

1928: BOHEMIAN BERLIN





ABOUT THIS PREVIEW

Greetings!

The following pages will give you an insight into how our murder mystery parties work. This example is for the 16-20 player version of *1928: Bohemian Berlin*. The smaller version of the game (for 11-15 players) works the same way but has fewer character roles. In this preview you'll see a complete set of instructions and game materials.

Don't worry! The preview doesn't contain any spoilers. That's why some of the passages and descriptions have been blacked out. From the same reason, we've withheld certain original game documents, including the full character descriptions, clues, and the game resolution.

Wishing you a murderously good time!

Sincerely,

Mysterando Murder Mystery Team






1928: BOHEMIAN BERLIN

Berlin, 1928, in the fall. The metropolis is in constant flux, pulsing with a strange new life. The whole world watches, hypnotized, caught between fascination and disdain. Newly acquired luxury and the vibrant excesses of a cosmopolitan nightlife (brimming with daring costumes and dapper evening events) blurs the boundaries between day and night—and attracts people of all stripes. In stark contrast, working men and women battle poverty. Beneath the surface, political tensions simmer uncomfortably. Further beneath the surface, Berlin's shadowy underbelly flourishes, growing fat on the lucrative returns from drug trafficking, extortion, and corruption. Regardless of where you fit into this picture, everyone is caught up in the intoxicating energy of this new bohemian Berlin.

But what drives this cultural change? If we had to point out a single source, it's the legendary performing arts theatre, *Metropol-Variété*. Week after week, the spellbinding performances sell out within hours of being advertised and the recurring scandals behind its doors serve only to increase everyone's interest. And so it's no surprise that for tonight's special anniversary celebration, Berlin's most famous artists mingle with notable names from politics, business, and the criminal underworld.

The evening's events promise to be even more exciting and explosive than expected because (this much we can reveal) one attendee will not survive the celebration at the *Metropol*. Furthermore, the killer walks among the guests, most of who will face the unnerving choice between loyalty and uncovering the truth.





HOSTING A RIVETING MURDER MYSTERY PARTY

Thanks for choosing a Mysterando murder mystery!


In the game that follows, you and your guests play as different characters investigating an exciting murder case. Our games are specially designed so that all the guests play an active role in solving the case and you as the host or hostess can play too (without knowing who the murderer is). Each player has a motive for the murder, as well as other dark secrets they're hiding, and very quickly it becomes clear that any of the players could be the killer.

If you're already a murder mystery fan and have played games for smaller groups, you'll recognize many of the classic murder mystery features in this game. The main difference is that this time there are more players. This fundamentally changes the nature of the game. It's not possible for everyone to sit around a table and be part of the same conversation. Instead, in this larger format, discussions happen in smaller groups, or secret whispers, and you'll find yourself pulling someone aside for a confidential conversation or making a bold public accusation for everyone to hear!

This approach puts the interactions between players in the foreground, making it ideal for team-building events, holiday gatherings, and getting to know each other better. In addition to the common goal of catching the murderer (or murderers!), each character has personal goals they're trying to fulfil.

The murder happens at the party, midway through the game. The player whose character is killed is then given a new role—they rejoin the party as a special investigator called to the scene of the crime. So, the victim doesn't have to stop playing. To the contrary! They now have an added incentive to find out who killed their former character!

The following pages contain instructions for organizing and running the murder mystery party. We guarantee it's going to be a night you and your guests will talk about long after the case is (or isn't!) cracked!





THE CHARACTERS

*NOTE: This game is for 16-20 players. To see which characters must be assigned and which must be omitted, please see "Assigning the characters" further down in the **Preparation** section.*

Susanne von Bornheim – The proud managing director of the *Metropol-Variété* shines with passion for the arts and a flair for the economics of the art world. Thanks to her, the theater's modern performances have become international icons.

Bruno Ben Berg – The famous stage director has a gift for transforming current social issues into rousing theater pieces, striking the perfect chord with these turbulent times.

Lena Berg – The stage director's wife works as a make-up artist at the *Metropol-Variété* and knows (almost) all its secrets due to her trustworthy nature.

Bastian Arno Wolle – This famous actor has already appeared in many leading roles. But stage director Bruno Ben Berg didn't cast him in the theater's new play.

Arno Wolfgang Wolle – The sparkling wine producer is one of the most important sponsors of the *Metropol-Variété* and supports his son Bastian Arno Wolle in his acting career however he can.

Hella Sommerfeld – An avid theater connoisseur, Hella never misses a show at the *Metropol-Variété* and enjoys hosting opulent parties at her villa.

Gonnja – A performer through and through, full of riddles and mysteries. Their personal life is a string of scandals, yet Gonnja is sublime on stage. Eccentric and capricious, Gonnja's spirit can't be caged, nor can their character be put in a box.

Klaus Barnekow - Celebrated by the press and loved by the audience, he plays the role of the gardener in the theater's new play.

Commissioner Wilkens – As a member of the vice squad, the police commissioner is here on official business: investigating the case of deceased Charleston dancer, Sara Lux.

Anton Werner – The soul of the theater, the helpful props master enjoys trading gossip about the *Metropol-Variété*.

Heribert Saum – The effervescent conductor loves jazz swing as much as he loves his baton. And he loved the dancer Sara Lux, too - until she tragically died just a few days ago.

Kyra Lux – This American Charleston dancer demands a complete investigation into the death of her twin sister, Sara Lux.

Arianne Blanchier – An expressionist painter from France. She designed the set for the new play.

Hannah Schirwitz – This young lady likes to spend her time in high society and knows exactly how to wrap wealthy men around her finger.

Heidi Seifert – A waitress at the anniversary party who pursues her own goals.

Karl Bendix Günther – Another innocent waiter. Or so it seems! This young man has his own plans to make a lasting impression at the anniversary celebration.

Andreas Westhoff – The former owner of Café Cralle is one of Berlin's wealthiest citizens. He laments the passing of the imperial era and wishes it would return.

Olga Hundertmarck – This journalist is always on the lookout for scandalous stories. She sticks her nose deep into the affairs of the theater. Perhaps a little too deep...

Else Eichenblatt – Known as the "Queen of the Underworld," she's the respected head of a powerful crime ring and holds the drug trade firmly in her hands.

"Muscles" Achim – The mere sight of this formidable drug dealer is the only argument his "customers" need to make sure they pay on time.



SEQUENCE OF EVENTS

The guests arrive and slip into their character roles as they arrive.

Upon arrival, hand each guest the envelope with the information and tasks for their character. (This builds on the character description they received with their invitation)



The theater's managing director gives a short welcome speech to all the guests.

(The course of the evening's events is briefly explained.)



Round 1: Now the players are free to interact with each other and fulfill their tasks. Players get to know each other's characters and start learning new information.



A murder is committed!

(The victim now changes roles—they continue to play as a new character: the special investigator.)



Round 2: The special investigator Jürgen Kubasch briefly introduces himself. Then each player receives a second envelope with further information and tasks.

(Players now continue to mingle, converse, and discover secrets, untangle intrigue, and make progress solving the case.)



The special investigator presents the collected evidence to the group.

(The guests analyze the evidence presented and investigate further leads.)



The Accusation Round! Everyone writes down who they think the murderer is on their "accusation card". (There's also an award for the Best Dressed and the Best Acting Performance.)



The host reads the game's Resolution out loud to everyone.

NOTE: See the "Game Instructions" section for a detailed description of the game events.



FREQUENTLY ASKED QUESTIONS

How long does the game take?

Generally, 3-4 hours. This varies depending on the group and how much they enjoy the discussions.

How old should players be to play?

In our experience, players from 16 and up have great fun playing.

Should I dress up?

Dressing up isn't a requirement. However, we highly recommend you do! It's so much more fun—it adds to the ambience and makes getting in character a lot easier. It's best you clearly communicate this to your guests when you invite them.

How does the murder happen?

Upon arrival, one player learns from their role description (in the first envelope) that they're the victim and won't survive the evening. After the first round, when all the players have completed their tasks, the victim briefly turns off the lights. At that moment, a shot is fired (loud bang) and the victim falls to the ground. (The lights don't *have* to be off, but it's a great effect.) After their death, the victim continues to play as a special investigator. Their instructions for this new role are in their second envelope i.e. the second envelope for the character that's just been murdered.

How much preparation time should I plan for?

As with all our games, you can start playing relatively spontaneously, however, we recommend that you prepare for the evening in advance: decorate the venue and prep a suitable meal. The *bare minimum* time you need to print, cut, and assign all the game materials is one hour.

If I'm the host or hostess, can I play too?

Of course! We've specially written our games so the host can play. However, when preparing the game materials, *do not* read any of the role descriptions or clues. We've written them to hide sentences such as "You are the murderer" in the text so you won't accidentally see a spoiler!

How do I explain the game rules to the guests?

Simply print out the preceding "Sequence of Events" page beforehand and briefly run through each key point. Additionally, each character has important explanations in their own "Clues 1" document. Keep the game rules at hand during the game (e.g., by downloading this PDF to your smartphone/tablet or printing out the corresponding pages) so you're ready to quickly answer any questions that may arise during play.

If we're less than 20 players, we must leave out certain characters. Which ones?

See "Assigning the characters" in the **Preparation** section further down in this document.



PREPARATION

You can scale the preparations for the murder mystery party to the time you have available. If you pre-cook an extensive menu and extravagantly decorate the venue, you'll need more prep time than if you have food delivered, for example. Please allow at least another hour of preparation time for printing and sorting the game materials.

How many pages must I print?

You don't have to print all the pages to play. The exact number of printouts you need varies—roughly 4 pages per guest. To reduce printing, email the invitations to your guests.

You could also use a smartphone or tablet to display specific pages, but we don't recommend this as handling a device can distract players and break immersion in the setting. That said, it's a good backup if printed pages go missing. If you're hosting and want to play along spoiler-free, *do not read* the "Clues", "Resolution" and character description documents when you're printing them!

Preparing the "Clues" and "Evidence" documents

Each character has two clue sheets (one for each of the two game rounds) *that are for their eyes only*. You can find all these in the "Clues" document. Prepare two envelopes for each character (i.e. write "Johnny Suspect—Round 1" on one envelope and "Johnny Suspect—Round 2" on the second envelope) then print out that character's clues, fold them immediately so you don't see any spoilers, and put the printout in the right envelope. If you don't want to use envelopes, roll up each printout, tie it with string, and write the character name and round on the outside.

The following characters have additional "Evidence" documents that must be put in the same envelope as their Round 2 Clues (be careful not to read these either):

- Evidence 1 for [REDACTED]
- Evidence 2 for [REDACTED]
- Evidence 3 for [REDACTED]
- Evidence 4 for [REDACTED]

Name tags

Further down in this document you'll find name tags for each character. Print and cut them out, then on game night attach each player's name tag to their clothing so it's easy to see who everyone is.

Bribe money

In the turbulent 1920s, bribe money oiled the gears of society. It wasn't unusual to use money to coax extra information out of someone. *You'll find printable bribe money further down in this document.* Make sure each player gets two bills with their Round 1 envelope and one bill with their Round 2 envelope. (You can reprint the money page until you have enough bills). Alternatively, you could use other play money (like Monopoly money). At the end of the game there's a special award for the most corrupt player who gathered the most money.

Accusation Cards

After all the clues are discussed and all the evidence is presented, it's time to guess who the murderer is! Give every player an "Accusation Card" where they'll write down who they think the murderer is, as well as voting for the best dressed player and the best acting performance. *You can find the printable Accusation Cards further down in this document.*

Catering considerations

It's up to you whether you want to serve dinner or rather plan things more like a cocktail party. Given that the game revolves around players discussing clues in small groups and pulling individuals aside for secret chats, we recommend serving finger food during gameplay. Serving a planned menu is fine too, but plan it so it doesn't disrupt the flow of the game. The choice of food is also up to you, but sticking to the 1920s theme adds to the ambience. You get to decide how much effort to put into the food—a simple takeout order, or an elaborate culinary excess (in the exclusive *Metropol-Variété*, caviar replaces meatballs, and artichokes are served instead of pickled gherkins). If you're hosting and playing a character, it's best the food prep is quick and easy, otherwise you'll be distracted, or the game might drag while players wait on you. Here's an idea of what a themed 1920s menu might look like:

Time	Course	Food/Drink
Guests arrive	Welcome drink	A martini as an aperitif
During Round 1	Starters	Small appetizer buffet
During Round 2, but after the murder	Main course (buffet)	Hot and cold finger foods: deviled eggs, artichoke hearts, salmon slices
After the Resolution	Dessert	Chocolate mousse

Decorations and atmosphere

With a beautifully decorated venue, the murder mystery is twice as fun. It's up to you to decide how much time to put into the decorations and music selection. We guarantee it's worth your while to create a suitable atmosphere—it'll make the evening so much more memorable!

Assigning the characters

As organizer, it's your job to assign a character to each player. To help you choose, refer to the short descriptions in "The Characters" section earlier in this document—don't read the full descriptions in the separate Character Descriptions doc! For murder mystery newbies, it's best to assign character roles similar to the player's actual personality and age. Conversely, experienced players and people with a talent for acting often enjoy playing characters that are nothing like their real-life personas. Of course, feel free to mix up the gender roles (this can be lots of fun). We recommend the host or hostess play as Susanne von Bornheim, the theater's managing director.

NOTE: The game is designed for 16-20 players, meaning there are 4 optional characters (all equally involved in the action). If playing with less than 20 players, don't assign the following characters:

- For 19 players, don't assign: [redacted]
- 18 players: [redacted] & [redacted]
- 17 players: [redacted] & [redacted] & [redacted]
- 16 players: [redacted] & [redacted] & [redacted] & [redacted]

The invitations

Once you've decided who's going to play who, send the ready-made invitations to your guests by e-mail (or print and mail them). Each invitation contains a unique character description, short notes on the course of the evening, and an extract from the local newspaper, *Berlin Morning News*. Ask your guests to RSVP with a binding commitment—the game requires everyone to show up!

What if one (or more) guests cancel at the last minute?

Don't worry, you can still play as long as you stay above the minimum number of players. Swap the role of the absent player with someone playing one the "optional" roles listed above (in the "Assigning the characters" subsection). Inform the role-swapped player ASAP and send them the relevant invitation so they can prepare for their new role!

The checklist

Later in this document there's a handy checklist that details every step. Use it to make your preparations easier and prevent yourself from forgetting something important.



GAME INSTRUCTIONS

The course of events:

0. Prelude: Before the event

All the players have received their invitations in advance, have read their character descriptions, and are excited for game night to arrive!

1. Act One: The guests arrive

Guests arrive and slip into their character roles as they step inside the venue.

Give each guest their personal “Clues 1” envelope. They can immediately open and read it.

This is the perfect moment for a welcome drink! Hand one out with the clues.

2. Act Two: Introduction

When all the guests have arrived and had a moment to settle in, the managing director Susanne von Bornheim gives a short, scripted speech to her guests. She quickly recaps the course of the evening—and then the game begins!

This is a good time to announce and open the appetizer buffet.

3. Act Three: Game Round 1

Now the players begin to mingle, exchanging ideas and going about their tasks. The atmosphere is relaxed. The players get to know each other and learn the latest intrigues.

This round lasts about 40-60 minutes.

4. Act Four: The murder takes place!

After the victim (who knows they’re the victim from their Clues 1 envelope) and all the other players have completed their Round 1 tasks, the murder happens. The victim briefly turns off the lights—and when the lights come back on, they’re lying dead on the floor.

Fun Tip: Have some white tape at hand. Mark the outline of the victim like in a crime scene.

5. Act Five: The Special Investigator arrives

The victim gets up, leaves the room, and returns as special investigator Jürgen Kubasch. This works especially well if you, as the host, can provide them with “police gear” to help them get into their new role: a peaked cap, sunglasses, and a coat or plaid jacket.

6. Act Six: Game Round 2

Give each player their second envelope (Clues 2). It contains further info and tasks. The newly arrived special investigator (i.e. the victim) gives a short, scripted speech (it’s further down in this document). After the speech, the players continue like in Round 1, entering discussions, discovering secrets, and attempting to solve the case.

This round lasts about 40-60 minutes.

Serve the main course during this round.



7. Act Seven: The Evidence is presented

Once the special investigator has gathered all the pieces of evidence (some players received an "Evidence" page in their "Clues 2" envelope), the investigator lays them out on a table and briefly explains each piece. Afterwards, the guests are free to come examine the evidence for themselves and conduct their final discussions. Players who haven't completed their tasks should do so now.

Allow at least 30 minutes for this Evidence round to unfold.

8. Act Eight: Make your accusations!

When all the information has been exchanged and all the tasks have been completed, deal out the "Accusation Cards". Each player completes their own card, writing down who they suspect of the murder.

9. Act Nine: The Resolution

Give the envelope with the Resolution to the special investigator and ask them to read it out to everyone.

Announce and award prizes for Best Dressed, Best Acting Performance, and Most Corrupt (the player who collected the most bribe money).

Don't forget dessert!

CHARACTER ASSIGNMENT LIST

Character

Played by

Susanne von Bornheim (recommended for the host/hostess)

Bruno Ben Berg

Lena Berg

Bastian Arno Wolle

Arno Wolfgang Wolle

Hella Sommerfeld

Gonnja

Commissioner Wilkens

Anton Werner

Heribert Saum

Kyra Lux

Arianne Blanchier

Hannah Schirwitz

Else Eichenblatt

“Muscles” Achim

Heidi Seifert

Karl Bendix Günther

Andreas Westhoff

Olga Hundertmarck

Klaus Barnekow

CHECKLIST

Note: You could spontaneously play the game with 1-2 hours prep time, but we strongly recommend you take your time preparing, as detailed below.

About 1-4 weeks before game night:

- Invite your guests. Ask them to RSVP with a binding commitment ("Save the date")

About 1-2 weeks before game night:

- Assign a character to each confirmed guest. Use the "Character Assignment List" above.
- Send each player their ready-made game invitation packet, including:
 1. The "Invitation Letter"
 2. The "Berlin Morning News" (2 pages)
 3. Their full, unique "Character Description"
- Plan the venue decorations.
- Plan your food and drinks menu. Make a shopping list.
- Optional: Get small gifts (e.g. a bottle of wine) for the 3 awards categories: Most Corrupt, Best Dressed, and Best Acting Performance.
- Plan your own costume.

Right before game night:

- Cook/prepare food in advance
- Decorate the venue according to the game theme and setting
- Have a camera ready (charge batteries, clear memory card)
- Print the following pages from this document:
 - Name tags (cut them out, and have tape or safety pins handy for fastening)
 - Bribe money (cut out the individual notes)
 - Evidence (*but DO NOT read!*)
 - Accusation Cards
 - Sequence of Events (keep the game rules handy)
 - *Berlin Morning News* (keep this extra copy at hand)
 - Introduction Speech
 - Start of 2nd Round Speech (*but DO NOT read!*)
 - Awards Tally Sheet
 - Award Certificate for: Best Dressed
 - Award Certificate for: Best Acting Performance
 - Award Certificate for: Most Corrupt
- Print the following documents out in full (*but DO NOT read!*):
 - Clues
 - The Resolution
- Prepare each player's Round 1 envelope (Clues 1 and two Bribe Money notes)
- Prepare each player's Round 2 envelope (Clues 2, one Bribe Money note, possible Evidence)
- Optional: Have white tape ready to stick around the outline of the dead victim
- Have the victim's change of clothes ready for their transition to the role of special investigator (sunglasses, hat, coat or plaid jacket)

RULES EXPLANATION

Briefly explain the game rules to the players. Cover the following important points:

- Describe the flow of the game using the “Sequence of Events” page in this document.
- Each player must complete all the tasks and clues in their envelopes. All the information you know can be shared for a bribe or traded for a secret, unless clearly marked otherwise.
- If someone asks you for a piece of information that’s not in your notes, you may and should improvise according to your own role and tasks.
- Both the victim and the murderer are among us! In the 1st Round, only the victim knows they’ll die at the end of the round and has special instructions. The murderer only learns about their crime at the start of the 2nd Round.
- As you improvise or impart information, you might later realize you’ve made a mistake. If, later on, you realize this, make sure you correct that information accordingly.

At the start of the game, managing director Susanne von Bornheim delivers the following Introduction Speech. (Make sure your guests have a welcome drink in hand before the speech!)

INTRODUCTION SPEECH

Dear guests,

I am proud to welcome you all to this splendid anniversary celebration of our beloved *Metropol-Variété*! I would humbly like to add that this very theater, where we are here and now gathered, is home to *the* most sophisticated modern stage art ever seen in human history.

We are all part of this history, perpetuating it with our unparalleled productions, following the north star of our destiny to discover new and never-seen-before horizons in the performing arts.

Dear guests, I invite you to join me in a toast! *(Raise your own glass, prompting the guests.)*

To an opulent evening in Berlin’s most marvelous and magnificent theater, the one and only *Metropol-Variété*!

(And now the murder mystery game begins: mingle and get to know the other people present, while you complete the tasks in your “Clues 1” envelope.)



START OF 2ND ROUND SPEECH

Special investigator Jürgen Kubasch reads out this speech. (This character isn't assigned at the beginning. The victim continues playing as the special investigator after they've been murdered).

Please do not read the speech before the game, as it contains secrets!

[REDACTED]

[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]

(Now the game continues: Complete your tasks from the "Clues 2" envelope.)



INVITATION TO 1928: BOHEMIAN BERLIN, A MURDER MYSTERY PARTY

Join us as we dive into 1920s Berlin, a metropolis teeming with eccentric artists and wealthy factory owners, rife with criminal and cultural corruption! Each player will slip into a unique character role and enjoy a delicious meal—but beware, for murder is also on the menu! Every character won't make it out alive...but everyone will still play a crucial role in unravelling the mystery and solving the murder.

Please take some time to prepare for the party. That way, it's sure to be a night you'll all remember for a long time to come!

Please read your Character Description carefully.

In it you'll find all the information you need for the murder mystery, including the role you're playing and the secrets you're harboring. If you want, prepare a few catchphrases before the party and practice your facial expressions in the mirror.

Don't reveal anything you've read!

You can share your name and your profession with the others but keep everything else you've read to yourself.

Plan a costume: dress up as your character.

Your Character Description will offer costume suggestions. Your outfit doesn't have to match the description exactly—just take some time to fine-tune your 1920s look. A good costume makes it easy to slip into your character on game night.


Peruse the *Berlin Morning News* articles.

The enclosed newspaper clippings contain background information about the events of the last few days. There's no need to memorize any of the stories, and you don't have to know the names of the other characters by heart, but the newspaper will help set the scene and give you an overview of the world you're entering into...

See you at the party!

The host will explain the game rules at the party. In the meantime, if you're curious how our murder mystery parties work, have a look at:

www.mysterando.com/what-is-a-murder-mystery-party



Scandal at the Metropol!



No Berlin theater audience has ever seen anything like it! The premiere show of the new play at the *Metropol-Variété* ended with a spectacular final scene. The lead role was played by Gonnja, an enigmatic dramatist whose gender and origins have long been the subject of speculation. In front of a full house, Gonnja inflicted a deep and all-too-real wound on themself. Blood spurted across the stage as the audience gasped in shock. Gonnja then tried to drink the gushing geyser of blood, wrestling and fighting against thin air! After being led off stage, Gonnja fainted. And the audience? They paid homage to the spectacular performance with a resounding, standing ovation!

"A fantastic evening! Modern theater must captivate, and tonight's performance has done just that—expanding the horizons of art with great dynamism!" Susanne von Bornheim, the theater's managing director exclaimed. The play's stage director, Bruno Ben Berg, on the other hand, was not so quick to heap on the praise. His response was clipped and restrained.

Café Cralle has collectivized!

The famous Café Cralle in the working-class Wedding district is now a collective. Instead of former owner Andreas Westhoff calling the shots, the employees run the café on their own.

"We make our decisions democratically, openly, and by consensus" announced waitress Heidi Seifert. "Profits are shared fairly between all employees. Our wages have increased significantly."

Details of Sara Lux's death still unclear

Charleston dancer Sara Lux's tragic death still saddens adoring fans who were inspired by her performances at the *Metropol-Variété*. Police Commissioner Wilkens, who is heading the investigation, assures the public that every measure is being taken to get to the bottom of her death, but at this stage is unable to share any further details.

Advertisement



BERLIN MORNING NEWS

The exclusive guest list for the *Metropol-Variété* anniversary party

The *Berlin Morning News* would like to present you with the glittering guest list for Berlin's most notorious theater's anniversary celebration. As you can see, it's an explosive mix of top-notch artists and some of the city's most influential cultural figures. We can only hope the party won't be cut short by police intervention—lately, this is becoming the norm at the *Metropol-Variété*.

Susanne von Bornheim – The proud managing director of the *Metropol-Variété* shines with passion for the arts and a flair for the economics of the art world. Thanks to her, the theater's modern performances have become international icons.

Bruno Ben Berg – The famous stage director has a gift for transforming current social issues into rousing theater pieces, striking the perfect chord with these turbulent times.

Lena Berg – The stage director's wife works as a make-up artist at the *Metropol-Variété* and knows (almost) all its secrets due to her trustworthy nature.

Bastian Arno Wolle – This famous actor has starred in many leading roles. But stage director Bruno Ben Berg didn't cast him in the theater's new play.

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Hella Sommerfeld – An avid theater connoisseur, Hella never misses a show at the *Metropol-Variété* and enjoys hosting opulent parties at her villa.

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Klaus Barnekow – Celebrated by the press and loved by the audience, he plays the role of the gardener in the theater's new play.

Andreas Westhoff – The former owner of Café Cralle is one of Berlin's wealthiest citizens. He laments the passing of the imperial era and wishes it would return.

Heidi Seifert – A waitress at the anniversary party who pursues her own goals.

Karl Bendix Günther – Another innocent waiter. Or so it seems! This young man has his own plans to make a lasting impression at the anniversary celebration.

Anton Werner – The soul of the theater, the helpful props master enjoys trading gossip about the *Metropol-Variété*.

Heribert Saum – The effervescent conductor loves jazz swing as much as he loves his baton. And he loved the dancer Sara Lux, too - until she tragically died just a few days ago.

Kyra Lux – This American Charleston dancer demands a complete investigation into the death of her twin sister, Sara Lux.

Arianne Blanchier – An expressionist painter hailing from France, who designed the stage set for the theater's new play.

Hannah Schirwitz – This young lady likes to spend her time in high society and knows exactly how to wrap wealthy men around her finger.

Else Eichenblatt – Known as the "Queen of the Underworld", she's the respected head of a powerful crime ring and holds the drug trade firmly in her hands.

"Muscles" Achim – The mere sight of this formidable drug dealer is the only argument his "customers" need to make sure they pay on time.

Commissioner Wilkens – As a member of the vice squad, the police commissioner is here on official business: investigating the case of deceased Charleston dancer, Sara Lux.

Olga Hundertmarck – This journalist is always on the lookout for scandalous stories. She sticks her nose deep into the affairs of the theater. Perhaps a little too deep...

SUSANNE VON
BORNHEIM

Managing Director

BRUNO BEN BERG

Stage Director

LENA BERG

Make up artist

BASTIAN ARNO
WOLLE

Actor

ARNO WOLFGANG
WOLLE

Sparkling wine maker

HELLA
SOMMERFELD

Theater connoisseur

GONNJA

Performer

COMMISSIONER
WILKENS

Police vice squad

ANTON WERNER

Props master

HERIBERT SAUM

Conductor

KYRA LUX

Charleston dancer

ARIANNE
BLANCHIER

Painter

HANNAH
SCHIRWITZ

Theatre lover

ELSE
EICHENBLATT

"Queen of the Underworld"

"MUSCLES"
ACHIM

Drug dealer

ANDREAS
WESTHOFF

Former café owner

HEIDI SEIFERT

Waitress

KLAUS BARNEKOW

Actor

KARL BENDIX
GÜNTHER

Waiter

OLGA
HUNDERTMARCK

Journalist

BRIBE MONEY

Each player receives 2 bribe money notes in their first-round envelope and another 1 note in their second-round envelope. You'll have to print this page out multiple times to get enough notes, or use your own play money (e.g. from Monopoly).



ACCUSATION CARDS

At the end of the game, hand out one accusation card to each player. To get enough cards, you'll need to print this page several times.

Accusation!

I accuse _____ of the murder!

My vote for best costume goes to:

My vote for best acting performance goes to:

My number of bribe money notes: _____

Signature: _____

Accusation!

I accuse _____ of the murder!

My vote for best costume goes to:

My vote for best acting performance goes to:

My number of bribe money notes: _____

Signature: _____

Accusation!

I accuse _____ of the murder!

My vote for best costume goes to:

My vote for best acting performance goes to:

My number of bribe money notes: _____

Signature: _____

Accusation!

I accuse _____ of the murder!

My vote for best costume goes to:

My vote for best acting performance goes to:

My number of bribe money notes: _____

Signature: _____

Accusation!

I accuse _____ of the murder!

My vote for best costume goes to:

My vote for best acting performance goes to:

My number of bribe money notes: _____

Signature: _____

Accusation!

I accuse _____ of the murder!

My vote for best costume goes to:

My vote for best acting performance goes to:

My number of bribe money notes: _____

Signature: _____

Accusation!

I accuse _____ of the murder!

My vote for best costume goes to:

My vote for best acting performance goes to:

My number of bribe money notes: _____

Signature: _____

Accusation!

I accuse _____ of the murder!

My vote for best costume goes to:

My vote for best acting performance goes to:

My number of bribe money notes: _____

Signature: _____

Evidence #1 (example only, different to real version)

Description: Ivory dagger. Probably the murder weapon.

Location: Found by Bastian Arno Wolle near the scene of the crime.



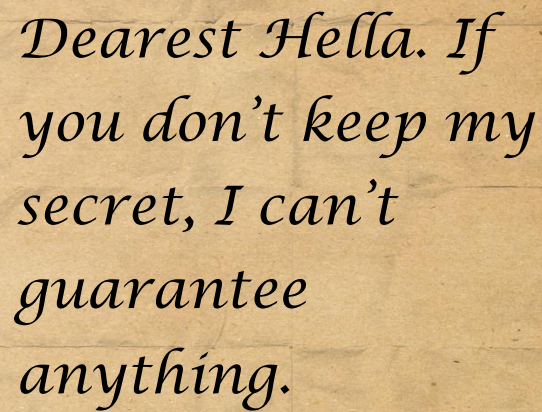
Evidence #2 (example only, different to real version)

Description:

Note to Hella Sommerfeld.

Location:

Found next to the trash can by Kyra Lux.



*Dearest Hella. If
you don't keep my
secret, I can't
guarantee
anything.*

Evidence #3 (example only, different to real version)

Description: List of bonuses paid out.
Location: Edited by Commissioner Wilkens.

<u>Bonuses</u>			
	July 1928	August 1928	September 1928
Gonnja	500 Reichsmark	500 Reichsmark	550 Reichsmark
Bastian	200 Reichsmark	200 Reichsmark	800 Reichsmark
Sara	-	-	-
Kyra.	400 Reichsmark	400 Reichsmark	400 Reichsmark

AWARDS TALLY SHEET

At the end of the game, use this tally sheet to count the votes for the Best Dressed, Besting Acting Performance, and Most Corrupt.

Character	Best Acting	Best Dressed	Bribe Money Total
Example character			5 notes / 100 RM
Susanne von Bornheim			
Bruno Ben Berg			
Lena Berg			
Bastian Arno Wolle			
Arno Wolfgang Wolle			
Hella Sommerfeld			
Gonnja			
Commissioner Wilkens			
Anton Werner			
Heribert Saum			
Kyra Lux			
Arianne Blanchier			
Hannah Schirwitz			
Else Eichenblatt			
"Muscles" Achim			
Heidi Seifert			
Karl Bendix Günther			
Andreas Westhoff			
Olga Hundertmarck			
Klaus Barnekow			

AWARD

This award goes to _____
for the **Best Acting Performance** at the Bohemian Berlin
murder mystery party! You were the star of the evening,
your dazzling acting skills and total transformation will be
remembered for a long time.



A Mysterando murder mystery
www.mysterando.com/murder-mystery-party/

AWARD

This award goes to _____
for being the **Best Dressed** at the Bohemian Berlin murder
mystery party! Your costume, attention to detail, and
winning style will be remembered for a long time.



A Mysterando murder mystery
www.mysterando.com/murder-mystery-party/

AWARD

This award goes to _____
for being the **Most Corrupt** and collecting the most bribe money at the Bohemian Berlin murder mystery party! Your love of corruption, penchant for nepotism, and incredible talent for extracting a few bucks from any situation made you the dark star of the evening.



A Mysterando murder mystery
www.mysterando.com/murder-mystery-party/