

Name: Percy Hoskins Occupation: Reporter

Connection to Douglas McIntyre:

You were invited to report on the event and generate press for the book.

Secrets: You were actually the ghostwriter for McIntyre's tell-all book. Contractually you are not allowed to share this, but you are proud and excited about your work on it.

Why you're at the party: You've got a personal stake in McIntyre's book doing well.

Relationships: You got close to Poppy Anguille to (secretly) gain more details about her husband the famous caviar tycoon for the tell-all book. You've interviewed Noël Coward before.

Before the party: You were at the newspaper office, working, then came straight to the event.

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!



"With his shock of unkempt hair, his loosened tie at his frayed collar, the chin that only intermittently felt a razor, Percy Hoskins failed to hide his rumpled attractiveness while at the same time providing irrefutable evidence that he was that unique creation of God and Fleet Street—a reporter."

p. 36, Death at the Savoy

Round 1

- Say hello to Poppy and Turner to keep up appearances. You've befriended Poppy for the book (though she doesn't know that).
- If asked about your thoughts on the book, say that you've read it and thought it was incredible. Let slip that McIntyre used a ghost writer.

Round 2

 Though you are of course saddened that McIntyre is dead, you're excited by this story—how often does a murder case fall into a journalist's lap! You decide to do a little snooping to find out how the other guests know McIntyre. You noticed the Princess is here...what's her connection?

Round 3

• No sign of forced entry and a poison pen...perhaps it was personal! You think about the secrets McIntyre planned to reveal in his book. Ask anyone you deem suspicious where they were before the party.