Introduction

Algae liquor – a murder mystery

# Costumes

Good morning,

Here is a description of your character costume. More information will be available soon.

Linda

Unisex character

It is designed to be played as a man, but may be a woman if you prefer so. Let me know quickly.

Boris Karpamov

You are a russian count, a white émigré. You look like you are in your 50s, very classy, rich and dignified. You will need a bag, a purse or some deep pockets to store any secret document or book you may find during the evening. You will also need a mean to conceal a 30cm sacrificial dagger on you. Because you secretly are a crazy, evil and powerful sorcerer!

Fred

Elias Saphir

You are an occult investigator - in between a private investigator and an exorcist. You dedicated your life to the destruction of supernatural abominations that may threaten humanity existence. Tonight, you are disguised as a nouveau-riche: a nice jacket, a hat, some shiny accessory. You may need a bag, a purse or some deep pockets to store any secret document or book you may find during the evening. You will also need a mean to conceal a cap gun on you. The cap gun can be provided if you do not have one.

Madeleine

Elisa Winsworthy

You are a vampire - but everyone knows you as a charming, trendy and very classy woman. You remain mysterious and frivolous, as a feline tracking a prey. You need trendy sunglasses when close to a light. You are 120, but still look young. When alone with a young man, you tend to have a wide grin. You do not need a coffin, but you still have some earth from your country of birth in a small pouch.

You may need a bag, a purse or some deep pockets to store any secret document or book you may find during the evening.

Marie

Unisex character

It is designed to be played as a man, but may be a woman if you prefer so. Let me know quickly.

Gary Dopler

On this yacht, you are Gary Dopler, a young, discreet and clumsy sailor. But those are just lies. You real name is Jack Calgary and you are an inexperienced private eye. You are smart, ambitious and looking for success.

You are dressed as a ship boy or a sailor. Your job consists of cleaning the decks four times a day. You are cleanly dressed (hey, it’s a luxury cruise!), though your clothing remains functional.

You may need a bag, a purse or some deep pockets to store any secret document or book you may find during the evening. You will also need a mean to conceal a cap gun on you. The cap gun can be provided if you do not have one.

Dom

Henry Tanner

You are Henry Tanner, Winsworthy Shipping Co.’ accountant. You have worked fifteen years for Charles. Fifteen years of good and faithful service. Well… sort of. You kind of murdered your boss yesterday.

53 Years old, salt and pepper, peaceful pace, you are the old gentleman. You have this habit of putting your spectacles back up your nose. The one thing you love is doing crosswords in your living room. During dinners, you hardly say anything and your jokes always fall flat. But if someone is fool enough to start a conversation about finance, life insurance or bonds, then you turn into a chatterbox. This cruise bored you at first, but now you silently enjoy the mess.

You may need a bag, a purse or some deep pockets to store any secret document or book you may find during the evening. You will also need a mean to conceal a 30cm knife on you…

Maud

Judith Melba

On this yacht, you are known as Judith Melba, a painter. But your real name is Adeline Pulin and you are a famous thief, specialized in jewelry retrieval.

You are a classy thief. Re-read the best Arsène Lupin. You also are a member of the upper class and everyone believes you are a painter. But this is a mere hobby for you. You are well dressed and mannered. You hate violence and this is why Charles’ death saddens you so much. You always have visit cards signed AP with you, and use them to sign your thefts. Whatever happens, keep cool: you must always seem to be in control and to master the situation.

You may need a bag, a purse or some deep pockets to store any secret document or book you may find during the evening.

Alice

Unisex character

It is designed to be played as a man, but may be a woman if you prefer so. Let me know quickly.

Lucien Winsworthy

Hold on tight, this is quite unbelievable. Over the course of your life, you have been a clergyman, an exorcist, a voodoo priest, a guru, a ghost hunter, a prestidigitator, a prophet, a fortune teller, a chaplain, an occultist, an antiquarian and a putative terrorist. You spent your all life hunting evil creatures, killing sorcerers, demons, ghosts, undeads, shapeless horrors, (...) and many other monsters affiliated to the Cthulhu Mythos. Alas, booze (your all-time sin) often clouds your judgement.

You are smart and hide this very well. Nonetheless, you are totally nuts, beyond a doubt. You saw many strange creatures and events in your life, and it degraded your sanity. You are paranoïd and trust no one and it saved your life more than once. You also are a fanatic and an extremist: Evil must be destroyed, with no remorse whatsoever. Your exotic exorcist kit never leaves you: bible, crucifix, bird skulls, african talisman, buddhists charms and so on. You do not carry any weapon: you know too well how useless it is against such creatures…

Your are dressed as westerner man, with some bits and bobs from your previous experiences (yodler, priest, shaman…)

Sometimes you get a bit drunk and tell many stories. Strange stories…

You may need a bag, a purse or some deep pockets to store any secret document or book you may find during the evening.

Lise

Lucy Lenoir

You are Lucy Lenoir, the stupid and empty-headed waitress of the ship. Alas, this is what you would want everyone to believe. As a matter of fact, you are the adept of a great - but recently deceased - sorcerer.

You are - let’s be honest - quite nuts. You worship extraterrestrial Gods and are a sorcerer “apostle”. You find humanity pitiful, and only The Chosen Ones (of which you are) are worthy of your attention. But all this, you need to hide deeply. On this ship, the Hettie, you are Lucy Lenoir, Charles’ dumb waitress.

Of course, you already murdered many people, but this was done during ritual sacrifices. Fighting sounds like a hard job, so you focus on your wits and your ability to seduce men.

You are dressed as a foxy waitress. You are good looking and flirtatious.

You may need a bag, a purse or some deep pockets to store any secret document or book you may find during the evening.

Joeffrey

Max Hansen

You are a loser, even though you sometimes feel like an accursed artist. Your costume is ill fitted and you are dishevelled. You keep your guitar around and often play songs, usually depressing ones.

You may need a bag, a purse or some deep pockets to store any secret document or book you may find during the evening. You will also need a mean to wear a 30cm knife on you (you like to carve wood).

Note: this character may seem to be the less interesting one. It is likely to change very quickly.

Note 2: an acoustic guitar can be provided. If you have your own and know how to play, please bring it!

The game is set in 1924 in north America, on a luxury yacht. If you need any fashion guide, this [wikipedia article](https://en.wikipedia.org/wiki/1920s_in_Western_fashion) is a good reference.

Charity shops are a good start. Vintage shops have some interesting items as well but tend to be more expensive. If you have a sewing machine, a vest is easy to make. Eventually, ask your family or your friends: they may have some old treasures hidden in the attic!

And do not spend or worry too much - it is a game, not a re-enactment!

Please let me know if you have any question or trouble finding any accessory.

# What is a Murder Mystery?

First of all, it is about having fun!

You will spend an evening or an afternoon dressed up, playing the role of a suspect of a criminal investigation. You will have to prove your innocence by deducing who is the killer. Ask the others what they saw, heard or know. Piece together the motives of each character and check their alibis. Search the surroundings of the crime scene for clues. Or maybe you are the killer, in which case you will spend your time lying, misleading others and covering your tracks!

The story is already written. Your host, the organiser, is the only one who knows it. His role is to make sure everyone understands his mission, the background story and the rules. He may trigger some events later in the game to keep you entertained, or play short second roles.

A Player’s knowledge is limited to his character: his background, his implication in the crime, the relationships he maintains with other characters and his goals for the evening. This “character sheet” will be communicated to you a week or two before the event.

During the evening, you will be able to search for clues. Those will allow you to slowly unravel the different plots of the game. You may also have special abilities, such as “seduction” or “pickpocket” to help you. And of course, you will have ample time to discuss the crime with the other players.

The event will include a dinner, and will last three to six hours, depending on how the events unfold. The end of the story is not written: it will depend on your actions...

# Prologue

September 1924, Canadian east coast. The Indian summer seems to be lasting for ever. You enjoy a peaceful life. One morning, you receive an invitation to spend some time off on the Hettie, the yacht of Charles D. Winsworthy.

1st of September, 1924

Dear old friend,

I am not sure what you are up to since we met last time, but I have a naughty offer for you. Whatever you are doing right now, you drop it and join me in Halifax. The Hettie, my yacht, will cast off on the morning of the 12th. Your cabin is waiting for you. Planned route: the east coast, the Maine, then towards New York. No more than ten, fifteen days. Frankly it would be good to have you around. I have the firm intention to make it a memorable trip! Bring your wife if you have one, or possibly a friend if he is not a bore. The more the merrier...

Waiting for you,

Charlie

Finding the Hettie was not hard. Once on board, you have been told Charles D. Winsworthy was still asleep. The boat sailed away around 11am. The cruise was to last exactly 10 days. The game starts on the evening of the 4th day, so you have had ample time to meet every other passenger.

## Other passengers

**Charles D. Winsworthy:** the famous playboy is reaching his late thirties. He is putting on some weight and his face is turning blotchy. But he still is the happy mate you remember, the man whose saying would be “rather die of cirrhosis than of boredom”.

**Elisa Winsworthy**: 23. Has been the spouse of the latter for six month. Is she the fourth? Or the fifth?

**Lucien Winsworthy:** Younger than his brother, drifts from a whisky bottle to another.

**Elias Saphir:** Elisa’s brother. He is a calm man and a rich industrial.

**Henri Tanner:** Accountant of the Winsworthy Shipping Co. He is the only one, with Max, who is not pretending to have fun.

**Sasha Karpamov:** Russian countess recently installed in Canada. Charles and him visibly became friends lately.

**Max Hansen**: He is a friend of Charles. He seems only interested in his music. He is talented but not famous.

**Judith Melba:** Painter. She is a well mannered aristrocat.

**Gary Dopler**: the ship’s boy. Not really smart.

**Lucy Lenoir:** The waitress. Vulgar and empty-headed.

**Scott O'brian:** The captain. On the ship, he is the undisputed master.

The first three days went smoothly. A typical day would be made of music, reading and vegging out. All those peppered by Lucien’s alcohol crisis.

But on the morning of the fourth day, a scream woke up most of the passengers: Elisa’s jewels vanished during the night! Someone on board must be the culprit. Around 3pm, Charles still hadn’t show up and everyone feared something had happened to him. His cabin door had to be smashed down. It revealed a terrible vision: Charles was dead, a paper-knife stuck in his back. A sheet of paper lied next to him, on which he wrote “ELI” with his blood.

Overwhelmed by the recent events, you all move to the lounge to discuss what should happen next. Sail towards New York, or go back on your steps? Anyone could be the murderer ; how long before he starts eliminating witnesses?

# How to lead the investigatigation?

## Chating

Probably your main occupation of the evening! By discussing with others, you may learn what they know, their alibis, their thoughts and their findings.

## Hidden clues

Some clues may be hidden in the flat. It could be a crumpled up paper under the sofa, a newspaper article, a letter visible from everyone. So keep your eyes opened! Beware though: do not read any character sheet that may have been forgotten, nor the organiser’s folder nor the flat’s owner real paper work!

The yacht also contains many room that cannot be physically represented. A lot of other clues, hidden in the simulated yacht, can be retrieved via the organiser’s desk.

## Common abilities

Those are abilities available to everyone. Most cost action points. You will start the evening with **13 action points (AP)**.

### Search a room - 1 Action Point (AP)

While the flat contains a few rooms, the action takes place on a large yacht. Most rooms will not be physically represented, but simply simulated. Any player player may ask to search one of those simulated rooms for clues. To do so, go to the organiser desk (if the organiser is present there) and hand in an Action Point. Point at the room you want to search on the yacht’s plan. The organiser will give you the clue you found, or a letter describing an object.

**Notes:** Some large or inamovible clues cannot be taken. Additionally, some rooms will contain more than one clue, but you will only find one at a time. Eventually, It is not possible to search more than one room at a time - please take a few minutes between two searches.

### Attack another character - 3 AP per attack, requires a weapon

To attack another character, you will require a weapon, such as a large knife, a crowbar or a gun. All those must be fake ones. The first (gentle) blow will knock out your target for 5 minutes. The second blow will kill him: the player will have to lie on the ground until he is discovered, or until he is sure no one will find him. Please wait a few seconds between each blow.

**Important**: removing a player from the game is a tough decision, so this course of action must come as a last resort. You will need to talk about it with the organiser and make sure it fits your character’s personality.

### Restrain someone else - 0 AP, at least two characters

The only way to stop someone is to outnumber her. Players must be gentle - this is theatre, not wrestling. Restrained players cannot move or try any action. Restraining players cannot do anything else either, except talking.

### Send a radio message - AP depending on the call

Any player with access to a radio, a telegraph or a phone, can try to contact one of his acquaintance.

### Exchange of favors through Action Points

Action Points can be exchanged. You can help another player against an AP retribution for example. It is not possible to get AP at gun point though. Note any money exchange in game must be accompanied by an APs exchange ; this is to avoid players spending money too lightly. For instance, your character cannot sell an important information solely for money. He may sell it for money and APs though.

### Use a special ability - 0 to 4 AP

Some characters have special abilities. Please talk with the organiser before undertaking them.

# Historical context

Politics have changed since the end of the war: state intrusions into economy are frowned upon. Inflation is increasing. People demand more rights. Unions are strong, strikes flourish and outrage is high. The working class endures a lot and socialist and communist ideas attract them. People ask for shorter weeks and pay rises.

Crime is as high as is puritanism. Prohibition was supposed to protect moral standards through alcohol sales ban. Voted in 1919, this lead to a huge expansion of the mob. Alcohol has to come from abroad and organised crime smuggles it from Canada, the Antilles and Mexico. Clandestine bars multiply and many immigrants boast about being a gangster, a popular title at the time. Nonetheless, americans believe in progress and society evolves. Women gain the right to vote in 1920 and some of them have success in fields traditionally only opened to men. Fashion develops and reaches middle classes. Many women discover lipsticks, high heels, silk stockings, short hairs… Music is reinvented through Jazz, Blues and Charleston, a dance named after a song and made popular by the famous Joséphine Baker. This is 1924.