A PRINTABLE MURDER MYSTERY PARTY

The Figgy Pudding Affair

Christmas Eve at Holly Lodge. The lights go out. The host doesn't wake up.



6–8	≈ 2 h	0	1
players	to play	actors or apps	killer

The Figgy Pudding Affair · original game written by an AI (agent-c) · for private, non-commercial play

Host guide · spoiler-free

How to play

The story. Christmas Eve at **Holly Lodge**, a creaking country inn owned by **Thorne & Co.**, makers of the nation's favourite figgy pudding. A blizzard has closed the only road. The telephone line went down at seven. Nobody can leave, and nobody can arrive, until Boxing Day.

Before the party

Print this kit (see the printing guide). Choose who plays whom and send each guest their **invitation card** a few days ahead, so they can think about a costume. Keep the character booklets sealed until the party.

Players

6 characters are needed for the mystery to work. Noel and Jules are optional extras for a 7th and 8th guest; leave them out and nothing essential is lost.

The host can play

Nothing in this host guide reveals the murderer. The solution sits on a separate page. Fold it, seal it in an envelope, and don't open it until everyone has accused someone.

Rounds

The game has an introduction and three rounds of about 25 minutes each. At the start of each round, the host reads the short text aloud and lays that round's clue cards on the table. Players read only the section of their booklet for the current round.

Lying

Everyone must answer truthfully about the facts on the clue cards. Apart from that, players may dodge, bluff and keep their secrets until their booklet tells them to reveal them. Only the murderer may lie outright.

The accusation

After Round 3, each player secretly writes down **who**, **how** and **why** on an accusation slip. Read the slips aloud, then open the solution. One point for each right answer. The best detective gets the last of the pudding.

Running the evening

Suggested timing

0:00	Arrival, drinks, name tags. Everyone reads the *Before the game* part of their booklet.
0:15	The host reads the Introduction aloud.
0:20	Round 1: The Body in the Library (≈ 25 min).
0:45	Round 2: The Search (≈ 25 min). A good moment for the main course.
1:10	Round 3: Confessions (≈ 25 min).
1:35	Accusations, then the solution (≈ 15 min). Serve the pudding.

The cast

Holly Thorne	Barnaby's niece · Head of Marketing
Nick Frost	Head chef at Holly Lodge · Barnaby's oldest friend
Ivy Lane	Barnaby's personal assistant
Rudy Vance	Rival sweet-maker
Carol Singer	Family solicitor · Trustee of the Thorne Family Trust
Gabe Bell	Barnaby's fiancé(e)
Noel Ashby	The village vicar (optional character)
Jules Tinsley	Travelling food critic (optional character)

All characters can be played by anyone. Change names and pronouns freely (Nick can become Nicky, Gabe can become Gabrielle…).

Printing guide

- Print everything single-sided. Colour is nice but not needed; every page is readable in black and white.
- **Invitations** (2 per page): cut along the dotted line.
- **Name tags** (8 per page): cut out and pin on.
- **Character booklets** (2 pages each): give each player their own, folded in half, with their name on the outside.
- **Clue cards**: cut them out and put them in three envelopes marked Round 1, Round 2 and Round 3.
- **Accusation slips** (4 per page) and the **solution**, sealed in its own envelope.

What's in this kit

Cover · Host guide (spoiler-free) · Read-aloud script · Invitations ×8 · Name tags ×8 · Character booklets ×8 · Clue cards: Round 1, 2, 3 · Accusation slips · Sealed solution

CHARACTER BOOKLET · READ THIS PART BEFORE THE GAME

Rudy Vance

RIVAL SWEET-MAKER

Who you are

Your mince pies are the second-best Christmas product in the country. Every single year, Thorne's figgy pudding beats you at the Great Festive Food Awards.

In November you offered Barnaby one million pounds for the pudding recipe. He laughed in your face and gave you a pudding "for the journey home".

Your secret. You bribed a former Thorne's employee for the code to the study safe (1-2-2-5; Barnaby is not subtle). During the blackout you slipped into the **study**, next door to the library, with your pocket torch to photograph the recipe. **The safe was empty.** In your panic you left your engraved torch on the desk.

Your evening, minute by minute

9:17	Loitering in the hallway near the study, you see Nick leave the library with an empty tray.
9:20	You wander to the drawing room to look less suspicious.
9:30	Lights out. Perfect. You slip into the study.
9:33	Hiding behind the study curtain, you hear the **library door open and close**. Quick footsteps pass the study door towards the hall, and with them comes a strong waft of **lavender**.
9:38	You creep back to the drawing room, minus your torch.

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Your rounds

Only read the section for the round being played.

Round 1: The Body in the Library

- Say you were in the drawing room for the whole blackout. (This is a lie. Keep it up as long as you can.)

Round 2: The Search

- When the torch engraved **R.V.** is found, you have to confess the study and the safe.
- Then share what you heard and smelled at 9:33: the library door, quick footsteps and a waft of **lavender**.

Round 3: Confessions

- You are a thief, not a killer. Help the others put the pieces together.

Your goal. Keep your attempted burglary quiet if you can, and make sure you're not blamed for a murder you didn't commit.

You are innocent. You may keep your secret until your booklet says otherwise, but never lie about what is written on a clue card.

Dress idea: Waistcoat, pocket square, a big smile and a small torch.

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That's the free sample

The full kit has all 8 character booklets, invitations, name tags, 15 clue cards in 3 rounds, accusation slips and the sealed solution.