. Permanent furrowed brow. Chiselled jaw. Tip of his left index finger is missing. Dirty fingernails.	Loose fitting dark grey trousers and black scuffed boots. Woollen waistcoat over a pale blue shirt (rolled up to the elbows). Nave blue neckerchief. Flat cap.
Raymond Hamilton Age: 41 Harris Shipping Company foreman.	Tall with broad shoulders. Bushy moustache and sideburns. Walks with a limp.	Cheap brown suit and bowler hat. Smart but tired shoes. Gold pinkie ring and pocket watch.
Charley Turner Age: 20 Harris Shipping Company worker.	Always grinning, front teeth missing. Small and agile. Hands that look too big for him.	Brown trousers and jacket. Dirty white shirt (unbuttoned at the collar). No hat. Flat brown shoes with soles ready to detach.
Emma Harris Age: 64 Lord Moorbourne's sister – married to Douglas Harris.	Barley curls hairstyle. Needs glasses but doesn't wear them in public. Taller than her husband. Bites her nails.	Tight fitting black Victorian dress finishing at her chest to reveal ornate necklace. Usually holding a glass of wine. Chipped nail varnish.

Name & Brief Description	Physical Characteristics	Clothing
Tillie Allen Age: 32 Jane Harris' dearest friend.	Crimped updo hairstyle with added flowers. Shapely.	Navy blue dress. Exposed upper chest. Reading glasses that hang from a chain around her neck. Ankle boots.
Madame Black Age: Unknown Lord Moorbourne's fortune teller.	Short and hunchbacked. Young ageless skin. Sparse grey hair. Penetrating hazel eyes.	Covered in dark, heavy fabrics from shoulder to toe. Her elongated hands are the only flesh exposed besides her head. Walks with a wooden shepherd's crook.
Agatha Green Age: 63 Daisy Green's sister.	Short white hair under bonnet. Stern exterior but with a heart of gold. Calloused hands.	Light blue dress with flat white apron and white bonnet. Round spectacles. Black shoes.
Harry Green Age: 63 Daisy Green's brother.	Bald crown with white tufts of hair at the sides and back. Dainty hands. Blends in wherever he is. Softly spoken. Rarely blinks.	Butler's suit and polished black shoes.
Otto Rowe Age: 60 Boss of Agatha and Harry Green.	Short in stature but has a commanding presence. The hard, strong hands of a person who worked their way to the top. Lives below his means.	Clay pipe (unusual for a rich tobacco merchant). Wool suit and waistcoat, smart shoes. Bowler hat.
Ricky Morgan Age: 18 Infamous teen poacher.	Tall and lean. Shaggy hair. Big brown eyes and a smile that has earned him forgiveness in court.	Black trousers and off-white shirt – both two sizes too big. Brown leather boots- filthy but brand new.
Clarabelle Cook Age: 17 Ricky Morgan's girlfriend.	Long blond hair tied to one side. Delicate ankles and wrists. Heterochromia; one green eye, one blue.	Light blue cotton dress. Slippers (muddy from her adventures with Ricky).
Beryl Price Age: 39 Sam Moorbourne's carer.	Short brown hair. Thick arms and legs. Questioning face. Rarely smiles.	Grey smock and black boots. Grey bonnet. Brown handbag filled with medical instruments and supplies.

INVITE GUESTS

Send Invitations & Build Excitement

- Add the date, time, location, and response information to the invitation. Include the character assignments and costume suggestions.
 - Send out the invitations - attach the invitations to an e-mail or text message.
 - Optional: Tell guests that there will be prizes, but do not describe them in detail.
 - You may also want to post the character assignments on your social media.
 - Another thing to post on social media are links to Victorian era costumes and pastimes.
-

PREPARE FOR THE PARTY

Prepare Materials

For the detective's speeches:

Either copy the Detective Script (staple or paper clip) for you to read or prepare audio equipment to play the pre-recorded Detective Script through.

For the other materials:

Make sure each expected guest's Character Pack is emailed/ posted to them.

PLAY THE HOST

Greet Guests

- Optional: Give arriving players nametags to fill out and wear.
- Offer drinks.
- If players are wearing costumes, take photos.

Before You Start

- Encourage your guests to utilise their character packs throughout the murder mystery, but also to use their imagination.
- Remind your guests that only the murderer may lie, all other players must work within the information given to them in their character pack.

The Detective's Speech Pack

- The Detective Script is a document (or set of pre-recorded files) that allows the host to read aloud (or play a pre-recorded) detective's speech.
- The Detective Script leads the game.
- By either reading the detective's speech aloud (or playing the pre-recorded speech) for your guests, you will guide your guests through each of the rounds, as follows:

Round 1 – Introductions

- a. Read aloud or play the Detectives Script (Round 1- Introductions) up to where the detective instructs everyone to read over their guest list, background, and introduction.
- b. Allow 10 mins for your guests to look over their guest list, background, and introduction.
- c. Read aloud or play the remainder of the Detective Script (Round 1 – Introductions). At this point your guests will be asked to introduce themselves.
- d. Allow your guests to introduce themselves.
Suggested time: 20 – 25 minutes.

When your guests have completed Round 1 (Introductions), move on to Round 2 (Mingling)

Round 2 – Mingling & Rumours

- a. Read aloud or play the Detective Script (Round 2 – Mingling & Rumours).
- b. Your guests will be asked to use their Character Packs to complete Round 2 – Mingling and Round 2A – Rumours.

- c. Allow your guests to mingle and spread rumours about each other. Suggested time: 40 - 45 minutes.

When your guests have completed Round 2 and 2A, carry out the random draw to make one of your guests the murderer, then move on to Round 3 (Motive)

NOTE: If you wish to reduce the total time that it takes to play this game, the Rumours section of Round 2 may be viewed as optional, especially for larger groups (15-20 players).

NOTE: If the game is being played via an online chat platform- for example, Zoom- breakout rooms are encouraged for the Rumours section of this Round 2. There players may privately spread rumours before re-joining the main group.

Round 3 – Motive

- a. Place a copy of the Round 3 evidence (Lord Victor Moorbourne's last will and testament) in a place where it can be seen by all of your guests.

- b. Read aloud or play the Detective Script (Round 3 - Motive).

- c. Your guests will be asked to use pre-written questions, in the style of their character, to determine whether they can figure out who amongst them had the motive to commit murder. They also have pre-written answers, in the style of their character, to use when asked any questions.

- d. REMEMBER: Innocent players must read their answers from the 'If You're Innocent' section of their Character Pack, only the murderer can read their answers from the 'If You're Guilty' section.

- e. Allow your guests to work through Round 3 using their Character Packs to try and establish who had a motive to commit the murder. Suggested time: 35 - 40 mins.

When your guests have completed Round 3 (Motive), move on to Round 4 (The Method)

PLAY THE HOST (continued)

Round 4 – The Method

- a. Place a copy of the Round 4 evidence (a hand-drawn sketch showing the victim's injury locations) in a place where it can be seen by all of your guests.
- b. Read aloud or play the Detective Script (Round 4 – The Method).
- c. Your guests will be asked to work through Round 4 – The Method in their Character Packs to try and establish who was capable of carrying out the murder per the method described by the detective.
- d. Exactly like Round 3, your guests have pre-written questions and answers to use to navigate this round.
- e. Allow your guests to establish who was capable of carrying out the murder.
- f. At the end of Round 4, ask your guests to complete an Accusation Ballot identifying their suspect and their reasoning. All ballots should be submitted to you.

- g. You may wish to have your guests make verbal accusations at this stage. This is **OPTIONAL** and we would recommend this for smaller group sizes only (4-14 players). Suggested time: 45 - 50 minutes.

Once you have collected all of your guest's ballots, move on to The Solution.

The Solution

- a. Read aloud or play the Detective Script (The Solution).
- b. Using the remaining lettered slips from the random draw, work round your guests asking them in turn to read aloud the appropriate dialogue from The Solution section of their Character Pack. Since these players are innocent, they will read their alibi.
- c. Ask the murderer to read their confession last, this ends the game. Suggested time: 40 - 50 minutes. The game ends here.

THE RANDOM DRAW

At the end of Round 2- Mingling & Rumours, you will carry out a random draw to allocate your guests an innocent or guilty status.

To successfully carry out the random draw, follow these steps:

- Assign each confirmed player a letter of the alphabet and ask them to keep it a secret.
- Write these letters on separate slips of paper and add them to a bowl or hat.
- After Round 2 is completed, announce that you are going to carry out the random draw to determine who the murderer is.
- Draw one slip from your hat or bowl and announce it to your players, the murderer will now know who they are.
- Tell your players that only the murderer must use their "If You're Guilty" answers for Round 3 and Round 4, everyone else must use their "If You're Innocent" answers. costumes and pastimes.
- Direct all players to fill out an Accusation Ballot and give them/ send them to you.
- Mark the time, then put the ballots some place where they cannot be changed.
- Serve dessert or drinks to allow you (or a helper) to count the ballots.
- Do NOT reveal the results at this time.
- "The Solution" cannot be read or played (if the pre-recorded version is being used) until all players have voted

Award the Prizes (Optional)

You may want to award prizes for:

- Best Detective (first person to correctly name the murderer).
- Best Costume (as voted by the players).
- Best Performer (as voted by the players).
- Most Likely to Commit a Crime (as noted by the host- for someone who was not guilty but named on many ballots).
- Best Liar (for the murderer if no one guessed the solution).
- Other prizes as desired.

The Accusation Ballot

At the end of Round 4- The Method, your guests will cast a ballot to vote on who they believe the murderer is.

EVEN MORE MYSTERY

www.MastersOfMystery.com



MURDER MYSTERY GAMES

Masters of Mystery are here to provide you the ultimate murder mystery games hosted by you either at home or virtually via video call with friends, family or colleagues. Our mysteries range from your classic murder mystery through to themed mysteries including Halloween, Wizardry, 1920's, 1980's and more.



