

Murder in Morpork Rules

Welcome to Murder In Morpork. A murder mystery fan game set in Terry Pratchett's Discworld and inspired by Suzanne Goldberg's Sherlock Holmes: Consulting Detective game book.

You will need:

- A legally obtained copy of "The Compleat Ankh-Morpork City Guide"
- The enclosed street map that comes with "The Compleat Ankh-Morpork City Guide"
- Pen or pencil
- Paper
- A functional human brain, preferably your own
- The Contents of this game box including:
 - Casebooks
 - News sheets
 - Documents
 - A list of professional contacts
 - A copy of CMOHO Dhabla's Guide to the Races of the Disc
 - Thieves Guild Insurance Chit

A Note on Required Knowledge

When writing the cases this game assumes a total lack of knowledge about the Discworld setting. Although knowledge of the books may help, it is not needed to solve any of the cases. All of the information required to solve a case is included either in the casebook itself, the associated news sheets, the Compleat Ankh-Morpork City Guide or the Guide to the Races of the disc. You will never need to consult a source outside of the game and city guide.

How to play:

Setup:

1. Select which case to play, if it is your first time it is recommended that you start with the Case of the Perished Fishmonger.
2. Retrieve the Casebook for the case.
3. Retrieve the News sheets marked in the casebook.
4. Retrieve all of the documents marked in the casebook, but don't read them.
5. Retrieve the Guide to the Races of the Disc and the professional contacts list.
6. Retrieve your copy of The Compleat Ankh-Morpork Guide and the enclosed map.
7. Read the Intro in the Casebook.

General:

Your goal in each case is to solve the mystery whilst using as few leads as possible.

To pursue a lead, you either pick a coordinate on the map or one of your professional contacts from the list, write down which lead you're pursuing and look up the associated passage in the casebook.

Using the map:

The street map that comes with "The Compleat Guide" is divided into squares with a letter and number coordinate system, e.g. The Opera House is in E5.

However these squares are quite large, so this game further subdivides each square into 4 quadrants using the discworld compass, so each square consists of a:

- HW(Hubwards-Widershins) quadrant.
- HT(Hubwards-Turnwise) quadrant.
- RW(Rimwards-Widershins) quadrant
- RT(Rimwards-Turnwise) quadrant.

e.g. The Opera House is in E5-HW, while the Dysk is in E4-RT.

Each of these Coordinates are listed in the casebook's table of contents, alongside a page number for the associated passage.

In some cases, multiple locations may share a coordinate, in which case the coordinates' associated passage will consist of a set of page numbers for each location at those coordinates.

A similar system is used for situations where there may be some confusion as to which coordinate a location occupies. In such cases, just take your best guess at where the location is and the casebook should get you to the right passage eventually.

Scoring is based on the number of locations visited, not the number of coordinates visited, so visiting two locations at the same coordinates counts as pursuing 2 separate leads. Likewise, pages that ask you which location you meant do not count as a lead, only the location you visit from there.

Using the Guide:

Most of the locations you'll learn of by street names rather than co-ordinates, the Compleat Ankh-Morpork City Guide includes a directory of streets that you'll need to make use of if you want to easily find a location on the city map.

In addition, your city guide includes useful passages, directories and ads for various locations in the city that may be useful to the case but that you may not be directly pointed to.

Using Documents:

Each case has a number of documents associated with them. Through the course of an investigation you may gain access to these documents. When a passage contains a mark like this [Document 1] it means that you now possess that document and may access and read it freely.

Do not read Documents that you have yet received via these marks, that would be cheating.

Using your contacts:

You have a list of professional contacts that you can avail of in a case, these include coroners, alchemists, weapon experts etc. They act as leads that you pursue just like locations on the map. To pursue a lead with a contact, add them to the list of leads you've used, find their name in the case book's table of contents and follow the matching page number to find their associated passage.

Using the News Sheets:

Each case has a number of News sheets associated with it, these are available to you from the start of the case and may contain information pertinent to the case or just news of what's currently going on in the city.

Using CMOHO Dhabla's Guide to the Races of the Disc:

The Guide to the races is available to you and free to use at all times, in every case. It is a supplementary document intended to provide essential background information about the races of the disc for those that may not be familiar with the discworld setting.

Solving the Case:

Once you are confident that you have solved the mystery you can read the conclusion section of the casebook and attempt to solve the case by answering a quiz, once done you then move onto the closing passage.

At the end of the closing passage you'll be given the answers to the quiz and points values for each question. For each generally correct answer (your answer need not be an exact match) add the points value to your total, you will then be told how many leads Commander Vimes used and will lose points for every lead more than him that you used, and gain points for every lead less than him that you used. That will give you your final score for the case.

Thank you for playing.