

1 Introduction

The year is 1852. You are on a train. Traveling the long route from Providence to the booming metropolis of Sacramento. There are a variety of high profile individuals on this trip. Halfway through the Sierra Nevada, Ulysses Georgsson has been MURDERED. The Conductor has tried, and failed, to prevent a panic, and now both the desert heat and the homicide have put everyone on edge.

In this document you will find instructions for preparing and running this Murder Mystery Module. This Module supports 7-10 players, and in general, the more players, the better. The module should last between an hour and an hour and a half. Each player is given a character with a general description of their role and some additional information. The roles are intentionally vague and players can interpret their character however they wish.

If you wish to play during the event, beware of spoilers in this document. The Set Up section contains specific information for running the module without spoiling yourself. Each Player will be given a character page which contains the general scenario and the details of the character. In general players have the creative freedom to interpret their character as you see fit. Each character may or may not have additional notes or quirks which you must abide by. Some characters may not have these and that's OK too. You may also possess key information to solving the mystery. Do not show anyone your character bio under any circumstance. You never know who you can trust. Props and costumes are encouraged.

Table of Contents

1	Introduction	1
2	Set up	3
3	Characters	4
3.1	Conductor	5
3.2	Ticket Collector	6
3.3	Chef	7
3.4	The Widow	8
3.5	Cluck Nuggets CEO	9
3.6	Detective	10
3.7	Build a Burger CFO	11
3.8	Janitor	12
3.9	Conspiracy Theorist	13
3.10	Zoo Keeper	14
4	Clues	15
5	Spoiler free character assignment for a 7 player game	16
6	Spoiler free character assignment for a 8 player game	17
7	Spoiler free character assignment for a 9 player game	18
8	Spoiler free character assignment for a 10 player game	19

2 Set up

Once you have a group of 7-10 friends that have agreed on a date and place to meet, the first thing to do is to decide how long the game will last. Ideally, it should last between an hour and an hour and a half. Once you select a length for the game, do not it. Set an alarm, and throughout the game you should give frequent warnings for how much time is left, including but not limited to a 30 minute warning, a 10 minute warning, a five minute warning, and a one minute warning. The game lasts for the allotted amount of time. At the end of the time, all players must immediately vote for who they think the murderer was. This is not the time for people to talk about who they think the murderer is. They should be discussing that throughout the night. Voting is done in public and each player may vote for up to two other players. A player cannot vote for the same player twice. Each character will be proposed as the murderer and other players will vote on if they think that character is the murderer. After every character has been voted on, which ever character gets the most votes, is pinned as the murderer. At this point the game is over.

The second thing to figure out is whether or not you yourself are playing, or running the game from the sidelines. This is relevant for spoilers.

Spoiler free: The following table shows the page containing the recommended character list for a given number of players. If you want to avoid spoilers, give each included character sheet to you and your players at random. Also include a list of all of the characters in play, so that your players know to ignore elements of their backstories that pertain to connections with characters not in play.

7 Players →	Page 16
8 Players →	Page 17
9 Players →	Page 18
10 Players →	Page 19

Spoilers: Go to the next page for character information. You can give characters to your players in whatever way you think is funniest, or will create the most drama.

3 Characters

This module is intended for 7 to 10 Players. There are 7 Core characters that are necessary to piece all the information together.

There are two collaborating murderers in this module, so not all of the pressure to deceive is on a single player.

The conductor likely will have to do the most improvisation with their role, so give it to someone who can handle it.

The conspiracy theorist is in many ways the most difficult character to cast onto a player. This is because for the duration of the night they are being gas light by their character sheet. They are given incorrect information (they are given a conspiracy theory) so make sure whoever gets that role will embrace the humor of it, and not become infuriated by gas lighting. For this reason I don't recommend playing with conspiracy theorist unless you have the maximum number of players, or if you have a particular player who you know won't mind. If you anticipate this becoming an issue for players, be sure to tell the conspiracy theorist that they have been given a conspiracy.

If you are reading this and would still like to play, than I recommend being the detective character, so that you can more easily distribute clues. If you only have 7 people including yourself, you can play the conductor

Core Characters:

1. Conductor
2. Ticket Collector
3. Chef
4. Janitor
5. The Widow
6. Build a Burger CFO
7. Cluck Nuggets CEO

Side Characters:

1. Detective
2. Zoo Keeper
3. Conspiracy Theorist

3.1 Conductor

The year is 1852. You are on a train. Traveling the long route from Providence to the booming metropolis of Sacramento. There are a variety of high profile individuals on this trip. Halfway through the Sierra Nevada, Ulysses Georgsson has been MURDERED. The Conductor has tried, and failed, to prevent a panic, and now both the desert heat and the homicide have put everyone on edge.

You are not the murderer. You're the train conductor. You know the ticket collector carries a gun for security. You tried to keep the murder unknown to avoid general panic. Others may be suspicious of you because of this. The train doesn't have enough water for its passengers and crew if it were to stop moving. An extra day of travel may expose your less than legal interpretation of safety regulations. The train must arrive at its destination on time at all costs. You really don't like talking about how unsafe this train really is. If the public finds out the truth you're probably fired. You've worked with the Ticket collector for years and they couldn't possibly be competent enough to pull off a murder. Your other employees are the Chef and the Janitor

NOTE: You are the one in charge of this train wreck. People are likely to ask you regarding details of the inner and outer workings of the train, such as what the crew schedule is like, where different rooms are located, or what your employer knows about this train trip. The answers are irrelevant to the murder; that's why we're not telling you them. You may dodge questions and or fabricate and improvise anything about the train within reason. Good Luck!

Every other player will be given a character page similar to yours. You have the creative freedom to interpret their character as you see fit. Each character may or may not have additional notes or quirks which you must abide by. Some characters may not have these and that's OK too. You may also possess key information to solving the mystery. Do not show anyone your character bio under any circumstance until the game has ended. You never know who you can trust. During the course of the game you may lie, but you cannot contradict the information on this page. For example: you can lie to person A by saying "I just spoke to person B and they said..." but if your background says that your character went to clown school then you may not say things like "I did not attend clown school".

The game lasts for the allotted amount of time. At the end of the time, all players must immediately vote for who they think the murderer was. Voting is done in public and each player may vote for up to two other players. You cannot vote for the same player twice. Each character will be proposed as the murderer and other players will vote on if they think that character is the murderer. After every character has been voted on, whichever character gets the most votes, is pinned as the murderer. At this point the game is over.

3.2 Ticket Collector

The year is 1852. You are on a train. Traveling the long route from Providence to the booming metropolis of Sacramento. There are a variety of high profile individuals on this trip. Halfway through the Sierra Nevada, Ulysses Georgsson has been MURDERED. The Conductor has tried, and failed, to prevent a panic, and now both the desert heat and the homicide have put everyone on edge.

You are not the murderer. You collect people's tickets. You have a gun for security. You've never used it. You probably don't know how to. You are incredibly incompetent at everything you do. What you do know is that you've seen a different gun laying on the floor in one of the train's bathrooms. You obviously confiscated it, but have not identified it's owner nor told anyone of your discovery. This may or may not be a good time to bring this up with your coworkers.

NOTE: You now have multiple guns. In the last 5 minutes of conversation before your group must pick who they think the murder is, you have the option to jump the gun and "shoot" one other character. The character that you shoot will die, and that player will not be allowed to talk during the last 5 minutes of the game. Choose very carefully.

Every other player will be given a character page similar to yours. You have the creative freedom to interpret their character as you see fit. Each character may or may not have additional notes or quirks which you must abide by. Some characters may not have these and that's OK too. You may also possess key information to solving the mystery. Do not show anyone your character bio under any circumstance until the game has ended. You never know who you can trust. During the course of the game you may lie, but you cannot contradict the information on this page. For example: you can lie to person A by saying "I just spoke to person B and they said..." but if your background says that your character went to clown school then you may not say things like "I did not attend clown school".

The game lasts for the allotted amount of time. At the end of the time, all players must immediately vote for who they think the murderer was. Voting is done in public and each player may vote for up to two other players. You cannot vote for the same player twice. Each character will be proposed as the murderer and other players will vote on if they think that character is the murderer. After every character has been voted on, which ever character gets the most votes, is pinned as the murderer. At this point the game is over.

3.3 Chef

The year is 1852. You are on a train. Traveling the long route from Providence to the booming metropolis of Sacramento. There are a variety of high profile individuals on this trip. Halfway through the Sierra Nevada, Ulysses Georgsson has been MURDERED. The Conductor has tried, and failed, to prevent a panic, and now both the desert heat and the homicide have put everyone on edge.

You are the murderer. Or one of them at least. You mildly poisoned Ulysses Georgsson's evening meal the night before he was found, but you didn't think he would die from it! it should just have been a fever. Your intent was to poison him so that he could not stop his CFO, your accomplice, from killing the Cluck Nuggets CEO. You were paid off for your help and for a detailed map of the rail cars. That person was Ulysses Georgsson's vice CEO. You are a cuisine cynosure, and enjoy the finer foods in life, and will give your critique all of the foods at the dinner party.

NOTE: You are a murderer. You must collaborate with your accomplice to blame someone else for your crimes. Or if things go sour you can always throw your accomplice under the bus. It's up to you. You must answer questions about past events truthfully, however, you can truthfully say statements along the lines of "I am not the murderer", because there is more than one murderer.

Every other player will be given a character page similar to yours. You have the creative freedom to interpret their character as you see fit. Each character may or may not have additional notes or quirks which you must abide by. Some characters may not have these and that's OK too. You may also possess key information to solving the mystery. Do not show anyone your character bio under any circumstance until the game has ended. You never know who you can trust. During the course of the game you may lie, but you cannot contradict the information on this page. For example: you can lie to person A by saying "I just spoke to person B and they said..." but if your background says that your character went to clown school then you may not say things like "I did not attend clown school".

The game lasts for the allotted amount of time. At the end of the time, all players must immediately vote for who they think the murderer was. Voting is done in public and each player may vote for up to two other players. You cannot vote for the same player twice. Each character will be proposed as the murderer and other players will vote on if they think that character is the murderer. After every character has been voted on, which ever character gets the most votes, is pinned as the murderer. At this point the game is over.

3.4 The Widow

The year is 1852. You are on a train. Traveling the long route from Providence to the booming metropolis of Sacramento. There are a variety of high profile individuals on this trip. Halfway through the Sierra Nevada, Ulysses Georgsson has been MURDERED. The Conductor has tried, and failed, to prevent a panic, and now both the desert heat and the homicide have put everyone on edge.

You are not the murderer. You are the spouse of Ulysses Georgsson. Your husband was the CEO of Build a Burger. Last night he wasn't feeling very well and was on the chamber pot for quite a while. After hearing a very loud noise you left your room to go find him. You opened the bathroom door to find your husband dead, with bullet hole in the wall and his body. This was probably very traumatic. Or it's a relief because you never truly loved him and just married in for the money. You decide. Or don't decide switch between the two at random. It just so happens that your Ex spouse, the Zoo Keeper, is also on the train.

Every other player will be given a character page similar to yours. You have the creative freedom to interpret their character as you see fit. Each character may or may not have additional notes or quirks which you must abide by. Some characters may not have these and that's OK too. You may also possess key information to solving the mystery. Do not show anyone your character bio under any circumstance until the game has ended. You never know who you can trust. During the course of the game you may lie, but you cannot contradict the information on this page. For example: you can lie to person A by saying "I just spoke to person B and they said..." but if your background says that your character went to clown school then you may not say things like "I did not attend clown school".

The game lasts for the allotted amount of time. At the end of the time, all players must immediately vote for who they think the murderer was. Voting is done in public and each player may vote for up to two other players. You cannot vote for the same player twice. Each character will be proposed as the murderer and other players will vote on if they think that character is the murderer. After every character has been voted on, whichever character gets the most votes, is pinned as the murderer. At this point the game is over.

3.5 Cluck Nuggets CEO

The year is 1852. You are on a train. Traveling the long route from Providence to the booming metropolis of Sacramento. There are a variety of high profile individuals on this trip. Halfway through the Sierra Nevada, Ulysses Georgsson has been MURDERED. The Conductor has tried, and failed, to prevent a panic, and now both the desert heat and the homicide have put everyone on edge.

You are not the murderer. You are a well to do CEO who owns a large nationwide fast food chain: Cluck Nuggets. Your company uses a considerable degree of unlawful labor practices. Ulysses Georgsson was the CEO of Build a Burger, and the two of you were planning a merger but He and his CFO were hesitant due to Cluck Nuggets' less than stellar reputation. Well, the merger ain't happening now! This won't be good for profits. It's the darnedest thing, but it seems like the janitor has been following you these last few days...

Every other player will be given a character page similar to yours. You have the creative freedom to interpret their character as you see fit. Each character may or may not have additional notes or quirks which you must abide by. Some characters may not have these and that's OK too. You may also possess key information to solving the mystery. Do not show anyone your character bio under any circumstance until the game has ended. You never know who you can trust. During the course of the game you may lie, but you cannot contradict the information on this page. For example: you can lie to person A by saying "I just spoke to person B and they said..." but if your background says that your character went to clown school then you may not say things like "I did not attend clown school".

The game lasts for the allotted amount of time. At the end of the time, all players must immediately vote for who they think the murderer was. Voting is done in public and each player may vote for up to two other players. You cannot vote for the same player twice. Each character will be proposed as the murderer and other players will vote on if they think that character is the murderer. After every character has been voted on, which ever character gets the most votes, is pinned as the murderer. At this point the game is over.

3.6 Detective

The year is 1852. You are on a train. Traveling the long route from Providence to the booming metropolis of Sacramento. There are a variety of high profile individuals on this trip. Halfway through the Sierra Nevada, Ulysses Georgsson has been MURDERED. The Conductor has tried, and failed, to prevent a panic, and now both the desert heat and the homicide have put everyone on edge.

You are not the murderer. By sheer coincidence there happens to be a detective on board the train. That's you. You also have a personality quirk. Due to your inquisitive nature, you may only answer the questions of others in the form of a question.

Note: As the detective, you may uncover clues throughout the night. If the game master is playing blind along side you, you should have been given the page of clues along with this sheet. Otherwise, the game master will give you clues, or the locations of clues throughout the game.

Every other player will be given a character page similar to yours. You have the creative freedom to interpret their character as you see fit. Each character may or may not have additional notes or quirks which you must abide by. Some characters may not have these and that's OK too. You may also possess key information to solving the mystery. Do not show anyone your character bio under any circumstance until the game has ended. You never know who you can trust. During the course of the game you may lie, but you cannot contradict the information on this page. For example: you can lie to person A by saying "I just spoke to person B and they said..." but if your background says that your character went to clown school then you may not say things like "I did not attend clown school".

The game lasts for the allotted amount of time. At the end of the time, all players must immediately vote for who they think the murderer was. Voting is done in public and each player may vote for up to two other players. You cannot vote for the same player twice. Each character will be proposed as the murderer and other players will vote on if they think that character is the murderer. After every character has been voted on, which ever character gets the most votes, is pinned as the murderer. At this point the game is over.

3.7 Build a Burger CFO

The year is 1852. You are on a train. Traveling the long route from Providence to the booming metropolis of Sacramento. There are a variety of high profile individuals on this trip. Halfway through the Sierra Nevada, Ulysses Georgsson has been MURDERED. The Conductor has tried, and failed, to prevent a panic, and now both the desert heat and the homicide have put everyone on edge.

You are the murderer. Or one of them at least. The chef was your accomplice. The two of you had initially planned to poison the Cluck Nuggets CEO to send your rival company into disarray. However, you found a loaded and conveniently placed gun just lying on the floor. With your new tool in hand, you waited on the other side of a wall in an empty room. On the other side of the wall was the nearest bathroom to the 1st class rooms. When you heard the toilet flush you fired through the wall into the CEO's back. You then threw the gun into a freight cargo car. No one will find the weapon in a car full of coal, right? Only now have you realized that you shot the wrong CEO. Now your boss Georgsson is dead. Your goal now is to lay low and to get the conductor to shoot your original target.

NOTE: You are a murderer. You must collaborate with your accomplice to blame someone else for your crimes. Or if things go sour you can always throw your accomplice under the bus. It's up to you. You must answer questions about past events truthfully, however, you can truthfully say statements along the lines of "I am not the murderer", because there is more than one murderer.

Every other player will be given a character page similar to yours. You have the creative freedom to interpret their character as you see fit. Each character may or may not have additional notes or quirks which you must abide by. Some characters may not have these and that's OK too. You may also possess key information to solving the mystery. Do not show anyone your character bio under any circumstance until the game has ended. You never know who you can trust. During the course of the game you may lie, but you cannot contradict the information on this page. For example: you can lie to person A by saying "I just spoke to person B and they said..." but if your background says that your character went to clown school then you may not say things like "I did not attend clown school".

The game lasts for the allotted amount of time. At the end of the time, all players must immediately vote for who they think the murderer was. Voting is done in public and each player may vote for up to two other players. You cannot vote for the same player twice. Each character will be proposed as the murderer and other players will vote on if they think that character is the murderer. After every character has been voted on, whichever character gets the most votes, is pinned as the murderer. At this point the game is over.

3.8 Janitor

The year is 1852. You are on a train. Traveling the long route from Providence to the booming metropolis of Sacramento. There are a variety of high profile individuals on this trip. Halfway through the Sierra Nevada, Ulysses Georgsson has been MURDERED. The Conductor has tried, and failed, to prevent a panic, and now both the desert heat and the homicide have put everyone on edge.

You are not the murderer. You are a secret agent for a top secret organization from the National Association of Secret Agents (Secret NASA for short). You are investigating both the conductor and the Cluck Nuggets fast food chain for unlawful labor practices. You have come to interrogate and potentially arrest them. Your cover is that you are a janitor. You had a gun with you, but you lost it somewhere. Oops.

NOTE: You may choose to reveal your true identity as a Secret NASA agent at any time, but you must do so by the end of the game.

Every other player will be given a character page similar to yours. You have the creative freedom to interpret their character as you see fit. Each character may or may not have additional notes or quirks which you must abide by. Some characters may not have these and that's OK too. You may also possess key information to solving the mystery. Do not show anyone your character bio under any circumstance until the game has ended. You never know who you can trust. During the course of the game you may lie, but you cannot contradict the information on this page. For example: you can lie to person A by saying "I just spoke to person B and they said..." but if your background says that your character went to clown school then you may not say things like "I did not attend clown school".

The game lasts for the allotted amount of time. At the end of the time, all players must immediately vote for who they think the murderer was. Voting is done in public and each player may vote for up to two other players. You cannot vote for the same player twice. Each character will be proposed as the murderer and other players will vote on if they think that character is the murderer. After every character has been voted on, whichever character gets the most votes, is pinned as the murderer. At this point the game is over.

3.9 Conspiracy Theorist

The year is 1852. You are on a train. Traveling the long route from Providence to the booming metropolis of Sacramento. There are a variety of high profile individuals on this trip. Halfway through the Sierra Nevada, Ulysses Georgsson has been MURDERED. The Conductor has tried, and failed, to prevent a panic, and now both the desert heat and the homicide have put everyone on edge.

You are not the murderer. You know that the death of Ulysses Georgsson was a government orchestrated assassination by a secret branch of NASA run by lizard people. Ulysses Georgsson's fast food chain was involved in a tax lawsuit that was about to expose the lizards' control over the world governments of our flat planet. He was killed before he could expose this great truth. You probably also believe in a variety of other conspiracies.

NOTE: This is the actual solution to the murder mystery. You must uncover the lizard person intruder and convince the group that they are the murderer. The fate of the world is in your hands. Good luck!

Every other player will be given a character page similar to yours. You have the creative freedom to interpret their character as you see fit. Each character may or may not have additional notes or quirks which you must abide by. Some characters may not have these and that's OK too. You may also possess key information to solving the mystery. Do not show anyone your character bio under any circumstance until the game has ended. You never know who you can trust. During the course of the game you may lie, but you cannot contradict the information on this page. For example: you can lie to person A by saying "I just spoke to person B and they said..." but if your background says that your character went to clown school then you may not say things like "I did not attend clown school".

The game lasts for the allotted amount of time. At the end of the time, all players must immediately vote for who they think the murderer was. Voting is done in public and each player may vote for up to two other players. You cannot vote for the same player twice. Each character will be proposed as the murderer and other players will vote on if they think that character is the murderer. After every character has been voted on, whichever character gets the most votes, is pinned as the murderer. At this point the game is over.

3.10 Zoo Keeper

The year is 1852. You are on a train. Traveling the long route from Providence to the booming metropolis of Sacramento. There are a variety of high profile individuals on this trip. Halfway through the Sierra Nevada, Ulysses Georgsson has been MURDERED. The Conductor has tried, and failed, to prevent a panic, and now both the desert heat and the homicide have put everyone on edge.

You are not the murderer. The Central Park Zoo has shipped a train car full of alligators to the Sacramento Zoo. You are the zoo keeper that was sent along to tend to these animals during their voyage. Your Ex spouse also happens to be on the train. The two of you had a violent break up and they left you for Ulysses Georgsson, the man who has just been murdered.

NOTE: You have a train car full of alligators, and one of your precious alligators has been shot! you have managed to clean up the wound, and you suspect it will not be fatal, but you must find out happened.

Every other player will be given a character page similar to yours. You have the creative freedom to interpret their character as you see fit. Each character may or may not have additional notes or quirks which you must abide by. Some characters may not have these and that's OK too. You may also possess key information to solving the mystery. Do not show anyone your character bio under any circumstance until the game has ended. You never know who you can trust. During the course of the game you may lie, but you cannot contradict the information on this page. For example: you can lie to person A by saying "I just spoke to person B and they said..." but if your background says that your character went to clown school then you may not say things like "I did not attend clown school".

The game lasts for the allotted amount of time. At the end of the time, all players must immediately vote for who they think the murderer was. Voting is done in public and each player may vote for up to two other players. You cannot vote for the same player twice. Each character will be proposed as the murderer and other players will vote on if they think that character is the murderer. After every character has been voted on, which ever character gets the most votes, is pinned as the murderer. At this point the game is over.

4 Clues

There are two clues that are given throughout the game. The first is given after a third of the game time has past. The second clue is given after 2 thirds of the game time have passed.

For example, if the game lasts a hour, the first clue is given 20 minutes into the game, and the second clue is given 40 minutes into the game.

The clues are either distributed by the game master, or by the detective character, if one is present. They can be placed in objects around the room before hand and "discovered" at the appropriate time for dramatic effect, or they can be revealed more simply.

- 1) Knowledge of the train's layout must have been known and utilized in order for the murderer to shoot accurately through a wall.
- 2) The murder weapon was the gun that the ticket collector found.

5 Spoiler free character assignment for a 7 player game

Use the following characters:

1. Conductor
2. Ticket Collector
3. Chef
4. Janitor
5. The Widow
6. Build a Burger CFO
7. Cluck Nuggets CEO

6 Spoiler free character assignment for a 8 player game

Use the following characters:

1. Conductor
2. Ticket Collector
3. Chef
4. Janitor
5. The Widow
6. Build a Burger CFO
7. Cluck Nuggets CEO
8. Detective

Give the detective the clues section.

7 Spoiler free character assignment for a 9 player game

Use the following characters:

1. Conductor
2. Ticket Collector
3. Chef
4. Janitor
5. The Widow
6. Build a Burger CFO
7. Cluck Nuggets CEO
8. Detective
9. Zoo Keeper

Give the detective the clues section.

8 Spoiler free character assignment for a 10 player game

Use all 10 characters.

Make sure the conspiracy theorist knows that their NOTE section is a joke.

Give the detective the clues section.

1. Conductor
2. Ticket Collector
3. Chef
4. Janitor
5. The Widow
6. Build a Burger CFO
7. Cluck Nuggets CEO
8. Detective
9. Zoo Keeper
10. Conspiracy Theorist