



Name: Noël Coward

Occupation: Actor, playwright

Connection to Douglas McIntyre:

You've worked together on various projects

Secrets: Your latest project was a tell-all book of Hollywood secrets, but someone beat you to the punch—Douglas McIntyre.

Why you're at the party: You're upset that McIntyre stole your idea to write a Hollywood tell-all, but curiosity has gotten the best of you. And you love an open bar.

Relationships: You've been interviewed by Percy Hoskins before. You're friends with Poppy (a fellow theater-lover). You're friendly with everyone else.

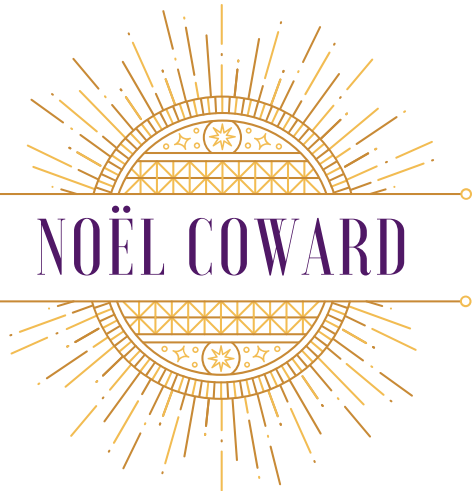
Before the party: You were having a drink at the bar prior to the event and spilled on yourself. You got cleaned up in the bathroom before returning for the party.

Gameplay

1. The players are given their character booklets at the start of the party, which include bios and objectives/tasks for each round, and the host starts the game.
2. The host will read aloud their speech.
3. All the guests then have about 30 minutes to chat, referring to their Round 1 objectives.
4. This repeats for two more rounds throughout the evening.
5. The game ends with the host's closing speech.
6. Players then decide on the suspects and vote.
7. The killer reveals themself!

Rules

- Only read your character objectives at the start of each round!
- The murderer is the only person who is allowed to lie (besides the host). Everyone else may change the subject, bluster, storm off, etc. but must always tell the truth when pressed. You cannot ask other players directly if they're the murderer, though!
- Stay in character! It's okay to laugh but try always to return to your character.
- Engage with everyone—your goal is to figure out who the murderer is, and the best way to do that is by speaking with as many people as you can to find out what they know!



NOËL COWARD

“Tall and tanned, dapper in a perfectly tailored dark blue suit fitted at his tailor, Ede and Ravenscroft of Savile Row, Noël raised insouciant eyebrows as he crossed to Priscilla's desk.”
p. 57, *Death at the Savoy*

Round 1

- Approach Turner Anguille and introduce yourself as a friend of Poppy Anguille—you can't believe you two haven't met before! Ask what he thinks about McIntyre's book. Surely it won't be any good?
- If asked about McIntyre's book, say you've heard it was full of salacious gossip—and nowhere near as good as the book you would have written.

Round 2

- Murder! Horrible as it is, you can't help but muse to your friend Poppy that perhaps he got what he deserved. After all, he did steal your idea. Perhaps he stole from someone less forgiving than you?

Round 3

- As tactfully as possible, ask Percy Hoskins, the journalist, if he thinks there would be any public interest in another Hollywood tell-all book—written by none other than you.