

# Familie Seebrück



**Host Information**

## Instruction

### Content:

- Print Instruction (*Has to be read first*)
- 1 Host Information
- 1 Invitation (*please print out according to the number of participants*)
- Evidence folder (*Introduction letter, 4 signet rings*)
- Evidence folder Crime scene (*5 pieces*)
- Text notes 1<sup>st</sup> round (*11 notes*)
- Evidence folder 2<sup>nd</sup> round (*10 pieces*)
- Text notes 3<sup>rd</sup> round (*11 notes*)
- Evidence folder 4<sup>th</sup> round (*10 pieces*)
- 11 character profiles
- 1 solution

### Preface:

A murder has happened. All members of the crime game are suspicious to have committed the murder. Everybody is suspicious, has no or at least only an unsatisfactory alibi and everybody has had at least one motive to have committed the crime. But after all only one of you committed the murder. It is your task to find out who the murderer is. Therefore, you have to ask each other in order to find the murderer. At the same time, you will obtain different evidence and several text notes, which all players have to use wisely in order to get more information about the murderer. It is mentioned in the character profiles whether you are allowed to lie or not. This depends on your involvement in the murder. If you are asked a question and you don't know the answer or you also can't know, you have to make something up. During the game it is not allowed to read in the character profiles. Therefore, it is very important that you memorize your character profile very well. If you want to, you can take some notes of your profile on an extra sheet of paper. The game manager will hand out evidence that will incriminate you at some point of the game. Thus, spontaneous reactions are necessary and will increase the fun and suspense of the game.

### Game Development:

1. You need 11 team-mates, who should be invited by using the special invitation cards. It is best if you assume the role of the game manager. Even if you don't have an own character profile, can you take part in the game because you can prepare the whole game without knowing the solution. Please pay attention to the extra notes, if you have less than 11 team-mates.
2. For the game you prepare everything. Regarding the decoration of the room you can use your fantasy. A decoration tip: You can use a small beer barrel since the crime game takes place in a brewery.
3. You present or read out the **initial situation** when all members of the crime game are present (see right side). Now, everybody receives his or her character profile. Everybody has got 30 minutes to get to know the **character profile**. It is best when the members have a quiet place to study the profile. During that time period, the team-mates should NOT talk with each other. *(If you have a lot of time for planning your crime event, you can also send the character profiles together with the invitation. This means that the members already know their profile when they come to the crime game. In that case, they also have the possibility to dress up according to their characters which they present during the game).*

4. All members meet at the arranged time and game place.
5. Since you are the game manager, you open the game by reading out the **opening letter**. Afterwards everybody introduces him- or herself.
6. Now, you open the evidence folder "**Crime Scene**" and present all the evidence (0.1 until 0.5) Nimm Dir als Spielleiter in jeder Runde dieses Gastgeberheft zu Hilfe.
7. If you are sure that the whole evidence from the crime scene was discussed, you can present the **text notes for the first round** (1.1 until 1.11). The new information should be discussed again. Everybody should do this, except if a note was already mentioned earlier. Again it is necessary that everybody asks questions and that those questions are answered one after the other. Please make sure that not everybody talks at the same time. This will make it very difficult to discuss the evidence and notes in detail. Of course also other questions can be asked that are not directly linked to the notes or evidence but might be useful in solving the crime.
8. If you are sure that all notes from the first round were discussed, you can pass around the evidence form the folder "**Evidence 2nd round**" (2.1 until 2.10). There are no rules concerning who gets what. You need to decide that spontaneously. It is just important that nobody gets evidence that will blame him or her directly. Again the team-mates should ask questions and answer them one after another.
9. 1.)If you are sure that everything was discussed, you can pass around the **text notes for the third round** (3.1 until 3.11).
- 10 When the third round is finished, you can pass around the evidence from the folder "**Evidence 4th round**" (4.1. until 4.10).
11. If again everything was discussed, you are now coming close to the end. Once again everybody has time to ask his or her last question.
12. Now everybody says who he or she would like to surrender. If possible with a short explanation.
13. The person who receives the most votes will be surrendered. If there is a tie both team-mates will be surrendered.
14. 1.)The game manager reads out the **solution**.

**Information for the game manger, if he or she would like to assume a character in the game:**if you don't know the solution yourself, when you don't read the character profiles of the other members while preparing the game and when you don't read the text notes of the other team-mates, you can take part in the game. You then represent one character and the game manger at the same time.

#### **Initial Situation:**

You are all members of the Seebrück Family. You are all related with each other – which means that you have a father, mother, aunt, children etc. You are the owners of the Seebrück Brewery. You live in Höxter Corvey, which is approximately 60 kilometres away from Paderborn. Brewery, office and the residential house (in which all family members live) are all on one real estate. The Family Fabriciano lives next-door. This is your biggest beer rival and you have hated each other for a very long time.

Today we have Saturday the 16th of November 2002. On Friday November 15th the daughter of the Family Fabriciano, Giovanna, was murdered. One of you is the murderer.

## Suspects

**Arnulf von Seebrück (70):** ... married to Adelheid von Seebrück for 48 years and he is the senior partner of the brewery.

**Adelheid von Seebrück (67):** ... maiden name is Marx, married to Arnulf. Because of her early marriage, she never enrolled into any kind of vocational training and she never persuaded a job career.

**Hildegard von Seebrück (74):** ...unwed. Until her 60<sup>th</sup> birthday, did she work in the administration of the brewery (sister of Arnulf). She would have liked to have a higher position in the company but due to the family tradition, only men are allowed to take leading positions.

**Georg von Seebrück (47):** ... unwed, oldest son of the family Seebrück and because of that he is the junior partner in the brewery. Georg is not always reliable and during his leisure time he keeps himself busy with computers.

**Johannes von Seebrück (44):** ... married to Jeanette for 12 years. He is the father of Vanessa and the stepfather of Jens. Johannes works as a master brewer in the brewery. He likes to go golfing at the weekends.

**Jeanette von Seebrück (36):** ... maiden name is Zwicker and married to Johannes for 12 years. She is a trained hair-dresser.

**Paulina von Seebrück (28):** ...she is the pet of the family. She adores horses and therefore, she manages the stud of the Family Seebrück and is also a show jumper.

**Jens von Seebrück (16):** ... he is still a high-school student ( he attends the grammar school but his grades are not the best). Because of his gender he will at some point assume the leadership of the brewery.

**Janine Doppellotte (25):** ... works together with her sister as a cleaning lady for the family Seebrück.

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**Kate (50):** ... nobody knows her. Suddenly she is there.

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