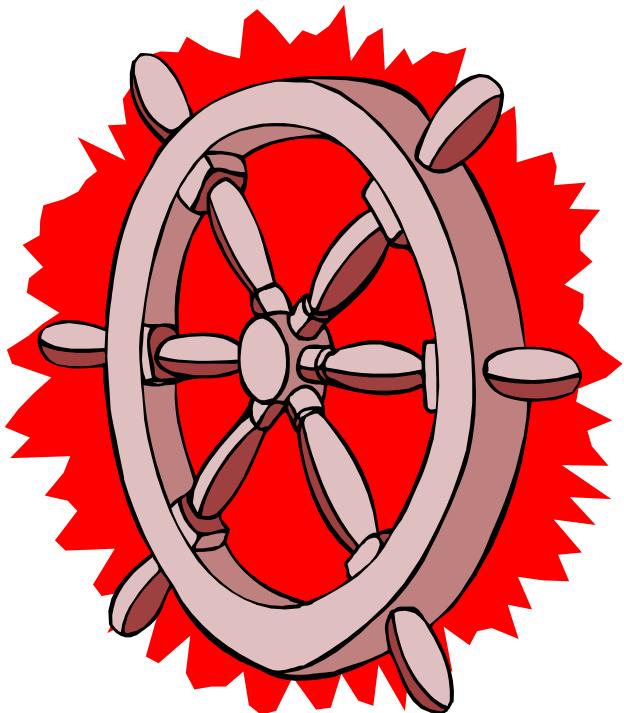


DEATH AHOY

Preview



Find out who
murdered
cruise
director
Sunny Sails
aboard the
Legendary
Carnival

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HOW TO ORGANIZE “DEATH AHOY”

Here is your complimentary copy of our seafaring murder mystery. When you revert to your landlocked lifestyle, you and your guests will enjoy staging the same mystery that you enjoyed on our Murder Mystery Cruise aboard the Carnival Legend. Here is what you should do to coordinate your murder mystery evening:

STEP 1: Review the materials in this mystery packet. Even though you participated in this mystery on board the ship, you’ll want to refresh your memory.

All page numbers in this packet are in the upper left-hand corner of the pages as you look at them vertically. That way you can run off the material without having the page numbers interfere with the format. The entire packet includes:

- **Instructions on how to organize the event.** They’re on pages 2 through 5. (You’re reading them right now.)
- **Instructions for the person who will facilitate the event.** Information for the person who will take charge of the murder investigation is on page 6.
- **Role Player Information.** These pages serve as a “cover letter” for the information you’ll send to the *five individuals* who will be in character as the suspects. Run off five copies of pages 7 and 8 back to back. You may want to use better quality stationery for this letter.
- **Role Player Information.** Pages 9 through 18 contain the information you’ll send with the cover letters. Each role is designed as a two-sided two-fold document. Again, run off this information back to back. *Each role player gets only the information that applies to the role that he or she is playing. Your role players should know ONLY what’s in their individual packets.*
- **The Invitation to the Mystery Event.** The invitation on page 19 will be sent to each guest. It is designed to be run off as a two-fold. Or, if you decide to use heavier stock, the left side of the page can be run off back-to-back with the right side of the page.
- **Security Chief’s Letter.** The letter on page 20 will be given to each guest by the facilitator upon arrival. Run off enough copies so that each person receives one.
- **Clues about the Crime.** You’ll find 16 clues about the mystery on pages 21 and 22. Cut them out. *Since each guest receives a clue, you can invite up to 16 investigators. Should you want to invite more guests, simply double and triple the clues.*
- **Today’s Edition of Legendary Lines.** Everyone will receive a copy of *Legendary Lines* on pages 23 and 24. Run the pages off back to back.
- **Investigative Report.** Run off one report on page 25 for each investigative team.
- **The Answer Sheet.** Run off one answer sheet on page 26 for each investigative team.
- **The Denouement. *This is the solution to the crime.*** Run off pages 27 through 29. The facilitator will read these pages at the end of the evening.

STEP 2: Plan your event. Pick a date on which to conduct the murder mystery event. *Death Ahoy* is designed to be an evening’s entertainment. Remember: our mysteries are for serious sleuths. It will take two to two-and-a-half hours to solve the case using the recommended format. Because of this, a buffet meal is suggested for the mystery evening. If you have a sit-down meal, add the amount of time the meal will take to your planning time.

STEP 3: Select your role players. Review the scenario and the brief descriptions of the

suspects on page 7. Select guests who would fit into these roles. Send the role players their information **and** a copy of *Legendary Lines* (pages 23 and 24) approximately 10 to 12 days before the mystery event. The role players should bring the information with them and use it as a reference when they are questioned by the investigators.

If you have only five or six guests, the role players will also be the investigators. This means you will send the invitations with the roles so that all of the information arrives at the same time.

STEP 4: Invite your guests. Approximately three to four weeks in advance of the event, send invitations to the guests who will not be role players .

STEP 5: Select a person to facilitate the investigation. He or she can assume the role of the Security CHief. The facilitator should read the *Instructions* on page 6, and review the information in the packet to keep the event moving so that the investigation is conducted effectively.

Here's what to do on the night of the mystery event.

STEP 6: The facilitator greets the guests in character. He or she gives each guest who is investigating the crime a *Security Chief Letter with a Clue attached and Legendary Lines*. (You may want to put them in envelopes marked “Official Information.”)

If you have only five or six people at the event, and the role players are also investigating the crime, everyone receives a letter. If your event separates the role players from the investigators, then role players DO NOT receive letters. Tell the investigators they can share clues with each other at any time during the evening.

STEP 7: The role players speak. The facilitator asks everyone to sit down as the role players give their recollections of what happened. Ensure that it is staged in this way:

- The facilitator reminds everyone that Sunny Sails died last night and her body was discovered this morning in the jacuzzi on the top deck. They've been asked to give their recollections about what happened last night along with their feelings about Sunny.
- The facilitator asks the five role players to speak in the order indicated on page 6 of each role player's information. They stand and read the sections headlined, “Here's what you'll say when you're asked to speak.”

STEP 8: The investigation starts. The facilitator briefly reviews what happened, including such facts as:

- Sunny Sails was the cruise director of the Legendary Carnival.
- *Only one of the people who attended the reception committed the murder.*
- MOTIVE, MEANS and OPPORTUNITY must be considered to solve the case.

STEP 9: Form investigative teams. Have the guests who are investigating the murder form

three-to-five-person investigative teams. Team members will work together to solve the case.

If only five or six people are at the event, you may (at your discretion) form two-person teams who will work together to solve the case.

STEP 10: Break for dinner or refreshments. The teams may trade clues to obtain as much information as possible while they are eating, but they cannot question the suspects yet.

If only five or six people are involved, distribute the remainder of the 24 clues at regular intervals during the meal until all clues have been used.

STEP 11: Continue the investigation. At the end of the meal, tell the teams that it is time to start the investigation again. Each team should find an area to use as an interrogation room.

If only five or six people are present, everyone stays together and one role player at a time is questioned.

STEP 12: Coordinate the questioning. Have one role player rotate to each interrogation room at six-minute intervals. If you have fewer than five or six teams, work out a rotation that gives role players breaks between some of the rounds of questioning. The investigators may ask the suspects ANYTHING.

The suspects should use the information provided in the *Role Player Information* to answer the questions. Suspects should *not* withhold any bits of information, and they should not offer information unless the investigators specifically ask for it. Good investigators must ask the right questions to get the correct information.

STEP 13: Distribute copies of the Investigative Report. After the 3rd round of questioning, The facilitator should loudly announce that police have prepared a report about the case. Distribute a copy of the report to each team.

STEP 14: Conduct open questioning. Place the suspects in different parts of the facility. For a six-minute period, investigators from any team may go to the suspects and ask final questions.
WARNING: Some investigators will try to pull the suspects back to their teams. Don't permit this. Several different teams *may* question a suspect at the same time.

With only five or six people, anyone can ask any other role player anything.

STEP 15: Distribute answer sheets. Give teams 10 to 12 minutes to write out their solutions by answering the questions on the *answer sheet*.

STEP 16: Teams give their solutions. The facilitator asks the questions on the answer sheet to each team, one at a time. The teams read the answers exactly as they were written on the answer sheet. *NOTE: Often, a team will want to change its mind after hearing the answers from another team. Don't let this happen.*

If you have only five or six people, each role player (or two-person team of role players) gives an individual solution to the case.

STEP 17: Read “The Denouement.” The facilitator opens the envelope in which the solution was placed. The facilitator reads it aloud to the guests. This will take 6 to 8 minutes.

STEP 18: Award prizes. You may want to award prizes to the investigative team that did the best job of solving the crime. Let your creativity run wild in selecting the prizes.

SPECIAL ROLE PLAYER INFORMATION ...

(THE FACILITATOR MAY WANT TO REVIEW THESE WITH THE SUSPECTS PRIOR TO THE START OF THE MYSTERY.)

- Because this mystery is crafted with intertwining facts, the role players are provided with an abundance of information that may or may not be used during the investigation. Since the suspects will undergo interrogation by the investigative teams, the extensive number of personal facts will enable them to answer most questions that are asked.
- Role players MUST read recollections exactly as they are written. THIS IS IMPORTANT. It enables the investigation to begin with the correct preliminary data.
- If role players are asked questions not specifically addressed in this information, the role players should answer in character based upon the other facts available to them.
- The only relationships that the suspects know about are those written into the roles. If asked by investigators about relationships that are not mentioned in the roles, the suspects should say, “No, we’re not related.”
- All of the suspects are telling the truth with the exception of the murderer whose recollections and responses will contain lies – this is intentional and part of the murder investigation.
- Since a good investigator must ask good questions, suspects must only offer information that is asked for by the investigators. They should NOT offer information that has not been directly requested.

The murderer DOES NOT know he or she committed the crime. This means the suspects don’t have to be good liars. The solution is contained in “The Denouement.”

FULL SPEED AHEAD!

INSTRUCTIONS FOR THE PERSON WHO WILL FACILITATE THE EVENT

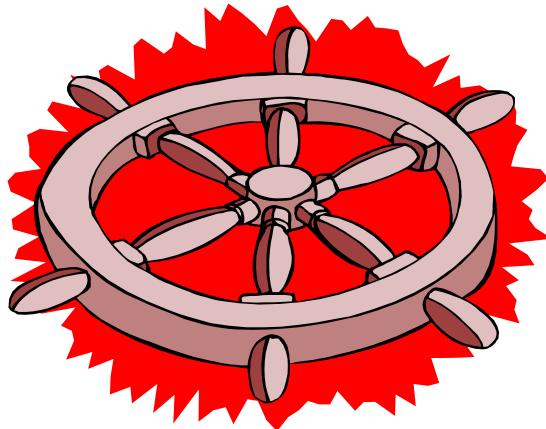
If you are a role player, then you already have a formal part in the investigation. Your role as facilitator means you will have to stay in character while ensuring that the investigation is conducted effectively.

If you are not one of the five role players, you may want to create your own character and come in costume. You could be, for example, Lawrence Law, the security chief who signed the letter on page 20. To facilitate the mystery event, do the following:

1. Review all of the information in this packet so that you are familiar with the mystery. **REMEMBER: If you are attempting to solve the crime, do NOT read “The Denouement” in advance. It contains the solution to the case.**
2. As the guests arrive, hand them a copy of the Security Chief letter, along with a clue and a copy of *Legendary Lines*. Tell them to talk with as many people as they can to acquire information about Sunny Sails.
3. The suspects have been told to arrive 15 minutes early. When they do, take them aside and review the *Special role player information* on page 5. Answer any questions they may have.
4. Keep the event moving by following the instructions on pages 2 through 5. Make sure all information is given at the right time.
5. **If you are not one of the role players,** after you read “The Denouement,” lead the guilty party away. If you want to, you can use toy handcuffs to make the arrest. If you want to stage the arrest in this way, let the suspects know you will do this.
6. Take a bow for a job well done!

DEATH AHoy

Your Role: Lou Cruise



1 Here's what you'll say when you're asked to speak.

I really don't know what to say about Sunny Sails. I'd known her for a long time. She worked with me on my special cruises. Sunny was efficient, but sometimes could have taken better care of details. You know, if you try to cut corners, someone can get hurt.

I've got four cruises going right now, so I hung around late to make sure that everything was OK. I thought everything was fine, so I was relaxing in a lounge with Harv.

He'd just had a big night in the casino and was tossing around a lot of money. A lot of the people who'd been in his seminar were also winning.

I noticed that Becky was hanging around him in the casino, but they parted company and I didn't see her again. It's not unusual to see Becky and Molly up late. They both work hard on these cruises. The drinks were on Harv.

It was after midnight that I was walking on Deck 5 when I spotted Sunny. She'd had a long day and looked like she was ready to call it quits. We made eye contact, but she didn't say anything. I didn't see anyone else around. I went back to my cabin and fell asleep. This morning I heard that Sunny was dead.

You, Lou Cruise, are a travel agent - and a darn good one at that. Born in Brooklyn 41 years ago, you are the only child of Stu and Boo Cruise, owners of a vegetable market who had difficulty making ends meet.

You worked in the market and became bored with school at a very young age. That's why you never graduated from grade school. A local professional wrestler, **Commodore Craig** the Crusher, became your idol.

You collected everything you could lay your hands on about him and tracked him down to a nearby gym. You used to hang around him and became friends with him. You wanted to join him in the ring, but weren't big enough to actually wrestle. So you, instead, became the ring announcer.

You were a mere 21 years old when you made your ring debut, but you loved the act that you perfected. At strategic times in a match, you'd enter the ring to do your job only to be mangled and "injured" by the combatants. Then, you'd be carried out of the ring, living to announce again at the next big match. You even developed a following of fans, some of whom constantly sent you get well cards.

All went well for the next 10 years. You traveled across the United States and the world with Commodore Craig and the Global Wrestling Federation. You even did interviews with local radio stations.

You thought you had the perfect career until one fateful day a decade ago when the Commodore's wrestling prowess came to an abrupt end. He injured his back while throwing an opponent from the ring and was replaced on the circuit by a newcomer named **Mohawk Mankato**, a performer who lacked the charisma of your idol.

Mankato sported a Mohawk hairstyle and wore dark glasses. The two of you liked each other, but things just weren't the same. Mankato soon developed a following of his own and you could tell he was earmarked for greatness.

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Because of his bad back, Commodore Craig decided to retire and return home to Brooklyn. You went with him. As a souvenir, you cut off a section of ring rope from Commodore Craig's final match. You carried it with you when you travel.

During the interim, your parents had sold the vegetable market and had made enough to buy a

small condo Florida where they now live.

You and the Commodore had to find another way to make ends meet. You saw an ad in the paper for a

With the Commodore as a celebrity partner, you began to arrange Wrestling Cruises on which you clients could meet the Commodore and learn the secrets of professional wrestling first hand.

do some of the trickier moves. Instead, he coached people on how to please the audience while making everything look good.

Your cruises became popular and you made a lot of money. Because of this, you're well known by both

Sunny had been a busgirl on one of the first cruises uit Cruise Ship Lines and the crews on board the ships. That's how you got to know Sunny Sails.

You could tell she didn't particularly like her job because she rushed to clear the tables and broke a lot of dishes. That's why you were surprised when, eight years ago, Sunny was promoted to the position of cruise director. You began to work with her on a regular basis and, although you tried intensely, could never warm up to her.

It seemed like no matter what you tried to organize, she'd put roadblocks in the way. Because of the specialized nature of your cruises, you always had

LOU CRUISE

unique needs. Sunny was never very accommodating in trying to help you out.

LOU CRUISE

Rhoda told you she planned on checking on property in the ports of call. She even carries a cloth tape measure around to make sure she knows the precise measurements of everything.

Two days ago, you boarded the Legendary Carnival both for business and for pleasure. Several of your specialized groups will be on the cruise to Panama, Costa Rica and Belize. Molly will have her markets on board, as will Becky with her gemologists, Harry with his fans, and Rhoda with the realtors.

To your surprise, **Mohawk Mankato** was also on board taking a break between matches. Last year, he "won" the Global Wrestling heavyweight title, something that Commodore Craig used to hold. He has quite a following of groupies who could cause a problem with ship security.

Sunny was there, greeting passengers and doing what a cruise director does. She was efficient, but her enthusiasm for your groups seemed fake. If you had your way, you'd never have to work with her again.

and was in great pain. He now has a difficult time even walking.

You later found out that the ring had been set up in haste because Sunny had arranged for the ring to be used that night in the Burning Bird Show Lounge. To make things worse, because of Sunny's input, the cruise line's insurance company refused to pay for the Commodore's medical expenses, saying that he had assumed the risk and was engaged in dangerous behavior.

Last year, tragedy struck, the Commodore was performing for one of Molly Rotter's cruise groups on the Legendary Carnival when suddenly, without warning, the wrestling ring that had been set up in the conference center collapsed. Commodore Craig reinjured his back

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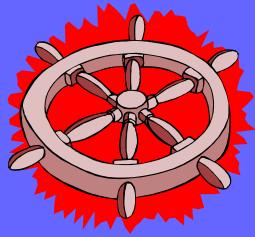
SHIP AHOWY!

Place:

Date:

Time:

RSVP:



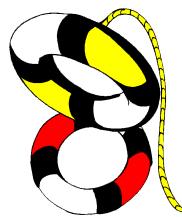
Murder
Mystery
Party

CARNIVAL LEGENDARY

Join us aboard
the cruise ship

To meet and talk with some of
the distinguished passengers
who regularly sail the Caribbean.

Be sure to meet and talk with:



Lou Cruise, travel agent
Molly Rotter, professional speaker
Becky Messer, jewelry designer
Rhoda Blogger, real estate tycoon
Harv Carver, poker chip collector

Your cruise director, **Sunny Sails**, has made all of
the arrangements for a memorable event.

YOUR CLUE #1

This seems a bit unusual. You found out that, before he became a travel agent, **Lou Cruise** was a ring announcer for the Global Wrestling Federation. You wonder what made him switch careers.

YOUR CLUE #2

You've noticed that **Becky Messer**, the gemologist who's on board, wears an abundance of jewelry, including a long, heavy bejeweled gold chain. You can't help but think that she could strangle herself if the chain gets caught on something.

YOUR CLUE #3

Your investigative staff has discovered that **Rhoda Blogger**, the billionaire real estate tycoon who's on board, buys and sells properties around the world. Some people say she's been involved in some shady transactions.

YOUR CLUE #4

Your sources inform you that when **Molly Rotter** was employed in the marketing department of Frisbee's Department Store, she worked for a person named **Stanley Sails**. Could he have been related to **Sunny Sails**?

YOUR CLUE #5

Mohawk Mankato, the professional wrestler who's traveling on the Legendary Carnival has been the Global Wrestling Federation heavyweight champion since the previous champ, **Commodore Craig the Crusher**, hurt his back during a match 10 years ago.

YOUR CLUE #6

Friends of yours in Las Vegas say they've seen **Harv Carver** and **Becky Messer** together in some of the casinos. Why would they be spending so much time together?

YOUR CLUE #7

It's a strange coincidence, but whenever **Becky Messer** is on board the reports of jewelry thefts go up. Maybe it's because so many people who travel with her are aficionados of precious gems.

YOUR CLUE #8

You realize that **Rhoda Blogger**, being a realtor, is concerned about the dimensions and sizes of rooms. But, why must she carry a tape measure around everywhere?

LEGENDARY LINES

Goings on aboard The Legendary Carnival



Sunny sails off into sunset

Body of cruise director found near lifeboat

Sunny Sails, 41, the cruise director of the Legendary Carnival, was found dead this morning near a lifeboat on Deck 5. The Tennessee native has been an employee of Legendary Lines for the past 17 years, starting as a busgirl and working her way up to her present position.

The exact details of Sails' death have yet to be revealed by on-board security personnel, but foul play is not being ruled out.

Sails' duties included making sure that all guests were taken care of on as the Legendary Carnival cruised to our ports of call. She had been instrumental in attracting special events to the ship and was experienced in working with unique clients such as the four special events that are currently taking place on the ship.

An Internet marketing cruise, run by noted professional speaker Molly Rotter, is a continuing attraction on board, as are Becky Messer's gem collectors cruise, and Harv Carver's "Gamblers Getaway" and poker chip collectors event.

And, for the first time, the Legendary Carnival is the site of a real estate investors cruise run by Rhoda Blogger who, reports say, has made billions of dollars in the real estate marketplace.

All of these cruises were booked through Brooklyn travel agent Lou Cruise's company, Cruises R Us. Cruise and Sails had known each other for years. He is also on board the ship. When asked for his reaction to the news, Cruise curtly stated, "Hey,



Sunny Sail's body was found near this lifeboat on Deck 5.

things can happen quickly. One minute you could have everything going for you and a few minutes later you're body slammed to the canvas. That's what you have to expect from life. You can be pinned and down for the count at any time."

Sails' body was discovered early this morning by a passenger out for

an early morning stroll. Although not yet confirmed, it's rumored that a small round object was found next to the body. Security Chief I. M. DeMann is working with authorities to investigate the death. More details and a written report are expected to be revealed later today as additional facts about the

Mohawk Mankato spotted on board

Professional wrestler Mohawk Mankato has been causing quite a stir aboard ship. The current Global Wrestling Federation heavyweight champion is on board to relax between matches. Mankato seems to always be surrounded by groupies as he jogs and flexes his muscles while exercising on deck.

One passenger is certain she saw Mankato duck into a lifeboat yesterday to escape an over-exuberant fan who wanted more than an autograph.

The wrestler's career started 10 years ago in when he was hired to fill in for Commodore Craig the Crusher who had been injured while throwing

an opponent from the ring.

Mankato's signature move is to pull a rawhide line from his wrestling trunks and to wrap it around his opponent's neck out of sight of the referee.

While many people are certain this is all an act, Mankato swears everything is on the up and up.

"I've offered to show people how I do it," checked the wrestler, "but no one has stepped forward and volunteered yet to let me demonstrate it on them."



Mohawk Mankato