

THE MURDER GAME

THIS IS A GAME OF STEALTH. I (Roger) will offer each person who wants to play a playing card and 2 nuts.

The person picks the card and keeps it a secret. The 2 nuts shall be put in their pocket and kept on their person constantly throughout the game. (Tying your nuts together so that you can hang them round your neck can be fun).

The person who picks the QUEEN OF SPADES is the MURDERER. The murderer must then contact me in secret for a crew list to keep tally of your victims and for other tips. I will also let you know who is NOT playing. If you do not want the responsibility of being the murderer, then you see me for return of the Card and I will let you draw again. If the Queen of spades is not pulled at all - I will 'nominate' a card or player.

This person shall then endeavour to murder everyone else on board who has taken part.

HOW THE MURDER TAKES PLACE

Except in the >challenge= scenario (see below) the murderer can ONLY perform the act WHEN THE VICTIM IS ALONE.

ALONE also means that the victim is in the company of the nutless (already murdered or not playing) and is indeed alone as far as the murderer is concerned. Remember the murderer is keeping a record which is passed on to his/her successor.

CABIN MURDERS ARE FORBIDDEN as that is too easy. Other forbidden murder areas are the Bridge, Galley/Pantry, laundry, the whole engine room, engine Room Office, all machinery spaces and winch cab,

NB. Also out of bounds are any Containers the CONSTANT ENVIRONMENT Lab, CHEMICAL LAB and Water Bottle Annexe

He/she will then show the Queen of spades to the victim and then demand their nuts.

Once murdered, the victim must not make a scene by making a long drawn out search for their nuts, or tragically holding on to their nuts for dramatic effect with the hope of someone else coming round the corner and witnessing the murder. The murder has to be quick and slick, otherwise the murderer will be found out easily. After being murdered the victim must keep the identity of the murderer secret (this is critical to the game) otherwise the game will fall down into a shambles.

NUTLESS PEOPLE WILL BE TRUSTED NOT TO GIVE AWAY THE IDENTITY OF THE MURDERER. THE GAME REVOLVES AROUND THIS TRUST.

Remember you are safe in the company of people with nuts. Stay together and you will be less likely to lose them. Avoid a crowd of nutless people.

Any player can ask another player to show them their nuts so as to give comfort to each other. You can swap your nuts with your fellow survivors, if this helps your situation or gives some sense of preservation.

The >Challenge= scenario where the Murderer changes Identity

If the murderer is 'found out' by a person who still has their nuts then they are entitled to challenge the murderer. THIS IS THE ONLY TIME WHEN THE MURDERER CANNOT TAKE ADVANTAGE OF A NUTTY ALONE as this has to be done alone and within the legal areas as described above. If challenged in public then this would be a chaotic situation.

The murderer must then GIVE UP THE QUEEN OF SPADES (and their nuts) and a new murderer is created. The previous murder is now a victim and he/she is then murdered. The previous murderer's nuts WILL HAVE TO BE GIVEN UP together with the crew list, the murderer's bag of nuts and, of course, the all important playing card..

If the challenger is wrong, instant death is the penalty. This is achieved by the challenged person reporting (if appropriate) the incident to me for instant nut removal (a nasty business). This penalty is designed to stop challenges happening willy nilly throughout the game which makes players crotchety and testy.

The game has a time limit - 3 days. It will start 0001 LT 04 Dec 2007 and ends 2359 LT 07 Dec 2007.

The Winner(s) will be the survivor(s) if any, at the end of the game.

If no Survivors then the Murderer takes all and has all the nuts he can play with. (Returned to me for future games please).

The prize will be something appropriate to take back as a memento from the ship (it=s just a game).

I (Roger) will not be taking part therefore I will be the referee but and be warned that the deck used is a one off and the queen of spades will be discreetly marked.

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