

Additional characters for “The Curse of the Green Lady” (MM4)

Important advice for hosts:

Our games are designed for 6, 7 or 8 players. Sometimes additional roles are required. The following 2 roles are additional characters who are not suspects and cannot have committed the murder. To avoid confusion, you need to inform all players about this.

There should not be more than ten players to avoid confusion and misunderstanding of information that is crucial for solving the case.

A piece of advice: It helps the game if you give the additional roles to those of the players who are more extrovert and theatrically inclined. Quieter players feel more at ease with one of the eight standard roles.

In the invitation to the additional characters, please only pass on **Part A** of the following information. When the game starts, the additional characters receive their respective **Part B** of the following information. Print out this document and cut it up to pass on the information.

The additional characters may improvise their behaviour and communication throughout the evening. In the introductory round, they should introduce themselves in their own words, once all the other characters have done so according to their Character Booklets.

The Host should keep an eye on the additional characters to make sure they are not inventing „facts“ or accusations. Of course, the additional characters are free to play their parts and attempt to find the solution to the mystery.

Part A

Polly Bluebird, the maid

She helps Hudson the butler with the housekeeping chores in the Castle. Being a servant does not mean that she will not advance opinions of her own.

Suggested costume: maid uniform.

George Armstrong, the gardener

He is a loner who does not care for the company of other people. He likes whisky and believes in ghosts.

Suggested costume: chequered shirt, cardigan, corduroy trousers, gardening apron, straw hat.

Part B on next pages

Polly Bluebird

Rules of the Game

Dear Guest,

as you're about to see, you are in the middle of a murder case. Thankfully you are not suspected, rightfully so. Still you can voice your opinion during the enquiry and ask questions. At the end of the investigations, you can guess who dunnit, alongside the other guests.

In your performance, you are allowed to adlib at will. Some suggestions for your role are included on this page.

The game starts with an introductory round where you present yourself in your own words. Your cue comes when all guests with booklets, the suspects, have spoken.

Let the murder hunt begin! Have fun!

Your Role

Polly Bluebird, the maid

You were with Hudson in the kitchen until about 10.30pm. Then you went home. You only heard about the turmoil when you came in in the morning to prepare breakfast.

You are very much afraid that this might cause Castle Darkmore to be closed down and that you will lose your job. Your feelings to the glamorous guests are ambivalent: on the one hand, you admire them, on the other hand you think that they lead a much too easy life, compared to hard-working people like you.

George Armstrong

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Your Role

George Armstrong, the gardener

As a gardener, you are not very talented. They keep you around the Castle, because you have always been there. Lady Darkmore usually isolates you from the guests, because you are very interested in the ghost world and keep talking about the dead with whom you converse. You claim to see the Green Lady at least once a week, especially when you have been drinking whisky.

During the evening of the murder you were at home and did not notice anything.