

CLARISSA DALLOWAY

GUEST

For, said Sally, Clarissa was at heart a snob - one had to admit it, a snob.

- ***Mrs. Dalloway***

DAISY BUCHANAN

GUEST

Her eyes fell on Jordan and me with a sort of appeal, as though she realized at last what she was doing - and as though she had never, all along, intended doing anything at all.

- ***The Great Gatsby***

GEORGE B. WILSON

GUEST

"I spoke to her. I told her she might fool me but she couldn't fool God. God sees everything."

- ***The Great Gatsby***

JAY GATSBY

GUEST

If personality is an unbroken series of successful gestures, then there was something gorgeous about him, some heightened sensitivity to the promises of life, as if he were related to one of those intricate machines that register earthquakes ten thousand miles away.

- ***The Great Gatsby***

JORDAN BAKER

GUEST

"They'll keep out of my way. It takes two to make an accident."

- ***The Great Gatsby***

MEYER WOLFSHIEM

GUEST

"When a man gets killed I never like to get mixed up in it in any way. I keep out. When I was a young man it was different - if a friend of mine died, no matter how, I stuck with them to the end. You may think that's sentimental but I mean it - to the bitter end."

- ***The Great Gatsby***

MYRTLE WILSON

GUEST

Her face, above a spotted dress of dark blue crepe-de-chine, contained no facet or gleam of beauty but there was an immediately perceptible vitality about her as if the nerves of her body were continually smouldering.

- ***The Great Gatsby***

NICK CARRAWAY

GUEST

Every one suspects himself of at least one of the cardinal virtues, and this is mine: I am one of the few honest people that I have ever known.

- ***The Great Gatsby***

TOM BUCHANAN

GUEST

He, among various physical accomplishments, had been one of the most powerful ends that ever played football at New Haven - a national figure in a way, one of those men who reach such an acute limited success at twenty-one that everything afterward savors anti-climax.

- ***The Great Gatsby***

ANTHONY CADE

GUEST

"If there's any trouble brewing, Anthony Cade is sure to be in it sooner or later, I know that," he said. "You've an absolute instinct for rows—and the nine lives of a cat."

- *The Secret of Chimneys*

BILL EVERSLEIGH

GUEST

He was a good cricketer and a scratch golfer, he had pleasant manners, and an amiable disposition, but his position in the Foreign Office had been gained, not by brains, but by good connexions.

- *The Secret of Chimneys*

GEORGE LOMAX

GUEST

A robust man, George Lomax, inclined to embonpoint, with a red face and protuberant eyes, and an immense sense of his own importance.

- *The Secret of Chimneys*

JIMMY McGRATH

GUEST

The sort of man one read about in books, who probably kept a saloon. Interesting though. After all, that was what one came abroad for—to see all these peculiar things one read about in books.

- *The Secret of Chimneys*

KING VICTOR

GUEST

"He's a crook, Jimmy. The most notorious jewel thief in the world. A fantastic, daring fellow, not to be daunted by anything."

- *The Secret of Chimneys*

LORD CATERHAM

GUEST

The principal misfortune of Lord Caterham's life was to have succeeded his brother, the eighth marquis, four years ago. For the previous Lord Caterham had been a man of mark, a household word all over England.

- *The Secret of Chimneys*

LILIAN ALDWINKLE

GUEST

She knew Mrs. Aldwinkle's weakness for being acquainted with great men and her habit, when the admittedly Great were lacking, of promoting her common acquaintances to the rank of greatness.

- *Those Barren Leaves*

MISS THIRPLOW

GUEST

For Miss Thirplow didn't want to owe any of her success...to the fact she was a female novelist of good repute.

- *Those Barren Leaves*

MR. CALAMY

GUEST

Rich, handsome, and what an amorist!

- *Those Barren Leaves*

FIRE

SCENARIO (LINGERING)

Any current Guests still present at the end of your next turn are Removed. Does not apply to any Current Guests played after this card.

People watched silent staring at the upper windows where shadows moved and occasional light flickered. A thin pillar of flame began to flare above the house like a roman candle.

- **Manhattan Transfer**

A LONESOME FUNERAL

SCENARIO (IMMEDIATE)

If you only have one Guest, Remove the Guest to immediately win Life Of The Party.

The minister glanced several times at his watch so I took him aside and asked him to wait for half an hour. But it wasn't any use. Nobody came.

- **The Great Gatsby**

HALLUCINATION

SCENARIO (LINGERING)

Immediately draw a Guest card from the Guest deck (or, if empty, your Guest Discard pile) for a new 'Dummy' Player, whose turn occurs immediately before your next turn. Any Scenario card it draws that affects another Player will affect you and your Current Guest only. If the Dummy's Current Guest or your Current Guest is Discarded/Removed, reshuffle all Guest cards held by the Dummy Player back into the Guest deck. Dummy Guest can win Life Of The Party.

A man in grey was actually walking towards them. It was Evans! But no mud was on him; no wounds; he was not changed.

- **Mrs. Dalloway**

ALONE AT LAST

SCENARIO (LINGERING)

All other Players must Remove their Current Guest from the game and immediately play a new Guest, or forfeit the game. Players with no Current Guest must also play a Guest or forfeit. Players who play a new Guest card take their next turn as normal.

I just can't believe it's true / Here we are alone, we two / I have waited all my life, it seems / To tell my dreams to you!

- **Alone at Last**

TEA FOR TWO

SCENARIO (LINGERING)

All Players must Discard their Current Guests except you and another Player of your choice (even if that Player has no Current Guest in play).

Picture you upon my knee, just tea for two and two for tea / Just me for you and you for me, alone!

- **Tea For Two**

DON'T BRING LULU

SCENARIO (LINGERING)

Any Scenario that allows Players to draw a new card or bring a Guest back is negated until the end of your next turn.

You can bring Flo, her dad's got dough / But don't bring Lulu!

- **Don't Bring Lulu**

TOP OF THE WORLD

SCENARIO (LINGERING)

You automatically win Life of the Party if your Guest is not Discarded or Removed within 2 turns, or no Scenario cards are left to play or reshuffle.

Just like Humpty Dumpty, I'm going to fall / I'm sitting on top of the world

- **I'm Sitting on Top of the World**

TOO MANY RINGS

SCENARIO (IMMEDIATE)

Count the number of Players, and Discard that number of Scenario cards from the top of the Scenario deck.

Tommy, Andy, Harold, Joe / Ate my candy then would go / I tried to please them all, you know / Thats why not one became my beau

- **Too Many Rings Around Rosie**

SLEEPY TIME GAL

SCENARIO (LINGERING)

You must skip your next turn. You can wait until your following turn to play a new Guest card if your Current Guest is Discarded or Removed beforehand.

Sleepy time gal when all your dancing is through / Sleepy time gal I'll find a cottage for you

- **Sleepy Time Gal**

A NEW BABY

SCENARIO (IMMEDIATE)

Draw a new Guest card.

*I've found a new baby, I've found a new girl
/ My fashion plate baby, has got me in a
whirl*

- I Found a New Baby

THAT'S MY BABY

SCENARIO (IMMEDIATE)

Put a previously Discarded Guest card
back in your hand.

*Yes sir, that's my baby / No sir, I don't mean
maybe / Yes sir, that's my baby now*

- Yes Sir, That's My Baby

LET ME DREAM

SCENARIO (LINGERING)

If your Current Guest is Discarded by a
future Scenario, Remove your Guest
instead.

*Don't wake me up / let me dream / oh, what
a wonderful dream*

- Don't Wake Me Up, Let Me Dream

BONEYARD SHUFFLE

SCENARIO (IMMEDIATE)

You may either bring another Player's
Discarded Guest into your own Discard
pile, or Remove another Player's
Discarded Guest from the game.

*"You don't write melodies. You find them.
They lie there on the keys waiting for you to
find them."—Hoagy Carmichael*

- Boneyard Shuffle

HERE COMES CHARLEY!

SCENARIO (IMMEDIATE)

Draw a new Guest card.

*Ginger ale and white rock for his table /
Grab a chair, move over there / And let him
sit right next to Mabel*

- Clap Hands! Here Comes Charley!

THE CHARLESTON

SCENARIO (IMMEDIATE)

Discard your Current Guest.

*Charleston back to my old shack in
Charleston, Charleston / Hang my hat up on
the rack in Charleston, Charleston / I'm so
full of joy today, I could Charleston all the
way, / 'Till I land in someone's empty arms.*

**- I'm Gonna Charleston Back to
Charleston**

WHERE MY BABY IS

SCENARIO (IMMEDIATE)

Take a Discarded Guest card from any
other Player, and put it in your hand.

*I wonder does my baby do the Charleston /
Charleston / I wonder who is teaching her
the Charleston / Charleston / While I sit and
sigh the time goes draggin' by / I'd like to
kill the guy who wrote the Charleston*

- I Wonder Where My Baby Is Tonight

DITCHED

SCENARIO (IMMEDIATE)

Draw three Scenario cards. Pick one to
play, shuffle another one back into the
Scenario deck and discard the third.

*In the ditch beside the road, right side up
but violently shorn of one wheel, rested a
new coupe which had left Gatsby's drive not
two minutes before.*

- The Great Gatsby

CIGARETTE RUN

SCENARIO (LINGERING)

Ignore any Discard/Remove Effects done
to your Guests until your next turn.

*"...then there were no cigarettes and I went
out to buy some at the drug store on the
corner. When I came back they had
disappeared so I sat down discreetly in the
living room and read a chapter of 'Simon
Called Peter'—either it was terrible stuff or
the whiskey distorted things because it
didn't make any sense to me."*

- The Great Gatsby

ORDERI DI DANILLO

SCENARIO (LINGERING)

Ignore the next Scenario card that Discards one of your Guests.

"Then came the war, old sport. It was a great relief and I tried very hard to die but I seemed to bear an enchanted life."

- **The Great Gatsby**

REPAIRED REVENGE

SCENARIO (IMMEDIATE)

You may Discard one Guest of a player who has Discarded a Guest of yours, but must Discard one of your own Guests.

The chauffeur heard the shots - afterward he could only say that he hadn't thought anything much about them.

- **The Great Gatsby**

BODY DISPOSAL

SCENARIO (IMMEDIATE)

All currently Discarded Guest cards are Removed from the game and cannot be brought back with another Scenario card.

"We can now proceed to the disposal of the body. It's a time worn method, but I'm afraid I shall have to ask you if there's such a thing in the house as a trunk?"

- **The Secret of Chimneys**

SEVENTH HEAVEN

SCENARIO (LINGERING)

The next Player that draws a card that Discards another Guest must immediately Remove their Current Guest from the game.

Badgworthy was in a seventh heaven. A murder! At Chimneys! Inspector Badgworthy in charge of the case. The police have a clue. Sensational arrest. Promotion and kudos for the aforementioned inspector.

- **The Secret of Chimneys**

THE REVOLUTION

SCENARIO (IMMEDIATE)

The Player with most Guests must Discard one from their hand. All Players that tie must Discard a Guest.

"They're very aristocratic and reactionary in Herzoslovakia. They like their kings and queens to be the genuine article. There were mutterings and discontent, and the usual ruthless suppressions, and the final uprising which stormed the palace, murdered the King and Queen, and proclaimed a republic."

- **The Secret of Chimneys**

MR. FISH

SCENARIO (IMMEDIATE)

Both you and the Player whose turn is after yours may draw an additional Guest card. If only one is left, you draw.

"Mr. Lomax had suggested that I ask one or two extra people down here this weekend to make things seem more natural, so I took the opportunity of asking Mr. Fish."

- **The Secret of Chimneys**

IMPOSTER

SCENARIO (IMMEDIATE)

You may draw a new Guest card if you had a Guest Discarded or Removed due a a Scenario drawn since your previous turn. Otherwise, the most recent Player to have had a Guest Discarded or Removed draws a new Guest instead.

"Do you mean that this man who was murdered was an imposter?" asked Virginia abruptly.

- **The Secret of Chimneys**

FORGED SIGNATURE

SCENARIO (IMMEDIATE)

Current Player draws next Player's Scenario card, and may choose to apply the Effect to themselves or the next Player.

Virginia turned the letter over—and was struck dumb with astonishment. The signature, written in a delicate slanting hand, was Virginia Revel. Checking the exclamation of astonishment that rose to her lips, she turned again to the beginning of the letter and deliberately read the whole thing through.

- **The Secret of Chimneys**

FALLING ASLEEP

SCENARIO (IMMEDIATE)

Current Player's Guest is Removed.

In the stress of the moment, she had forgotten all about her expected visitor. Apparently he had fallen asleep whilst waiting for her. She came right up to the chair, a slightly mischievous smile upon her face. And then suddenly the smile faded. The man was not asleep. He was dead.

- **The Secret of Chimneys**

HAND OVER THE PAPERS

SCENARIO (IMMEDIATE)

Draw another Scenario card. Ignore the listed Effect unless it Removes another Player's Guest.

"Do you think you will ever be permitted to reach that office alive? Enough of this fool's talk. Hand over the papers, or I shoot."

- *The Secret of Chimneys*

GENIAL AND CHARMING

SCENARIO (IMMEDIATE)

If a Guest has been Removed this Round, and the Player whose Guest drew the Scenario card behind the removal is still in play, that Player wins Life Of The Party.

"I'm sorry your character was so completely cleared this morning. I've always wanted to meet a murderer and see for myself if they're as genial and charming as the Sunday papers always say they are."

- *The Secret of Chimneys*

10-TO-1 ODDS

SCENARIO (IMMEDIATE)

Shuffle together (up to) ten cards from the Scenario Discard pile. Draw one card face down, and shuffle that card back into the Scenario deck.

"There's a determined effort being made to prevent its ever reaching this office. I say to you quite frankly and without humbug that if you attempt to bring it yourself it's ten to one that you'll never get here."

- *The Secret of Chimneys*

FAKE IDENTITY

SCENARIO (LINGERING)

If your Current Guest is Discarded or Removed before your next turn, you may replace it with a Discarded Guest of any other Player next turn (if any) instead of a Guest from your own hand. This Effect applies even in the event you have no Guests left before your next turn, and would otherwise lose the game.

James Gatz - that was really, or at least legally, his name...I suppose he'd had the name ready for a long time, even then.

- *The Great Gatsby*

I WOULD DIE 4 U

SCENARIO (LINGERING)

Discard the Current Guest of the next Player who draws a Scenario that Discards or Removes another Current Guest.

"I say this to you, English policeman, I would have died for him! And since he is dead, and I still live, my eyes shall not know sleep, or my heart rest, until I have avenged him. Like a dog will I nose out his murderer and when I have discovered him—Ah!"

- *The Secret of Chimneys*

MURDER INQUEST

SCENARIO (IMMEDIATE)

You may choose to end the normal game and skip to the After Party phase, but it must include all Players, even if they have already lost.

"Under the circumstances, though, it will be a melancholy party."

- *The Secret of Chimneys*

CASTLE'S SELECT TOURS

SCENARIO (IMMEDIATE)

Draw a new Guest card from the Guest deck.

"What the hell made you take on a job like that?" "A regrettable necessity for cash. I can assure you it doesn't suit my temperament."

- *The Secret of Chimneys*

GIUSEPPE THE WAITER

SCENARIO (IMMEDIATE)

Discard a Guest card from your hand or your Current Guest.

At two of the hotels in question there had been serious robberies during the time that Giuseppe was employed there, though no suspicion of any kind had attached to him in either case. Still, the fact was significant.

- *The Secret of Chimneys*

DICTATING LETTERS

SCENARIO (IMMEDIATE)

You may determine new turn order.

"Extraordinarily selfish, these public men. They make their wretched secretaries get up at the most unearthly hours in order to dictate rubbish to them. If a law was passed compelling them to stop in bed until eleven, what a benefit it would be to the nation!"

- *The Secret of Chimneys*

PISTOL

SCENARIO (IMMEDIATE)

You may Discard the Current Guest of any other Player.

Anthony took out his handkerchief and wound it round his hand, then he picked up the pistol. "We criminals have to be so careful," he said apologetically. "Fingerprints, you know."

- *The Secret of Chimneys*

DISTANT SHOT

SCENARIO (IMMEDIATE)

Your current Guest returns to your hand, and you have no Current Guest until you play a Guest card on your next turn.

In the end he told himself that he must have imagined the sound, or perhaps mistaken a stray shot coming from a poacher in the woods. He turned and retraced his steps across the park, vaguely dissatisfied and uneasy.

- *The Secret of Chimneys*

COUNT STANISLAUS

SCENARIO (IMMEDIATE)

Take the most recently Discarded Guest, and place back into that respective Player's hand.

"But no concealments from us. I understand that the dead gentleman was called Count Stanislaus—at least, that that is the name by which the household knew him. Now was that his real name?"

- *The Secret of Chimneys*

FRENCH EXIT

SCENARIO (LINGERING)

The next Player whose Guest is Removed wins Life Of The Party. In case multiple Player's Guests are removed in the same Scenario Effect, all those Players move on to the After Party phase.

"We tried to, monsieur. But he is a devil, that man. He gave us the slip at once—at once. We thought, of course, that he would make straight for England. But no. He went—where do you think?"

- *The Secret of Chimneys*

DOUBLE LIFE

SCENARIO (LINGERING)

This Guest may ignore the next Scenario with a Remove Effect.

"I wonder who the real Virginia Revel is—where she is, I mean. It makes me feel as though I had a double somewhere."

- *The Secret of Chimneys*

ENGLISH GENTLEWOMAN

SCENARIO (IMMEDIATE)

Draw Scenario cards for the next turns of all other Players with a Current Guest and pick which order to play the Scenario cards.

"This young man...Is probably quite unused to the higher walks of English society. I should like him to appreciate the charm and distinction of a real English gentlewoman."

- *The Secret of Chimneys*

GREEN LIGHT

SCENARIO (LINGERING)

You cannot win Life Of The Party this Round. If you are the only Player with any Guest(s) left (either Current or in your hand) by your next turn, the last other Player to Discard a Guest brings it back and immediately plays it as their Current Guest.

Gatsby believed in the green light, the orgastic future that year by year recedes before us. It eluded us then, but that's no matter – tomorrow we will run faster, stretch out our arms farther...

- *The Great Gatsby*

MY NAME IS

SCENARIO (LINGERING)

Your current Guest may redirect the Effect of a future Scenario card to another Player's Current Guest that would normally apply to your Current Guest.

Somebody had brought him over; and Clarissa got his name wrong. She introduced him to everybody as Wickham. At last he said "My name is Dalloway!"

- *Mrs. Dalloway*

DEATH CAR

SCENARIO (IMMEDIATE)

You may Remove the Current Guest of any other Player, but must skip your next turn OR you may Discard any Guest's Lingered Scenario Effect.

The "death car" as the newspapers called it, didn't stop; it came out of the gathering darkness, wavered tragically for a moment, and then disappeared around the next bend

- *The Great Gatsby*