

QUIETCOG MURDER MYSTERY DINNER PARTY FOR 8

The Vanishing at Evenfall Observatory

Teens and adults (13+) | 8 players | about 3 hours | 3 rounds | gentle and non-graphic



CASE FILE: THE FOUNDERS' DINNER

Welcome to the Founders' Dinner of the **Evenfall Observatory Society**! For sixty years the Society has met on the hill above the town of Evenfall to share a meal under the great dome. Tonight is special. Right after the toast the members will vote on whether to **sell the Observatory's hilltop** to a buyer who has made a handsome offer.

There is one rule that matters: the vote cannot open without the **Founding Charter**, the old signed paper that gives members the right to vote at all. It sat in a glass case in the Archive Room all evening.

At **8:40 pm**, glasses raised, the Founder, **Ellis Whitlock**, was missing. So was the Charter. Ellis's coat is still on its hook in the cloakroom, so the Founder has not left the building. Nobody is hurt as far as anyone knows, but the vote is stuck and the whole table is in suspense.

Eight guests remain. One of them took the Charter and kept the Founder away. Share what you know, follow the clues and **find out who it was** before the candles burn down.

Case File

Rules, Marks and Cast

Read these together before round 1

How the game works

1. Each guest plays one character. Read your own booklet in private and keep it secret. Do not read anyone else's.
2. The game has three rounds. At the start of each round the host reads a short scene and hands out clue cards.
3. On your turn, **tell the table** everything in your booklet's list for that round. Say it in your own words, but keep it true.
4. You must **never lie** about anything in your NEVER LIE list or your Tell-the-table lists. You may bluff **only** about the items in your BLUFF list.
5. Ask each other questions between turns. Good questions beat loud accusations.
6. Use the Suspect Grid on the Accusation Sheet to track the four Marks for each suspect. A cleared suspect gets a cross.
7. After Round 3 the table agrees on one accusation and the host runs the reveal. Be a good sport: this is a game and everyone is a friend.
8. The game is gentle: nobody is hurt, there is nothing gory, and no real weapon appears anywhere in the story.

The Four Marks

Whoever took the Charter and kept the Founder away must have all four of these Marks. Anyone who clearly fails even one Mark is cleared.

Mark	What it means	Clue round
A	opened the Archive Room door	1
S	signed out the Service Stair key	2
U	cannot be accounted for during the toast (8:40 to 8:50 pm)	3
M	would lose something important if the Observatory were sold	3

The Eight Guests

Seat	Guest	Role	Costume idea
1	Avery	Society Treasurer	round glasses and a ledger
2	Blair	Club Archivist	white cotton gloves and a magnifying glass
3	Casey	Head Caterer	an apron or a chef's hat
4	Drew	Telescope Engineer	goggles pushed up on your head or a tool belt
5	Emery	Society Secretary	a notebook with a pencil behind your ear
6	Finley	Visiting Astronomer	a long coat with star pins
7	Harper	Evenfall Gazette Columnist	a press badge and a notepad
8	Kendall	Society Lawyer	a smart blazer and a briefcase