

Lady Shippe

You have been invited to attend a Cheatwell Games Murder Mystery Evening. This Murder Mystery is entitled 'The Shotgun Affair' and is set in the stately home of Lord & Lady Shippe. Lord Shippe is...was...the last surviving member of the Gottalotta-Dosh dynasty and recently died in a tragic shooting accident when he, apparently, dropped his loaded shotgun. You have been asked to assemble in the dining room of Shippe Manor to hear the reading of Lord Shippe's will.

The Shotgun Affair is a role-playing game for 6 players. Your Host will be preparing a meal and decorating the venue to reflect the style and feel of an English stately home. You are asked to enter into the spirit of the occasion by dressing up and play acting in the manner of your allotted character.

You have been invited to play the part of Lady Shippe:

The Evening takes place in Shippe Manor, Lord Shippe's country mansion. There's been a fatal shooting in the gunroom. A tragic accident or is there more to it? The police have investigated but, unable to find firm evidence of dastardly dealings, they have had to close the case and mark it as 'Death By Misadventure'. Now that their investigation appears to be over his Lordship's will has been released and you have been invited to its reading.

Also attending the meal will be:

Major Windbag – a retired Army Major and Lord Shippe's oldest friend;
Claire Voyant – fortune-teller, faith healer and spiritual house guest;
Slaughter the Gamekeeper – the Lord's gruff & surly gamekeeper;
Frau Pumpnickel – the matronly, German cook at Shippe Mansion;
Parson Snows – the village vicar and pillar of the local community.

Dress code:

A lot of the enjoyment to be gained from this Murder Mystery comes from dressing up and getting into the part of your character.

You are a typical 1930s society lady and speak with a plummy, upper class accent. You are an avid party-goer and a bit of a social-climber. You love to name-drop and have an ear for any juicy society gossip. You and Lord Shippe have tried to have children but, unfortunately, you have been unable to pride His Lordship with an heir.

As the bereaved and grieving widow of Lorde Shippe you should dress appropriately, predominantly in black. We suggest the following:

1930s black dress;
Necklace or pearls;
Expensive-looking jewellery/brooch;
Finely coiffeured hair.

Feel free to use other styles or accessories as you see fit.

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Major Windbag

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You have been invited to play the part of Major Windbag:

The Evening takes place in Shippe Manor, Lord Shippe's country mansion. There's been a fatal shooting in the gunroom. A tragic accident or is there more to it? The police have investigated but, unable to find firm evidence of dastardly dealings, they have had to close the case and mark it as 'Death By Misadventure'. Now that their investigation appears to be over his Lordship's will has been released and you have been invited to its reading.

Also attending the meal will be:

Lady Shippe – the social-climbing, party-loving widow of Lord Shippe;
Parson Snows – the village vicar and pillar of the local community;
Claire Voyant – fortune-teller, faith healer and spiritual house guest;
Slaughter the Gamekeeper – the Lord's gruff & surly gamekeeper;
Frau Pumpnickel – the matronly, German cook at Shippe Mansion.

Dress code:

A lot of the enjoyment to be gained from this Murder Mystery comes from dressing up and getting into the part of your character.

You are a former Army Major and well-known explorer; indeed, you recently achieved notoriety by climbing Everest single handedly, without a guide, ropes, oxygen or map...you reached the summit dressed only in your finest tweeds and topped off with a deer-stalker. A staggering

achievement! You were Lord Shippe's oldest friend and a witness to the tragic accident.

Dress with the immaculate precision typical of a former Army Major. We suggest the following dress code:

Three-piece Tweed suit;
Deer stalker or flat cap;
Bow tie;
Big hairy moustache.

You should speak with a military voice, barking out instructions and evidence.

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Miss Claire Voyant

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You have been invited to play the part of Miss Claire Voyant:

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Also attending the meal will be:

Lady Shippe – the social-climbing, party-loving widow of Lord Shippe;
Major Windbag – a retired Army Major and Lord Shippe’s oldest friend;
Slaughter the Gamekeeper – the Lord’s gruff & surly gamekeeper;
Frau Pumpnickel – the matronly, German cook at Shippe Mansion;
Parson Snows – the village vicar and pillar of the local community.

Dress code:

You are the spiritual house guest of Lord & Lady Shippe. A faith-healer and fortune-teller you have cultivated many influential friends who make use of your powers. You tour the country offering yours services to the rich and famous who find your charms irresistible. You claim to have Gypsy roots and have a reputation for being somewhat eccentric.

Whilst you could dress as a typical Gypsy fortune-teller you do very well out of rich friends who are in awe of your ‘gift’. You dress as befits the circle you mix with. We suggest the following dress code:

1930s style dress;
Pearl necklace;
Brightly painted nails;
Perfectly applied make-up bordering on theatrical.

You should talk in a slow, precise way as if listening to the spirit world.

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Slaughter the Gamekeeper

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You have been invited to play the part of Slaughter the Gamekeeper:

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Parson Snows – the village vicar and pillar of the local community;
Claire Voyant – fortune-teller, faith healer and spiritual house guest;
Major Windbag – a retired Army Major and Lord Shippe's oldest friend;
Frau Pumpnickel – the matronly, German cook at Shippe Mansion.

Dress code:

A lot of the enjoyment to be gained from this Murder Mystery comes from dressing up and getting into the part of your character.

You originally met Lord Shippe in the Army where you served as his batman. You have a gruff and surly manner but are also in possession of a sense of humour, coarse though it is. You tend to drink a tad too much; however, you are widely admired for your skills as a hunter. You were on hand when tragedy struck at Shippe Manor.

As a gamekeeper, used to stalking deer on the moor, you would dress in appropriately weatherproof outdoor clothes but might wear tweeds for more formal occasions. Think smart but rough and ready. We suggest the following dress code:

Tweed jacket and trousers or:

Wax jacket;

Shirt & tie;

Waistcoat;

Wellingtons or other suitable high length boots;

Deer stalker hat.

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Frau Pumpnickel

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You have been invited to play the part of Frau Pumpernickel:

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Slaughter the Gamekeeper – the Lord's gruff & surly gamekeeper;
Parson Snows – the village vicar and pillar of the local community.

Dress code:

You are the cook at the country home of the Gottalotta-Dosh family, headed by Lord Shippe. You took up the post six months ago. You are stern, matronly and somewhat imposing and frequently frighten people with your strong Bavarian accent. Whilst your cooking leaves a lot to be desired it was not the cause of Lord Shippe's death! We suggest the following dress code:

Polka dot dress and apron;
Round metal glasses;
Little or no make-up;
Ruddy cheeks.

The Frau is rather plump and would have her hair scraped up into cook's hat.

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Parson Snows

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You have been invited to play the part of Parson Snows:

The Evening takes place in Shippe Manor, Lord Shippe's country mansion. There's been a fatal shooting in the gunroom. A tragic accident or is there more to it? The police have investigated but, unable to find firm evidence of dastardly dealings, they have had to close the case and mark it as 'Death By Misadventure'. Now that their investigation appears to be over his Lordship's will has been released and you have been invited to its reading.

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Dress code:

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You are the kind-hearted village priest. You have a reputation for giving generously from your meagre church salary and are fond of the odd pint down the local with your parishoners. Oddly, rumour has it that some women find you irresistible...must be something to do with 'men in uniform'! You administered the last rites to Lord Shippe.

Despite the simplicity of a clergyman's garb, we suggest the following dress code:

Vicar/Parson-style clothes;
Black jacket & trousers;
Dog collar;
White hair;
Bushy moustache.

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