





Murder on Two Wheels
by C. Bryan Tucker
Design and Layout by Ken Blumreich
Art by Chandler Kennedy
Edited by Melissa Buchanan

© Ken Blumreich and Playing with Murder Press 2011

A personal, revocable, nontransferable, and nonexclusive license to make limited personal use of this material is granted to you subject to the terms and conditions described in the Playing with Murder User Agreement, the text of which can be found at <http://www.playingwithmurder.com/user-agreement-i-6.html>.

Table of Contents

Introduction.....	4
What You Need to Know to Get Started	5
What Do I Need to Have in Order to Play?	6
Character List.....	7
Ma Sudds	8
Clara Bolo	9
Bo Green	10
Sam Tallow	11
Kretch Bellicose.....	12
Stacy-Sue Chary.....	13
Joe Turgid	14
Arnold Epicure.....	15
Name Placards	17
Introductory Script and Explanation of Rules	19
Round One	21
The First Clue	22
Round Two.....	23
The Second Clue.....	24
Final Round.....	25
Solution.....	26

Introduction

Thank you for choosing *Murder on Two Wheels* by PWM Press; this package contains everything you need to host a Murder Mystery Mini that will provide a delightfully entertaining evening for eight players or teams.

Our line of Murder Mystery Minis are specially designed for fast setup and easy play. All you need to do to get started is print out this booklet, gather together a group of players, hand out character sheets and name tags, and then follow along with the instructions. Best of all, the party facilitator gets to join in the game and solve the mystery along with the other guests!

Of course, that means that you're going to need to be careful when printing out this booklet and handing out the materials to your other players; if you let your eyes wander too much, you might accidentally read something that could spoil the surprise for you. If you want to solve the mystery along with the other players, you'll need to follow the printing and handout instructions included in the next section precisely.

On the other hand, if you would prefer to plan your party more exactly, you can always choose to read through the booklet in advance; while this means that you won't get to play a character or help solve the mystery, it also means that you get to read through all of the character sheets and assign players roles that you think will best match their personality and acting skills. The choice is entirely up to you!

If you do plan to play along with your guests, pay attention to the warnings at the end of each section. If you see a green box like the one at the bottom of this page, it is safe to proceed. If you see a red box labeled "**UPCOMING SPOILER ALERT!**" follow the instructions in the box in order to avoid accidentally viewing any spoilers. If you reach the end of a page and there is no red or green box, that means the section continues on the following page; in this case, it is safe to proceed.



SAFE TO PROCEED

You may turn to the next page without worrying about seeing something you shouldn't.



What You Need to Know to Get Started

Murder on Two Wheels is intended to be played around a table by eight people (or up to eight teams). Each of the players (or each of the teams) will be assigned a character and given a character sheet that explains who or what their character is, what information their character knows, and how their character should respond to events that occur during the game. In this particular Murder Mystery, the guests will be playing the role of sleazy motorcycle gang members as they work to determine who murdered a loathed member of their gang.

The game will progress in rounds. Round One will start with the party's host or hostess reading a script that explains the nature of the mystery that is afoot. After the introduction is read, each player at the table will share a piece of information from their character sheet, and all the other players will have an opportunity to respond to that piece of information.

Once everyone has had a chance to share their first piece of information and respond to what other players have shared, the game will proceed to Round Two. Round Two begins with the facilitator sharing a clue that should shed further light on the mystery. After the facilitator has provided the clue, the players will once again go around the table, providing another piece of information and then responding.

After the second time around the table, the game will proceed to the Final Round. The Final Round begins with the facilitator sharing another clue. The players then go around the table a final time, sharing their last piece of information and responding to each other.

By this point, the players should have learned enough information to be able to piece together a theory about who was responsible for the murder. Each player (or team) will write down the name of the person who they think is responsible. The facilitator will then read the final page of the mystery aloud, revealing the culprit. Any player or team who correctly guessed the identity of the killer is declared a winner.

From start to finish, the entire game should generally only require half an hour to complete.

Note: As the host or hostess, there are certain times when you will be called upon to read aloud passages from this booklet. Passages that are meant to be read aloud will be clearly labeled and contained in a gray box.



SAFE TO PROCEED

You may turn to the next page without worrying about seeing something you shouldn't.



What Do I Need to Have in Order to Play?

Our Murder Mystery Minis are specifically designed to not require very much in the way of supplies. All you really need is a table to sit around (or a large playing area where the guests can sit in a circle), a group of players (the minimum is eight; if you have more than eight, multiple guests can work together to play the same character), a printed copy of this booklet, a pair of scissors (to cut out nametag placards for each character), and pencils or pens for each player. You may also wish to provide scratch paper (for players to take notes on) and folders (to help players conceal their character sheets).

If you wish to do so, you may also choose to provide prizes for the winner or winners (any players who accurately identify the culprit). Some suggested prizes might include candy, bath and body products, homemade treats, or any other small, inexpensive gift item; remember that it is possible for multiple players to win, so if you choose to offer prizes, make sure you have enough on hand!

The next section of this booklet provides a list of the available characters as well as explanations on how to assign characters. There are no spoilers in the next section, so you can read it even if you plan to play a character and help solve the mystery.

GO

SAFE TO PROCEED

You may turn to the next page without worrying about seeing something you shouldn't.

GO

Character List

In *Murder on Two Wheels*, each of the players will be playing the role of sleazy motorcycle gang members notorious for stirring up trouble in their small town. These are the available characters:

- Alex “Ma” Suds: Ma earned his nickname because he owns Ma's Roadside Saloon, the biker gang's favorite hangout. Ma is respected for his honesty and his ability to break faces. (Page 8)
- Clara Bolo: Clara likes knives almost as much as she likes hogs. She is the reigning knife throwing champion of Ma's Saloon and is a skilled and infamous knife fighter. (Page 9)
- Bo Green: Bo is as dumb as a brick wall and twice as stubborn. He is madly in love with Clara. She reciprocates intermittently. (Page 10)
- Sam Tallow: Sam is the gang's go-to guy for mechanical repairs and modifications. Sam generally prefers the company of rusted motorcycle parts to the company of people. Sam is also the biggest, strongest person in the gang. (Page 11)
- Kretch Bellicose: Kretch is an enthusiastic brawler who started riding several years ago. He's a good guy when he's sober, but when he starts drinking he usually starts fighting too. (Page 12)
- Stacy-Sue Chary: Stacy-Sue grew up in the area and thinks motorcycles are neat. She scraped together enough money for an old dirt bike and hangs out at Ma's even though Ma knows her ID is a fake. (Page 13)
- Joe Turgid: Joe is a retired racer. He's a very skilled rider, but he has a big head that gets him in trouble from time to time. Joe rides a carefully maintained vintage motorcycle and is very proud of it even if it isn't as fast as some of the newer bikes. (Page 14)
- Arnold Epicure: Arnold is an old-school biker. He's seen and done most of the things these kids will see and do, but Ma's has cold beer so he puts up with them. (Page 15)

As party facilitator, you have several choices when it comes to assigning characters:

- If you do not wish to take an active role in playing a character and solving the mystery, you may read through each of the character sheets and decide which player or team would be best suited to a particular character.
- Alternatively, you could read the list of available characters to your guests and let people choose which character they would like to play. If multiple players are interested in the same character, you can flip a coin or play rock-paper-scissors to see who gets their first choice.
- Finally, you could shuffle the character sheets together and hand them out randomly to your players.

The next eight pages of this booklet are the character sheets.



UPCOMING SPOILER ALERT!

Warning! If you plan to play *Murder on Two Wheels* along with your guests, you should not read the character sheets! Separate the next eight pages and set them aside! You may then proceed to page 16.

