

A Murder in Provence

A Host-Party Murder Mystery Game



Game Materials



A Murder in Provence

Created By Host-Party.com and Nora Louise Syran

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ADDITIONAL MATERIALS

School Record
Blackmail Letter
Chateau Piquette Wine Labels
DNA EVIDENCE
PROVENCE MATIN
PROVENCE MATIN 30 YEARS AGO

These materials are available for download on our site.
Login at www.hostparty.com and go to Materials page.

Notes From Author

Thank you for downloading a sample of this game. This is an abbreviated sample of the full game kit available for purchase. This sample should give you a basic understanding of the game and how it is played. If you have any questions, check out our Frequently Asked Questions: http://www.host-party.com/murdermysterygame_faqs.asp.

Host Preparation

Here are a few tips to help you prepare yourself and your cast for the murder mystery.

Read the [Guide on How to Host a Host-Party Murder Mystery](#). This guide will give you all the specifics on preparing for and hosting your party. This guide should have been emailed to you upon purchase. It is also available from the Materials menu on the [Host-Party website](#).

Guest Instructions

Playing one of our murder mysteries requires no special acting abilities, just a willingness to have fun. Our site gives you all the details you need to prepare for the party including character descriptions of all guests, internal information about your character (do not reveal this to others), and costume/prop recommendations.

DO TAKE SOME TIME TO FAMILIARIZE YOURSELF with YOUR CHARACTER and the other CHARACTERS. You are ALL suspects! **HINT:** Print off the character details and bring this with you to the party in order to help you sort out who is who.

Relax and enjoy playing. Don't worry too much about the French pronunciation; it's a game! The names and French details are added purely for authenticity and for fun.

During the party, each of you will be given clues. The clues provide all the information required to unlock the mystery. Each clue is designated as a clue to be concealed or a clue to be revealed. Conceal clues are generally information about your character that you try to hide (without lying) from the others. Reveal clues are ones that you should share with others in casual conversation. During the party, guests will ask questions about each other's character and about clues you have received. As the game progresses, you will gather more and more information and at the end of the allotted time you will need to sift through fact and fiction to decide who is the murderer.

The characters can be played to suit the comfort zone of each player. If you like the spotlight or enjoy role playing, immerse yourself in your character's persona and live the night as you think they would. You may even decide to exaggerate your character's personality for even more effect. On the other hand, if you prefer to participate in a less theatrical capacity, you may read the clues as they are presented on the page until you get your feet wet and are feeling a bit more comfortable. Just be sure to reveal all the information in each round.

There are only a few simple rules to follow when playing our games.
Stay in Character. (Costumes are highly recommended)
Hide/Stretch the truth, but don't lie! (UNLESS you are the murderer!)
Interrogate others. Improvise! Just stay in character.

I hope you have a wonderful time playing "A Murder in Provence." Once you've played the game, please send me an email (noralouisesyran@yahoo.com) to let me know how the game went. If you enjoyed the game, please consider posting a review on the host-party site. Thank you-- Nora Louise Syran

Round 1 - Opening Dialogue

Round Instructions

ROUND 1 takes place just after your guests arrive.

Be sure to set out some snacks/drinks (see menu suggestions for "kir" and "tapenade")

Before the game begins, the host should read the game description aloud and ask everyone to introduce their characters. You could also pass round a copy of the PROVENCE MATIN (the pregame clue) or have someone read it aloud.

Then guests are to read their 'monologue' in the order indicated. This will give everyone a chance to get into character, learn which characters the other players are playing and review pre-game information.

Once everyone is comfortable with who is who, move on to ROUND 2.

Round 1 Script (Continued)

Inspector Flic: I am Inspector Flic. I am leading this investigation...but I haven't received the DNA analysis yet. The forensic team here in Provence is nothing like the one Madame Epreuve leads in Cannes. They are dreadful and it's my reputation on the line.

(TRY TO GET YOURSELF SOMETHING TO DRINK. HELP THE HOST/
HOSTESS)

Round 1 Clue for Marie-Francoise Dufour The Fire!

YOU ARE TO START THE DIALOGUE: We were the first to notice the fire. We were on our way to the mill to collect the flour for tomorrow's croissants (cwa-sahnts) and we saw the smoke. It was terrible. To think someone set it on fire. Deliberately.



This clue should be revealed to others.

Round 1 Clue for Henri Dufour The Body

YOU ARE TO SPEAK AFTER YOUR WIFE, MARIE-FRANCOISE, SPEAKS: We called out and woke Claude Meunier, the Miller, and his wife, Marguerite. Good thing we did. The fire might have spread to the house as well! And then the whole village came to help. Even Clemence Demence was there. We passed bucket after bucket of water until finally the flames were extinguished.

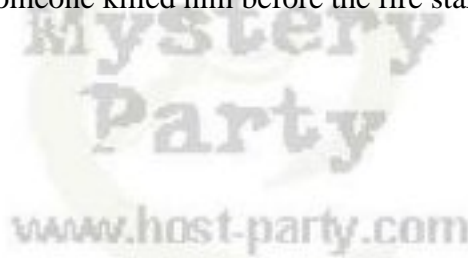


This clue should be revealed to others.

Round 1 Clue for Clemence Demence Too Late

YOU ARE TO SPEAK AFTER HENRI DUFOUR, THE BAKER, SPEAKS:

But it was too late to save Pierre Deluge. Be it flood or fire, we all will perish. Someday. Dust to dust. Ashes to ashes. But it was not the smoke that killed him. It was not the flames. Oh no, he had had time to escape. Someone killed him before the fire started.



This clue should be revealed to others.

Round 1 Clue for Marguerite Meunier A Rude Awakening

YOU ARE TO SPEAK AFTER CLEMENCE DEMENCE SPEAKS:

We were asleep. We heard the Baker and his wife call out. Then the entire village came to save the Mill. We are so grateful. My husband, especially. Moulin Daudet (Moo-lan Doe-day) means the world to him. I don't understand why Pierre Deluge was in the Mill; my husband had walked him home after dinner.



This clue should be revealed to others.

Solution Summary

The information in this section will reveal the mystery. This section is only available in the purchased game kit.

Character Information

The information below will provide you with the basic information for each character. If you have assigned guests to the characters, these pages will include the guest name and login information. THESE PAGES MAY INCLUDE DETAILS RELATED TO SOLVING THE MYSTERY! You may want to avoid these pages if you intend to try to solve the mystery. This sample kit will only show the first two characters.

Pierre Deluge (The Victim)

Description: Pierre Deluge told everyone he'd returned home to retire and hunt pheasant. But for whatever reason Pierre chose to return to the village, he unfortunately found himself truly at a “dead end.”



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Suggestions from Other Hosts

Suggestions from other hosts are provided in the purchased game kit.

Suggested Recipes

Recipes are provided in the purchased game kit.

Other Games From Host-Party.com

Below is a list of other games available from Host-Party.com.

A Rockin' Hot Tub Murder

A classic style murder mystery game for 8 to 12 players set in the present. Ideal for playing around a hot tub or pool or for a summer barbecue. It's electrifyin'!

A Broken Heart Murder on Valentine's Day

"A Broken Heart Murder" is a simple to use murder mystery for 8-14 people. It's a great way to move a party, have lots of fun and entertain your guests. How exciting to celebrate with the trivia and dancing that is included, and of course a murder! Everyone is a suspect, so come join the fun!

A Devilish Masquerade

A non-murder mystery game for at least 5 teens. A great choice as a Halloween party for teens, can be expanded to include an unlimited number of characters. A brief appearance by an adult hostess is built into the game to help set the scene.

A Holiday Murder

This holiday murder mystery game for 8-14 party guests is a great way to move a party, have lots of fun and entertain your guests! Set in the era of the 70s & 80s, it includes trivia, dancing and of course, a murder! Come join the fun!

A Knight's Quest

King Arthur is dying. The Knight's of the Round Table have been called together. They are to be sent on 4 quests with the final goal of finding the Holy Grail, a magic cup that will heal the King. However, Mordred and his band of evil knights will be doing everything they can to stop the Knights of the Round Table from helping the King.

A Lethal Luau

This simple to use adult murder mystery for 10-15+ people is a great way to have lots of fun with your guests! So don your colorful Island attire and prepare for an exciting evening that spikes up a murder!

A Licence To Murder

The party is being held at Funnymunny's Health Spa to celebrate the wedding of top secret agent James Bland, and you are invited to attend. A murder mystery game for 8 to 12 players set in the world of secret agents and mad megalomaniacs.

A License To Murder

A murder mystery game for 8 to 12 players set in the world of secret agents and mad megalomaniacs.

A Medieval Murder

This is a simple to use, entertaining and innuendo packed murder mystery appropriate for both first timers and regular players. The scripted dialogue enhances the rounds, and the mystery combines the fun of a medieval night with a murder most horrid!

A Mediterranean Murder

A Mediterranean Murder is a simple to use, entertaining Murder Mystery appropriate for both first timers and regular players. Ideal for Murder Mystery fanatics who want just that little bit more complexity in their game.