
HOW TO HOST
A MYSTERY™



Player Clue Manual

WORF

STAR TREK®
THE NEXT GENERATION™



Player Clue Manual **Rules of the Game**

You are about to become a suspect in a mystery, and so is everyone else playing this game. You can establish your innocence only by helping to prove someone else guilty. This Top-Secret Player Clue Manual contains the information necessary to do this. You should not show it to any of the other suspects.

The game is a puzzle which the players must work together to solve. Your manual contains several clues known only to you that are vital to solving the mystery. Whether you understand how they fit into the puzzle or not, you must be sure to reveal all the facts you know about the other suspects in each round. While you are not required to do so, the game usually works best when you reveal this information in the order it is presented to you. You should not volunteer information that incriminates you, and **you may not tell a lie** about any of the facts you learn. You may, however, be evasive or ambiguous about facts that might incriminate you. You may also try to change the subject.

The game is divided into four rounds. Do not turn to a new round until the completion of the prior round is announced by your host. The solution page follows the last round. Do not turn to that page until the host instructs you to do so.

Remember, you're out to solve a mystery. Be inquisitive! Be aggressive! Be suspicious!

The Scene

You are in the banquet room of the U.S.S. *Enterprise*TM, the most advanced Starship of the United Federation of Planets. The *Starship Enterprise* is home to over one thousand passengers and crew and utilizes the latest technology available in the 24th century. The *Enterprise* is presently in orbit around the planet Delphi 4.

Yesterday, you and seven other members of an Away Team were beamed to the surface of Delphi 4 to retrieve the legendary and mystical Orb of Knowledge, an object of immense power and wisdom. The Orb is now on board the *Enterprise*, under guard in the science lab.

To celebrate the discovery of the Orb, Captain Jean-Luc Picard has invited the members of the Away Team to join him for dinner. You expect Captain Picard to arrive at any moment. Then the doors to the banquet room slide open...

**DO NOT TURN THIS PAGE
UNTIL INSTRUCTED TO DO SO.**

**The host should now play the second part
of the cassette tape for the group.**