

Murder at Sharky Point

A MURDER MYSTERY GAME

By David J Rodger

Free Sample

About the Author

David J. Rodger (born in Newcastle Upon Tyne) is a British science fiction & fantasy author and game designer best known for his novels set in a near-future world of corporate and political intrigue. So far he has published six novels; five that are set in the same world: God Seed; Dante's Fool; Iron Man Project, Edge and Living in Flames, and one, Dog Eat Dog, set within the world of Yellow Dawn. Yellow Dawn is a role-playing game set in the same future world as his novels, ten years after it has been devastated by a terrible mutagenic virus.

Rodger spent 8 years working for a non-departmental government agency, developing a virtual communications service within the IT Division, before moving into commercial project management for a UK media company. In 2000 Rodger's presence on the Internet got him a place in the BBC documentary Through The Eyes of the Young, directed by Chris Terrill. Rodger now lives in Bristol, England, with a Braun coffee-maker, writing from a house on a hill with a view of Earth's curve. He can be found on the web at: www.davidjrodger.com

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ABOUT THIS SAMPLE

Murder At Sharky Point creates an actual investigation where the characters are given a set amount of time to figure out who was where, and doing what, between the hours of 9pm and 10pm. The primary aim of the investigation is to deduce who was involved in the death of Dr Black; but there is a dense and tangled web of lies and secrets to pick through and expose if players have the mind for it.

“This is unlike any boxed set where you’re railroaded towards a conclusion...”

It is a free-style deduction game where the players, as characters, have to drive the investigation forward by asking the right questions. This might seem a little daunting at first but you’ll be amazed at how people take to the role; how the hunt for the truth becomes ever more passionate, the exchanges of questions, lies, accusations and counter-accusations become heated.

This sample shows you an invitation pack for one of the six primary characters and a taster of a player pack, demonstrating how the information is laid out.

“Players have to quiz and interrogate their fellow dinner guests.”

Solving the crime and exposing the lies and secrets requires every player to suspect every other player, to check what each person says against what is known – and to challenge any lie with savage intelligence and force of will. The gloves come off in this game. Nobody is excused.

EXAMPLE PLAYER INVITATION

There are six of these invitation packs, one for each of the primary characters.

This free sample contains the invitation for Miss Carleti.

They are handed to players well before the day of the party / murder mystery.



This is a murder mystery. Try to make some effort in dressing-up for the role to fit into the character given to you. The game itself will only last 2 hours. Try to limit your alcohol intake until the conclusion, that way you can remain a useful participant and allow everyone to enjoy the fun of the mystery.

You'll be given your player pack after you arrive, and before the game begins. This contains the secrets you know and a comprehensive timeline of where you were at different times during the evening before the murder takes place. Use this timeline to help establish your alibis, or your lies (if you think lying is necessary).

SUGGESTION FOR WHAT TO WEAR

You are naturally beautiful, painfully wealthy and dress to impress. Anything you wear flows from your figure with style.

HOW TO PLAY YOUR CHARACTER

Before the game actually begins you will be interacting with other players 'in character'.

Try to incorporate these traits into your behaviour:

- Intelligent, striking, and not afraid to be seen or heard
- Simmering sexuality but this is something natural and not put on.
- You prefer to be appreciated for your brains rather than your looks.
- You're passionate about helping those less fortunate than yourself.
- You are subtly hostile towards Colonel Farquar and Reverend Malty.

PUBLIC KNOWLEDGE ABOUT THE CHARACTERS

DR BLACK

Dr Black, eminent physician for the small and affluent township of Sharky Point; he made a name for himself in annals of science for his work in genetics, developing a bio-chemical mechanism for delivering body-altering retroviruses of recombinant DNA. This work also made him the enemy of many religious groups who saw his work as tampering with the Gods sacred design. He has also been criticised by other scientists for "going too far" and by charities working with war torn states who fear his work may lead to a new "Bio Weapon". Charming, arrogant, intellectual, Dr Black has often been a contentious individual, but always a perfect host.

MISS CARLETI

She is the fashionable darling of the society scene. Fabulously wealthy since the death of her husband (Captain Carleti) three years ago, her infamous parties and lavish lifestyle are well documented. Fast cars and all the finest clothes, yet she seems to work hard too, and has set up several charities, for the Homeless, for abused Prostitutes and Children In Need.

It is public knowledge that she had a brief fling with Dr Black 3 years ago after the death of her husband. Some people say this affair predates her husband's death?

P R O F E S S O R D R U M

A professor of Economics at the not-to-distant university that has a global reputation for excellence in Natural Science, History and his field of Economics. It must be emphasised that Professor Drum blatantly loves money. He drives the latest sports car – and his clothes are always new and stylish. His apparent wealth is not surprising, you regularly see him on televised debates and you know he charges for private lectures. A successful man indeed!

C O L F A R Q U A R

The long-term partner of Ms Eldrich. A decorated officer of the continuing conflict/occupation of Iraq, trained in combat, skilled in secret missions, now on consulate duties near Sharky Point. Many people feel dwarfed by the man's social status and robust personality.

M s e L D R I C H

The long-term partner of Col Farquar. A lady of maturity is how she likes to be perceived. Cultured, respectable and visibly affluent. These are her traits. She attends charity galas; she hobnobs and tries to connect people with other people; she loves scandal and is usually the source of many tales of other people's indiscretions

R E Y M A L T Y

He is the longstanding reverend of Sharky Point and has known Dr Black since he bought the house here 10 years ago.

M s K o v i t

You have known Ms Kovit for the years you have been coming to Dr Black's mansion at Sharky Point. A loyal and tireless servant, Mr

Black often praises her to you when she leaves the room, but he also suggests she has developed a keen fancy for one of his guests (followed by a crude wink). She's a strange woman, rarely smiles and always looks like she's half occupying another world when talking with you! It's easy to forget she's in the room with you. Likely she knows many snippets and secrets of other guests.

EXAMPLE PLAYER PACK

There are six of these invitation packs, one for each of the primary characters. They document exactly where your character was at specific times of the night, what you saw and what you did. They are the touchstone of any investigation because they tell a player what they know for certain.

MISS CARLETI

YOUR CURRENT STATUS WITHIN SOCIETY

You are the fashionable darling of the society scene. Fabulously wealthy since the death of your husband (Captain Carleti) three years ago, you have partied hard, with lavish soirées, fast cars and all the finest clothes, but you have also worked hard to put the money to good causes. You have set up several charities, for the Homeless, for abused Prostitutes and Children In Need.

Your husband, Captain Carleti was shot near your home, walking your pet whippet “Franky”. It was also assumed to be a random act of violence – the killer(s) were never caught. You know differently.

What people don’t know is [REDACTED]

SUMMARY OF YOUR RELATIONSHIP WITH OTHER GUESTS

DR BLACK

You [REDACTED]
Some people say this [REDACTED] but you ignore their wagging tongues.

MS KOVIT

[REDACTED]

PROF DRUM

You’ve always been [REDACTED]
[REDACTED]ht.

COL FARQUAR

COL FARQUAR worked with your late husband in Iraq, [REDACTED]. He told you how and why [REDACTED]

MS ELDRICH

You know [REDACTED]
[REDACTED]
You also [REDACTED]

MISS CARLETI

REV MALTY

Two years ago at a similar gathering to this one

[REDACTED]

WHY YOU’VE COME TO SHARKY POINT AND TO HAVE DINNER WITH DR BLACK

[REDACTED]

WHAT SECRETS DO YOU KEEP YOURSELF, AND MUST PROTECT!

[REDACTED]

WHAT IS YOUR ‘PERSONAL WISH’?

[REDACTED]

HOW YOU SHOULD PLAY YOUR CHARACTER

[REDACTED]

YOUR TIME FRAME

A comprehensive timeline of where you were at different times during the evening before the murder takes place. Use this timeline to help establish your alibis, or your lies (if you think lying is necessary).

7.00

You are running late. You press your pedal to the metal on the classic sports car and try to make up time. Earlier tonight you received a phone call from

[REDACTED]

[REDACTED]

7.30

You arrive. Glancing down the staircase that leads to the wine cellar you notice

[REDACTED]

Reaching the CONSERVATORY you find the other guests enjoying coffee and liqueurs. They tell you that you have missed

[REDACTED]

[REDACTED]

7.45

and return to the CONSERVATORY together. is still absent.

MISS CARLETI

7.50

returns, flapping arms and saying it is quite chilly outside.

8.00

Dinner in the DINING ROOM,

8.15

leaves the DINING ROOM.

Various conversations open up across the DINING table, as well as subtle interplays between individuals. Here is a bullet point list of things said and behaviour that you recall:



announces to the table that **Dr Black** is likely to join in a lucrative ‘investment venture’, **Dr Black** says that he has given no such assurance – he is still thinking about this. looks bothered. then adds view that the is due to deepen, severely...anybody would be mad to invest at this time. glares at smiles thinly.

Listening to **Dr Black** explain about new developments in bio-technology, interrupts to curse looks down at plate wrestling with some powerful emotion, embarrassment? Anger?

asks why has not attended one of **Dr Black's** wonderful dinner parties in such a long time! Especially considering lives and works **Dr Black** guffaws and looks at closely for an answer, seemingly enjoying some hidden pleasure. looks uncomfortable for a moment then regains composure: answer is that busy with then looks pointedly at several people around the table.

9.00

Dr Black stands up and leaves the DINING ROOM saying he is off to fetch a bottle of his finest champagne

9.05

leaves the DINING ROOM without explanation.

9.06

You leave the DINING ROOM, saying you're going to powder your nose.

Glancing to your left you see walking purposefully toward the KITCHEN. You want to . You walk into the for some (arrive 9.08)

9.12

You've decided to be Stepping to the door you peer out and see standing by the corner of the DINING ROOM with back to you: is standing close to the wall, stealthily peering round as if waiting for something.

is joined by and they both turn and walk grimly toward

This investigation works very well if players focus on asking questions around:

“Where were you at such and such a time?”

This particular question can often catch out people who are lying.

Because every player has a script detailing what they saw, who they met, when and where, it makes it likely that a person who is lying about where they were at a particular time, could be caught out by somebody who was really there...

“I didn’t see you there then. You’re lying. Why are you lying?”

Latch onto inconsistencies. If a character is lying, find out why!

At the end of the day this game is about having fun. Everyone I know who has ever played Murder At Sharky Point has recounted hilarious tales of furious debates, finger pointing and flagrant denials.

It’s a game of wits, humour and nerve.

How well can you lie? More importantly, how good are you at spotting them?

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