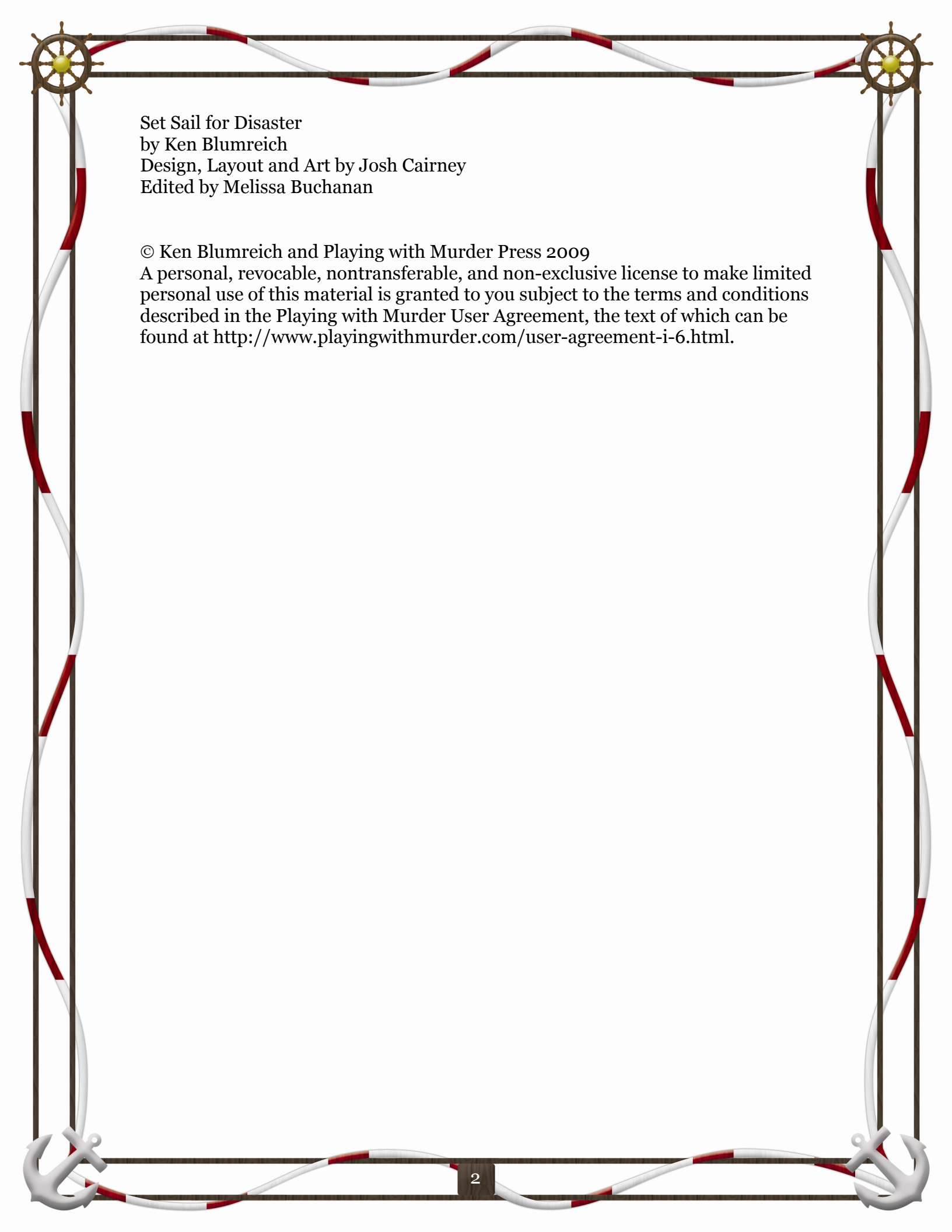




Set Sail *for* Disaster

*A Murder Mystery and
Scavenger Hunt in Two Acts*

You have been invited on a pleasure cruise by Captain Michael Von Ammon. The guest list includes a number of the Captain's friends, family members, and business associates, as well as the crew of the Captain's sixty-foot yacht, the *Elizabeth May*. Everyone is expecting an evening cruise replete with dinner, drinks, and dancing—they aren't expecting foul weather, the murder of the Captain, or a sudden shipwreck on a deserted island in the uncharted Caribbean.

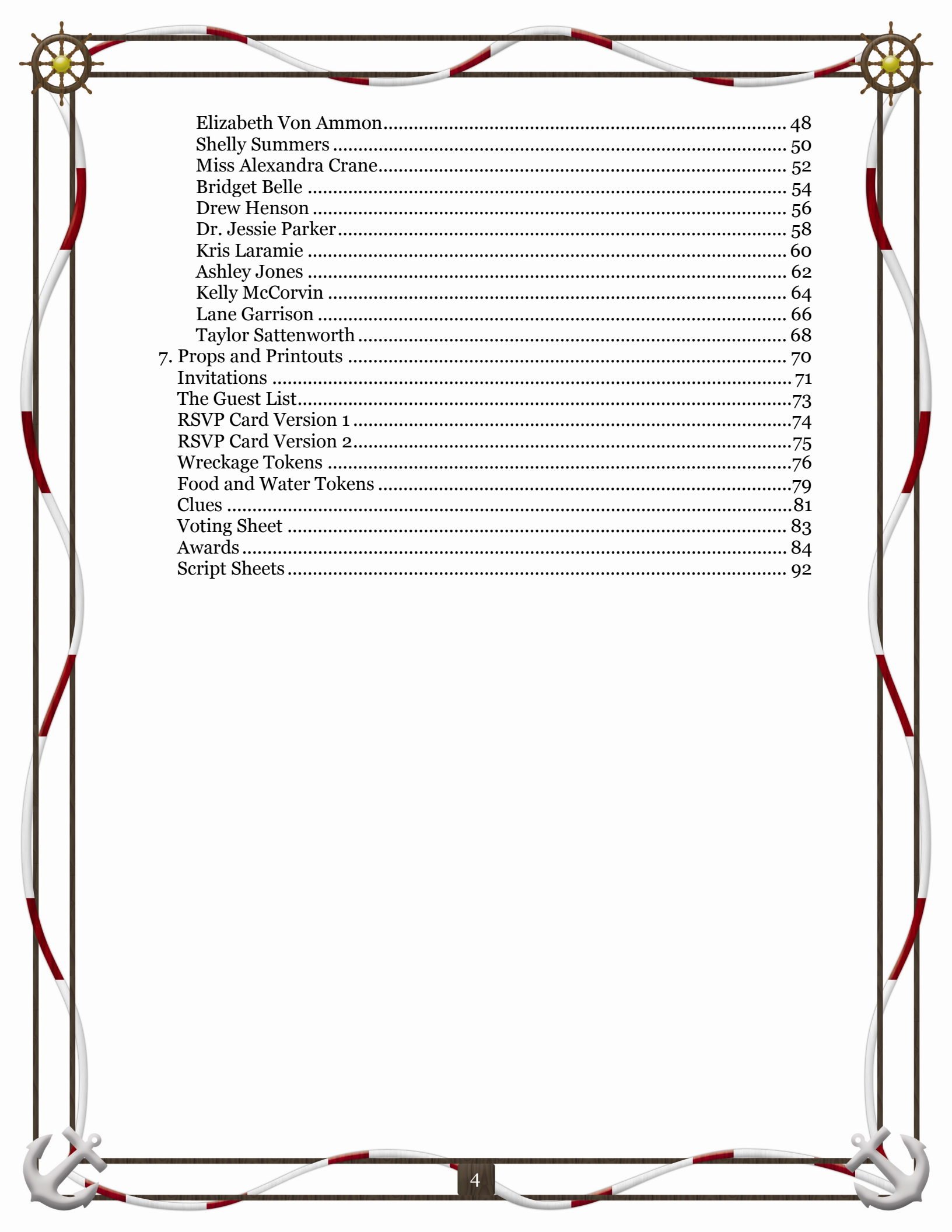


Set Sail for Disaster
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I. *Introductory Materials*

Section I of this instruction manual contains all of the introductory materials necessary for planning and preparing your party. In this section you will find a basic overview of the plot; a description of each of the characters; tips on preparing your playing area, choosing a menu, and organizing your printouts; and detailed instructions on how to go about inviting players and assigning characters.

Please note: The majority of the contents of this book are intended for the eyes of the Host/Hostess only! The success of your party hinges on a strong element of intrigue and mystery, so be certain not to share this book with the other players. The material that should be provided to your guests is clearly described in this book. Under no circumstances should you allow any of your players access to this book!



Welcome!

Thank you for choosing *Set Sail for Disaster*, another fine product by PWM Press; this package contains everything you need to host a spectacular Murder Mystery Party that your guests will remember for many years to come. Included are materials for hosting a party for anywhere from ten to fifteen participants (including yourself).

Mystery Parties are essentially a combination of improvisational acting, storytelling, and creative problem solving. Your guests will each assume the role of a particular character and will play the part of that character throughout the course of the game. Each character has specific personality traits, goals, secrets, and information, all of which are included in the character sheet. A big part of the entertainment value of Mystery Parties is getting into character and trying to achieve your character's individual goals.

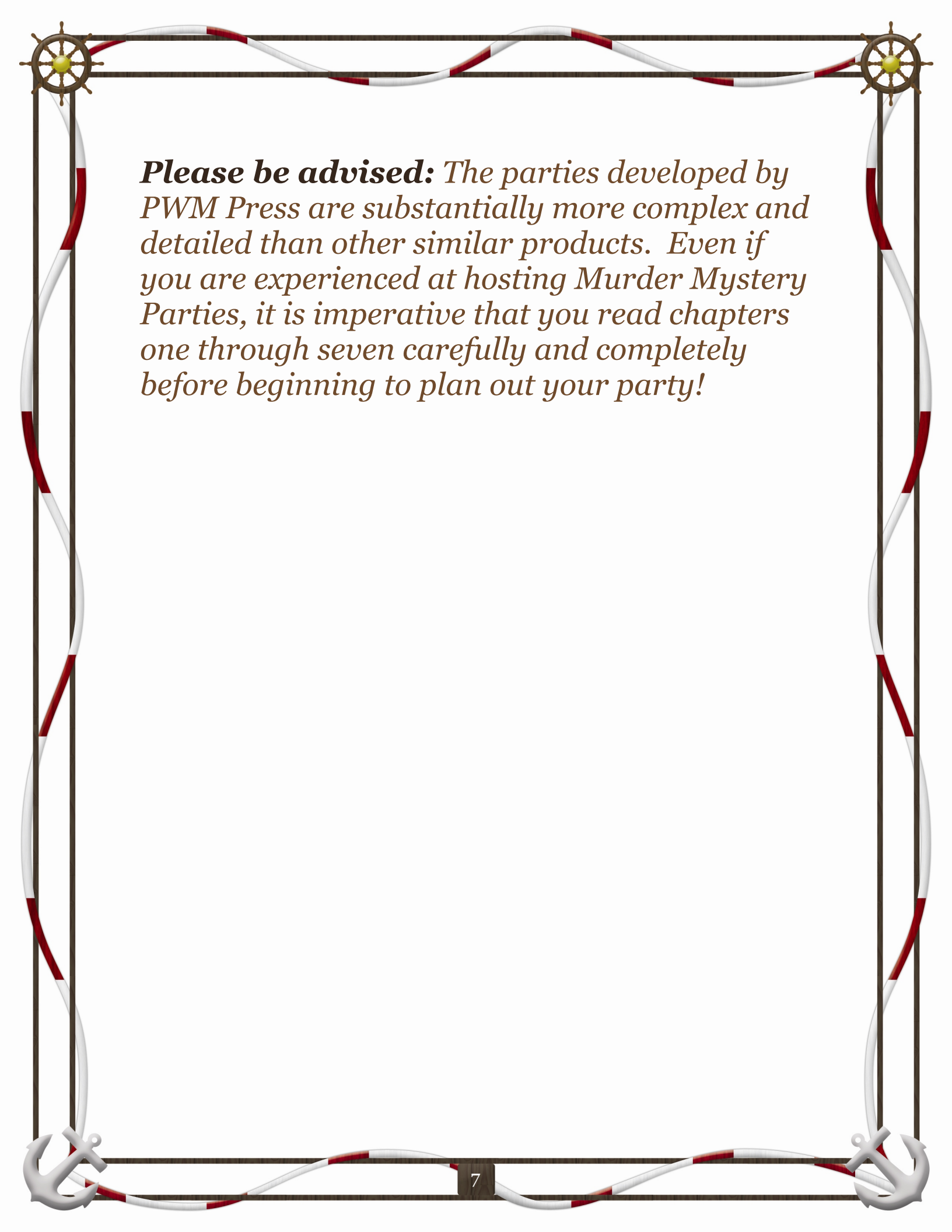
At some point during the party, an Event will occur that will force the players to come together in order to solve a problem or unravel a mystery. Traditionally, the Event in question will be the murder of one of the characters (as played by a guest), but the basic framework of a Mystery Party can accommodate numerous different types of Events.

The guests will need to use the information that their characters know (as well as additional clues that are provided during the game) to solve the mystery or overcome the problem posed by the Event. Typically this culminates in the guests voting on the identity of the murderer, but again, different parties will have different specific goals. The party may also have certain additional subgames built into the framework; for example, many Mystery Parties will have some form of scavenger hunt built into the story.

Once the mystery has been solved or the problem has been overcome, the party draws to a close. Guests are provided with an opportunity to vote on the best actor/actress, the best-dressed player, and so forth, and are then given certificates and awards for their participation in the game.

Throughout the course of the party, the Host/Hostess is responsible for ensuring that the event continues to run smoothly. He or she sets the scene, provides dinner and drinks, and moves the plot along at key points by reading scripted descriptions of what is happening. Frequently the Host/Hostess will also play the part of one of the characters.

This particular Mystery Party, *Set Sail for Disaster*, is a Murder Mystery wherein each party guest will be playing the role of a guest or crew member on Captain Michael Von Ammon's pleasure yacht, the *Elizabeth May*, and the Host/Hostess will be playing the part of the Ship's Engineer.



Please be advised: *The parties developed by PWM Press are substantially more complex and detailed than other similar products. Even if you are experienced at hosting Murder Mystery Parties, it is imperative that you read chapters one through seven carefully and completely before beginning to plan out your party!*



What Is My Role?

As the Host or Hostess, your role in the party is that of a facilitator or storyteller. It is your job to plan the event, prepare the playing area, and, once the game begins, move the story along and make certain that everyone is on task and enjoying themselves.

In many Mystery Parties the Host or Hostess is given the option to not learn the identity of the murderer before the game, thereby allowing him or her to participate in the party in the same way as the other guests. However, because *Set Sail for Disaster* is a more complex party, it is necessary for the Host or Hostess to have a clear understanding of all key plot points in order to ensure that the game runs smoothly. This means that you will be aware of the killer and victim's identity in advance.

- 5 -

Running the Party

This portion of the instruction manual will walk you through all of the steps you need to follow once your guests arrive. Read over this section carefully as it contains information vital to the success of the event.

Guest Arrival

As each guest arrives, you should pass out their nametag and character sheet (if needed) from the first folder and then allow them to mingle until everyone arrives.

During this stage of the event, the Host/Hostess should:

- 1) Make certain that everyone has a visible nametag.
- 2) Make certain that everyone has a copy of their character sheet.

Introduction to the Guests

Once everyone has arrived, gather them together in the main room and read aloud the “Welcome to the Party” text, which will explain to them the basic framework of the event. This text is provided below and is also included in Section III of this handbook as a printout; if you are so inclined, you can print out a copy for each guest for easy reference.

During this stage of the event, the Host/Hostess should:

- 1) Make certain that all the guests understand how the party is going to be run.
- 2) Answer any questions regarding the introduction.

Welcome to the Party

Script 1: To be read by the Host or Hostess after all of the guests have arrived but before the event officially begins.

Welcome, everyone, and thank you for attending *Set Sail for Disaster*. As all of you know, this is a Murder Mystery Party. During the party, each of you will be playing the role of a guest or crew member on Captain Michael Von Ammon's pleasure yacht, the *Elizabeth May*. Each of you has a character sheet that details special knowledge and goals that your character has, along with certain instructions for ways that your character should respond to specific situations. Aside from these instructions, and the general role-playing tips on your character sheets, there is no particular script that you need to follow; simply do your best to act as you believe your character would act.

During the course of the evening, I will be playing the part of Drew Henson, the Ship's Engineer. However, I will also be available to answer any questions about how the game works. Just let me know if you need to ask me something "out of character."

Before we begin, we'll give everyone a couple of minutes to read over your character sheets and make sure you understand everything. Remember not to show your character sheet to anyone else and to be careful with what information you end up sharing with other players. Most of you have secret information listed on your sheet that your character wouldn't want disclosed to just anyone.

[Once everyone has had a chance to read over their sheets, give them an opportunity to ask questions about how the game will work. Once all of their questions have been answered, continue with this script.]

Alright, if there are no further questions, let me describe the scene for you. You are aboard the *Elizabeth May*, Captain Von Ammon's yacht. You are here for an evening of dinner, dancing, and conversation.

[Point out each of the different rooms that are considered part of the game, and explain what part of the ship they represent. You should have at least one large room for the dining hall and another area that represents "on deck," where the guests can mingle and chat. You can specify other areas as you wish, depending on the size of the playing area.]

You are now free to mingle with each other and enjoy the cruise. Dinner will be served promptly at 7:00 PM. And now, if I could see the boat staff in the galley.

[At this point you can take the boat staff into the kitchen and explain that part of their role tonight will be to assist with serving the food, bringing around appetizer trays, and keeping drinks refilled.]

Drew Henson *The Ship's Engineer*

Act One

Who You Are

Note that since the Engineer is largely responsible for moving the evening along, it is required that the Host/Hostess take this role.

You are Drew Henson, chief engineer of Captain Von Ammon's yacht, the *Elizabeth May*. You are the person in charge of keeping the yacht sailing smoothly and the crew at their posts. As one of the Captain's staff members, you don't normally mingle much with the Captain's friends, preferring instead to stay below decks with the machinery and the security system. On this trip, however, you saw something on the security monitors that you think might need to be brought to the Captain's attention: Mortimer Stout (the Banker) propositioning Elizabeth Von Ammon (the Captain's Wife)! You didn't see how this matter turned out (as the two parties moved off camera), and you are loathe to rock the boat (so to speak), so you have refrained from saying anything thus far.

Getting Into Character

The Captain prefers for all of his staff to dress formally when he is hosting a gathering: suit and tie (or even a tuxedo) for the men, formal evening wear for the women. You should dress accordingly. You are calm and efficient in demeanor and don't tend to be ruffled even under extraordinarily difficult circumstances; you know how to handle yourself in an emergency and won't hesitate to take charge if the situation calls for it.

Your Knowledge

You know the following pieces of information that may be pertinent to the game:

- While monitoring the security system, you saw Mortimer Stout (the Banker) proposition Elizabeth Von Ammon (the Captain's Wife). You didn't see how this turned out, and you haven't yet decided whether you should mention it to the Captain.

Your Objectives

You have the following objectives at the beginning of the evening:

- You are in charge of making certain that the staff follow their instructions, that the ship runs smoothly, and that the dinner goes off without a hitch.
- Check in with each of the guests and make certain that they are comfortable and enjoying themselves.
- **Note that as Host/Hostess of the party, you have certain other responsibilities as outlined throughout this guide.**

You are cordially invited to

Set Sail *for* Disaster

A Murder Mystery Party

Date

Time

Location

Details Enclosed.

Please RSVP no later than



What Is a Murder Mystery Party?

You have been invited on a pleasure cruise by Captain Michael Von Ammon. The guest list includes a number of the Captain's friends, family members, and business associates, as well as the crew of the Captain's sixty-foot yacht, the *Elizabeth May*. Everyone is expecting an evening cruise replete with dinner, drinks, and dancing—they aren't expecting foul weather, a dastardly deed, and an unexpected disaster at sea!

Set Sail for Disaster is a Murder Mystery Party wherein the guests will take on the roles of Captain Michael Von Ammon and his guests and staff and play as those characters throughout the course of the event. At some point during the evening, one of the guests will be "killed" by one of the other participants, and the remainder of the evening will be spent piecing together clues in an attempt to determine who the murderer is. Food and drink will be provided.

Included with this invitation are an RSVP card and a brief description of the characters. Please return the RSVP card as soon as possible!

The Guest List

Male roles are marked ♂, female roles are marked ♀, and characters that can be either gender are marked ♀♂.

♂ **Michael Von Ammon (The Captain):** The well-to-do owner of the *Elizabeth May*, Captain Von Ammon is wealthy, successful, and well respected by all.

♀ **Elizabeth Von Ammon (The Captain's Wife):** A society lady of excellent breeding, Mrs. Elizabeth Von Ammon is highly cultured, beautiful, and well mannered. She is happily married to Captain Von Ammon and lives a lifestyle that is envied by many.

♀♂ **Dr. Jessie Parker (The Doctor):** Dr. Jessie Parker is a highly regarded plastic surgeon who caters to the wealthy and famous. Why Dr. Parker was invited on this cruise is something of a mystery to the other guests.

♂ **Mortimer Stout (The Banker):** Mortimer Stout is a financial genius who has a better understanding of accounting than he does of people. He is a longtime business associate of Captain Von Ammon.

♀ **Shelly Summers (The Actress):** Ms. Shelly Summers is a popular B-movie actress whose keen mind belies her somewhat ditzzy demeanor.

♀♂ **Kris Laramie (The Author):** Kris Laramie is a best-selling author and critic, known both for a sharp tongue and a love of the bottle.

♂ **Jonathon Whipple (The Philanthropist):** Jonathon Whipple was once a feared and respected businessman, known for his cutthroat approach. In recent years, he has devoted himself wholeheartedly to charity, leading many to believe that he is seeking to atone for some dark secret.

♀ **Miss Alexandra Crane (The Debutante):** Miss Alexandra Crane has only recently become part of the local social scene. Hailing from an old and powerful East Coast family, she is an impulsive young lady who enjoys horseback riding, dancing, and theater.

♀♂ **Ashley Jones (Boat Staff):** Ashley Jones is one of Captain Von Ammon's hired hands, there to make certain that the ship (and the party) run smoothly.

♂ **Jake Morrison (The Gambler):** A close friend of the Captain, Mr. Jake Morrison is something of a loveable scoundrel; his greatest pleasures in life are fine wine, fine women, fine cigars, and the lure of the poker table (in no particular order).

♀ **Bridget Belle (The Model):** Equal parts sugar and spice, Bridget Belle is elegant, trendy, and sharp-tongued. A very successful swimsuit model, Ms. Belle is quite used to men doing whatever she requests.

♀♂ **Kelly McCorvin (Boat Staff):** Kelly McCorvin is one of Captain Von Ammon's hired hands, there to make certain that the ship (and the party) run smoothly.

♀♂ **Lane Garrison (Boat Staff):** Lane Garrison is one of Captain Von Ammon's hired hands, there to make certain that the ship (and the party) run smoothly.

♀♂ **Taylor Sattenworth (Boat Staff):** Taylor Sattenworth is one of Captain Von Ammon's hired hands, there to make certain that the ship (and the party) run smoothly.

♀♂ **Drew Henson (The Ship's Engineer):** (*Played by the Host/Hostess*) Drew Henson is the engineer of the *Elizabeth May*, in charge of keeping the yacht sailing smoothly and the crew at their posts. The Engineer doesn't normally mingle much with the Captain's friends, preferring to stay below decks with the machinery and the security system.

Wreckage Token

1 of 7



*You have located a piece of the ship's original hull.
A large section is intact – this could probably
be used as the base for a lifeboat!*

You should take this wreckage to Drew Henson, the Ship's Engineer.

Wreckage Token

2 of 7



*You have located several long planks of wood
that seem to still be in good condition.
These could probably be used as oars for a lifeboat!*

You should take this wreckage to Drew Henson, the Ship's Engineer.

Wreckage Token

3 of 7

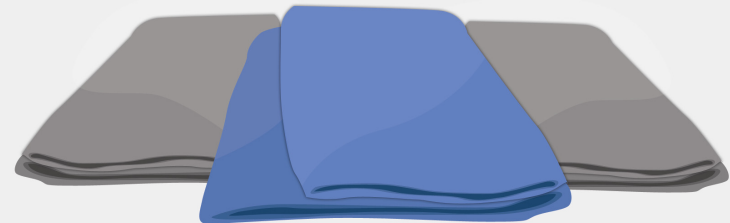


*You have located a long, sturdy pole.
This could probably be used as the mast for a lifeboat!*

You should take this wreckage to Drew Henson, the Ship's Engineer.

Wreckage Token

4 of 7



*You have located several large, intact tarps.
These could be stitched together and
used as the sail for a lifeboat!*

You should take this wreckage to Drew Henson, the Ship's Engineer.

Food & Water Token



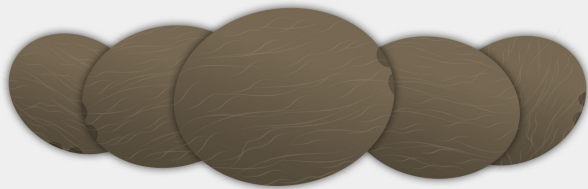
*You have located tropical fruit!
This will certainly come in handy for
the long sail back to civilization.*

Food & Water Token



*You have located several large shells.
These are probably large enough to store some
fresh water in for the trip back to civilization.*

Food & Water Token



*You have located several coconuts!
This will certainly come in handy
for the long sail back to civilization.*

Food & Water Token



*You have located some broken coconut shells.
These could probably be used to store some
fresh water in for the trip back to civilization.*

Least Likely to Starve Award

For collecting the most food and water tokens,

*is hereby awarded the Least Likely to Starve Award.
Great job, and thanks for playing Set Sail for Disaster!*

Awarded on _____

