



SOUND MIND AND THE DEAD BODY
RULE BOOK

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BACKGROUND

The year 1929 and it's the 'Golden Age of The American Crime' The 'Great Depression' has started and the whole United States of America is dying of poverty and hunger. One man who is one of the main reason for the 'Great Depression' is John Maguire. He robbed two dozen banks and four police stations. He started his own crime family 'The Maguire Family'. It is the most feared crime family from the eastcoast to west coast.

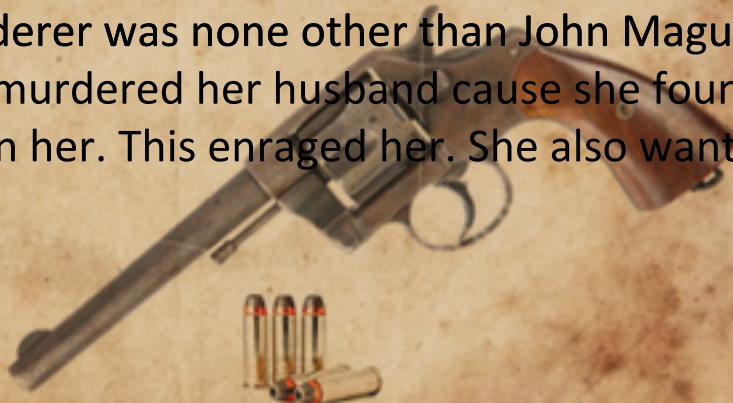
To celebrate his wife's birthday he threw a huge party in his mansion in New York. It was attended by some of his close friends and some of New York's biggest crime masterminds. It is supposed to be the biggest party of all of New York during the 'Great Depression'.

Mystery

John Maguire was found dead in his study during the party. Everyone panicked as everyone is the suspect of the murderer. Now, they have to prove that they are innocent and have to find the murderer. No one wants to go to jail or worse no one wants to be killed by the Mafia and start a gang-war.

Solution

After all the clues are found and accused correctly it turns out that the murderer was none other than John Maguire's wife Emily Maguire. She murdered her husband cause she found out that John was cheating on her. This enraged her. She also wanted to take all of his property.



Rules

General Rules

- ☒ No: of players required to play is 12.
- ☒ Ages: Adults
- ☒ Players have to RSVP their invitations in order to take part in this game.
- ☒ Players receive Character Sheets along with their invitations about the character they will be playing to know about themselves.
- ☒ At first part of the game, Players learn the Background of the game from the Game Master.
- ☒ Every player will be allotted a room in which they will initially start the game in.
- ☒ Depending on the course of the game, the players can navigate to other rooms of the game.
- ☒ Real life weapons, alcohol and drugs are not allowed.
- ☒ Each player will have a category by the name of,
“Indication of Role Play” in their respective character sheets which they will have to follow.
- ☒ The players will have to respect the time duration of every event.
- ☒ The players cannot leave the arena without Game Master's permission.

Clues

- ☒ Players have to make use of certain clues in order to investigate the case in more or less correct manner.
- ☒ The clues can either be a visual clue or the clues have to be bought from the Game Master using the game money.
- ☒ The players will receive certain amount of points at the beginning of the game.
- ☒ Player will get points if the player gets more clues.

Events

- ☒ There are two types of events – Concrete and Abstract.
- ☒ Concrete Events: This event will have to be played by the player.
- ☒ Abstract Events: This event is not played by the players and this event is given as information to the players by the Game Master.
- ☒ Clues in both Concrete and Abstract events will cost game money.

Action/Skills

- ☒ Each player has a certain set of skills. The players can make use of it during the game.
- ☒ The constrained skills (Action points) have a time limit before they can be used for another time.



Character Sheets

John Maguire

John Maguire was an American gangster during the 'Great Depression' He robbed more than two dozen banks and many police arsenals. He is a tall and handsome guy. He was in his mid-twenties.

Bio

Maguire said that he was firm in his discipline and believed in the adage "spare the rod and spoil the child". His mother died in 1907 just before his fourth birthday. As unable to find a job and began planning a robbery with his friend Steve Barry. The two robbed a local grocery store, stealing \$50. Leaving the scene they were spotted by a minister who recognized the men and reported them to the police. The two men were arrested the next day. Maguire was convicted of assault and battery with intent to rob, and conspiracy to commit a felony. He expected a lenient probation sentence as a result of his father's discussion with prosecutor, but instead was sentenced to 10 to 20 years in prison for his crimes. He met Mickey Nolan in the prison and they escaped from the prison. From there they started robbing banks and they ended up robbing two dozen banks and four police arsenals. Thus, the Maguire Crime family was born. He fell in love with Emily in a New York bar and he got married. Being a womanizer he kept on sleeping with prostitutes. He doesn't know that Emily found that out. He loves Emily from the bottom of his heart. He smokes Marlboro and loves drinking scotch.

Relationship

He trusts Steve Barry, Mickey Nolan, Emily, Jack Morgan & James Hamilton blindly. Steve and Mickey being his Lieutenants. He loves Emily from his bottom of his heart. Even though he had a bad deal with Jack Morgan once, he still trusts him. He trusts James from the first day he met him. He doesn't trust De Luca, Moretti and Giordano as they are from the rival gang. He somewhat trusts Fabio and Ashley as he doesn't know them properly.



Indication of the costumes.

He wears a white shirt with trousers. He wears an overcoat and wears a hat when he goes out.

Emily Maguire

She is the wife of the famous gangster John Maguire. She is a beautiful, classy, calm and seductive lady. She is mastermind behind the 'Maguire Crime Family'.

Bio

She was a singer and waitress before she met John Maguire. She had a curvy body and she is very proud of her body. She had an affair with De Luca at the age of eighteen but it ended in a very bad note. She met John Maguire in a bar in New York where she was a waitress cum singer. She was married to John at the age of twenty-two.



She was madly in love with John till she came to know that John was cheating on her with a prostitute. She had a very rough childhood. In a fit of rage she murdered her parents when she was young and the blame went to her neighbors. She had to support herself till the age of eighteen when she met Maguire. She loves wearing gowns and the life of luxury has changed her from a humble to a haughty rich socialite. She loves to smoke cigarettes and she is a chain smoker. She loves to drink bourbon. She rarely speaks to people unless she thinks that the person is worthy of her. She is one of the main masterminds of the Maguire Crime Family. She is famous for making cold hearted decisions for the Crime family and is feared by everyone.

Relationship

She used to trust De Luca and Ashley. She used to somehow trust Steve, Mickey, Giordano, Moretti. She didn't trust John, Fabio, Jack and James.

Goals

To prove that she is innocent and find the killer.

Knowledge

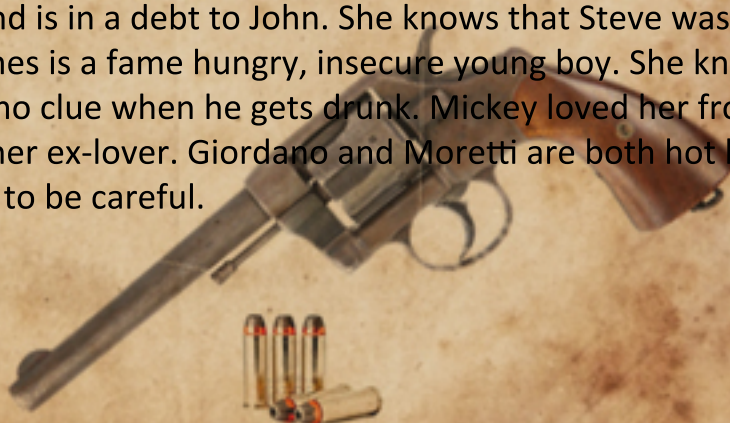
She knows that Fabio is a gambler and is in a debt to John. She knows that Steve was stealing money from John. She knew that James is a fame hungry, insecure young boy. She knows that Jack Morgan is an alcoholic who has no clue when he gets drunk. Mickey loved her from the time when he saw her. De Luca was her ex-lover. Giordano and Moretti are both hot headed. Ashley is a psychologist so she needs to be careful.

Clues

1. Focus on the clues.
2. Focus on the dialogues.

Skills

1. Knock out.
2. Deceiving.
3. Murder.



Indication of Costumes

She wears gowns all the time.

Indication of Role Play

She has to give seductive looks. She needs to have a graceful presence in the game.

Steve Barry

Steve Barry is a professional bank robber in America. He is thirty year old.

He operated in New York, and his criminal exploits gained heavy press coverage in the 1920s. He joined Maguire when he joined Maguire for his first robbery. He is a cold- blooded murderer. Now, he is the first Lieutenant of the Maguire Mafia gang.

Goals

To prove that he is innocent and find the killer.

Relationship

He used to trust Mickey, Emily and Jack. He didn't trust De Luca, Giordano and Moretti. He somewhat trusts John Maguire and Fabio.

Knowledge

- Steve knows that Mickey loved Emily.
- Steve knows that Emily was missing during the party.
- He knows that Jack Morgan is an alcoholic.
- He knows that De Luca wanted to assassinate John.

Clues

- Focus on the clues.
- Focus on the dialogues.

Skills

1. Knockout.

Indication of the Costumes

He wears a suit with a mafia hat and he has classic formal pair of boots

Indication of the Role-play

He is a casual smoker.



Mickey Nolan

Mickey Nolan is a thirty year old man common gangster convicted of petty crimes. He is Mickey entered into a partnership with John Maguire, helping him escape from prison in the famed Crown Point, Indiana Jail escape, and was later labeled along with the remaining gang members as public enemy number one. He fell in love with Emily from the first day he met her. Nolan was responsible for the murder of several people, and has the dubious distinction of having killed more FBI agents in the line of duty than any other person. He is now the second Lieutenant of the Maguire Mafia gang who takes care anything that Maguire needs.

Goals

To prove that he is innocent and find the killer.

Relationship

He trusts John, Emily, Jack, James. He doesn't trust De Luca, Giordano, Moretti. He somewhat trusts Steve and Fabio.

Knowledge

- He knows that James wants to replace John.
- He knows that Emily found out that John was cheating on him.
- He thinks that Steve was jealous of John's success.

Skills

Backstabbing.

Clues

1. Focus on the clues.
2. Focus on the dialogues.

Indication of the costumes.

He used to wear cotton shirt, a tie, an overcoat, leather shoes, a mafia hat and a handkerchief visible on overcoat.

Indication of the player

He has a limp.



De Luca

De Luca was born and brought up by himself from his childhood he came from a very poor family background since he was a kid he used to steal and developed his skills from there. As grew bigger he became more potent and dangerous to the society. He rolls as a thug in America controlling the smaller regions and polluting it. He is a forty year old man. As he grew bigger and bigger he made more enemies more than friends and dared to stand up against John Maguire who was the biggest mafia of America. De Luca was Emily's ex-lover. De Luca always roamed around with his two gang members. On John Maguire's wife party .De Luca was invited with his two associates for both the mafia's to get to know each other better and seek the best of interests of everyone.



Goals

To prove that he is innocent and find the killer.

Skills

Backstab

Relationship

He doesn't trust John, Steve, Mickey and James. He trust Giordano, Moretti. He somewhat trusts Ashley,Emily,Jack and Fabio.

Knowledge

He knows that Moretti was on drugs.

He knows that Jack sells arms to John.

Clues

1. Focus on the clues.
2. Focus on the dialogues.

Indication of the Costumes

Italian suit with a black shoulder leather belt attached to his pants along with a black leather belt which matched with his white expensive shirt. Inside the suit he had a revolver attached to his black shoulder belt and wore black leather shoes which were glossy under light.

Induction of the Role-Play

He has a harsh voice.



Giordano

Giordano was a small time thug and did not know any good apart from committing a clean slate crime. He is thirty five. His father was in the N.Y.P.D. hence he knew almost all the ways to commit the perfect crime and get out scot free. He was thirty-five year old man. He covered De Luca's dirty wet sheet with a clean white washed one. Since he was the right hand of De Luca he always used to roam around with him where ever he would go and participate in the gang decisions. His nature was mostly deceptive and the kind of man who could manage to get around the corner. Since De Luca was invited even he went along with him to the party. Giordano always used to be with De Luca in his own Alfa Romeo spider.



Knowledge

He knew that Ashley was missing from the room.

He knew that De Luca wanted to kill John.

He knew that Moretti was on drugs.

Relationship

He doesn't trust John, Steve, Mickey and James. He trust Giordano, Moretti, Ashley, Emily. He somewhat trusts Jack and Fabio.

Goals

To prove that he is innocent and find the killer.

Clues

1. Focus on the clues.
2. Focus on the dialogues.

Skills

Deceiving

Induction of the costumes.

He wore a colorful silicon shirt with random designs on it. He was a bit fat than ordinary and wore black linen pant with a leather belt around his waist.

Induction of the Role-Play

He is muscular.



Moretti

Moretti was a guy of his word and earned his respect to join De Luca's gang. He is forty-five. If he would say something would be done he would make it sure it would be done. He had kind of a stubborn attitude and did not like much changes. He was a more plan oriented guy and liked sticking to it. His job was to look after De Luca's security and also collect extortion money. He also tagged along with De Luca to the birthday party.

Goals

To prove that he is innocent and find the killer.

Clues

1. Focus on the clues.
2. Focus on the dialogues.

Relationship

He doesn't trust John, Steve, Mickey, Ashley and James. He trust Emily, Fabio. He somewhat trusts De Luca, Giordano, Jack.

Knowledge

Moretti saw Giordano near the study room.

Skills

Deceiving.

Induction of the costumes.

He wore a black suit with a jet red silicon shirt inside and black pants strapped around with white leather belt and shoes.

Induction of Role Play

He doesn't walk in straight line as he is high on drugs



Jack Morgan a.k.a. Uncle Sam

Jack Morgan was an old don of the politics he knew politics like the back of his palm. He is a seventy year old guy. And now he was retired now and earn couple of extra bucks smuggling ammunition for John Maguire from almost all parts around the globe. He was a really cool guy who knew how to grab everyone's attention and work things out for everyone's profit. He was a bit fat guy with a bit of a beer belly. And roamed around with a stick in his hand. He had an amazing friendly aura. Since he was such a great friend to John Maguire he was invited to birthday party.



Goals

To prove that he is innocent and find the killer.

Clues

1. Focus on the clues.
2. Focus on the dialogues.

Relationship

He trust John, Steve, Mickey, Ashley and James. He doesn't trust De Luca, Giordano, Moretti and Ashley. He somewhat trusts De Luca, Giordano, Jack.

Knowledge

Jack knows that Emily found out that John was cheating
He knows that De Luca wanted to kill John.

Skills

Backstabbing.

Induction of costumes

He wore a brown suit with black Rexene classy shoes and a bright red tie with matched really well with his suit. He also had a small revolver in his shin area hidden.

Induction of Role Play

He has a calm and cool voice.



Ashley Campbell

She was a great girl since she was a kid. She is twenty-five year old. Her family was devoted to studying and fighting crime. Since she was a kid her family had a cop background. She was absolutely clean in the whole cop corruption department. But since her father had done some favors for John Maguire she was invited as a guest to the birthday party of John Maguire's wife as gratitude from John Maguire. She had a very nostalgic aura with humor in her speech. She was very intelligent and was a Harvard pass out from the psychology department. .

Goals

To prove that she is innocent and find the killer.

Relationship

She trust Emily and Jack. She doesn't trust Steve, Mickey, Giordano, Moretti, . He somewhat trusts John, De Luca, Fabio.

Clues

1. Focus on the clues.
2. Focus on the dialogues.

Knowledge

Ashley knew that James is insecure.

Ashley knew that Fabio has chloroform.

Skills

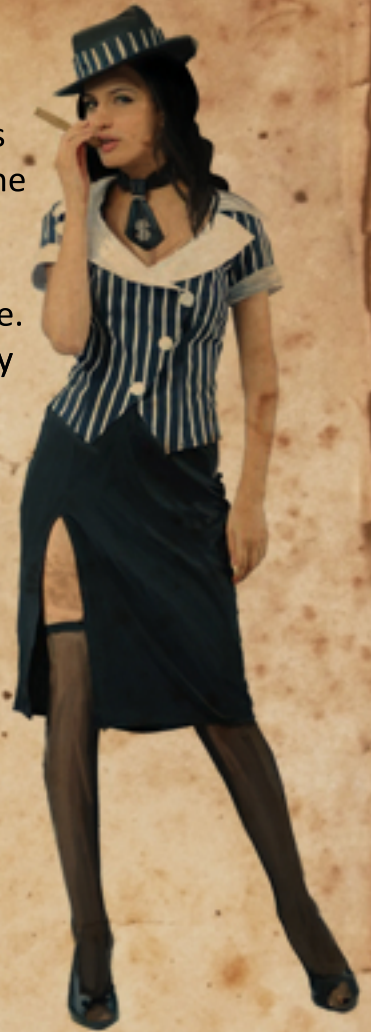
Knockout.

Induction of the costumes.

She wore a brown Rexene over coat and had red specs with a normal fluffy shirt, long bottom black pants and red heels.

Induction of Role-Play

She is bubbly and charming.



Fabio

Fabio was born in poverty. He was a gambler and gave all his life's possessions in gambling. He was in debt from many loan sharks. The loan sharks tried to kill him. He took a lot of loan from a famous crime lord named John Maguire. In exchange John asked him to work for him. Since then Fabio started working for John. He is twenty-five.

Goals

To prove that he is innocent and find the killer.

Clues

1. Focus on the clues.
2. Focus on the dialogues.

Skills

Knock-out.

Relationship

He doesn't trust Steve, De Luca, Gionardo, Moretti, Ashley, Jack. He somewhat trusts John, Mickey, Emily, James.

Knowledge

He knew that Jack was drunk.

Induction of the costumes.

He wore a tuxedo with a bow tie and with formal shoes.

Induction of Role-play

He always have a smile.



James Hamilton

James ran away from home when he was young. He ends up with America's most dangerous crime lord named John Maguire. James is an Eighteen year old guy. He met John three years back and John took care of his expenses from that day they met. He is like a small brother to John. He just joined the Maguire gang. He is a white guy with blonde hair,

Goals

To prove that he is innocent and find the killer.

Relationship

He doesn't trust De Luca, Giordano, Moretti. He trust John, Steve, Mickey, Ashley, Fabio, Emily. He somewhat trusts Jack.

Clues

1. Focus on the clues.
2. Focus on the dialogues.

Skills

Knockout.

Knowledge

Smelled Emily's perfume near the body.

He noticed Moretti had a bruise.

Induction of the costumes.

He wears a green leafy colored shirt with army pants, and with a beret. He smokes cigar all the time.

Induction of Role-play

He is grumpy.



Game Master

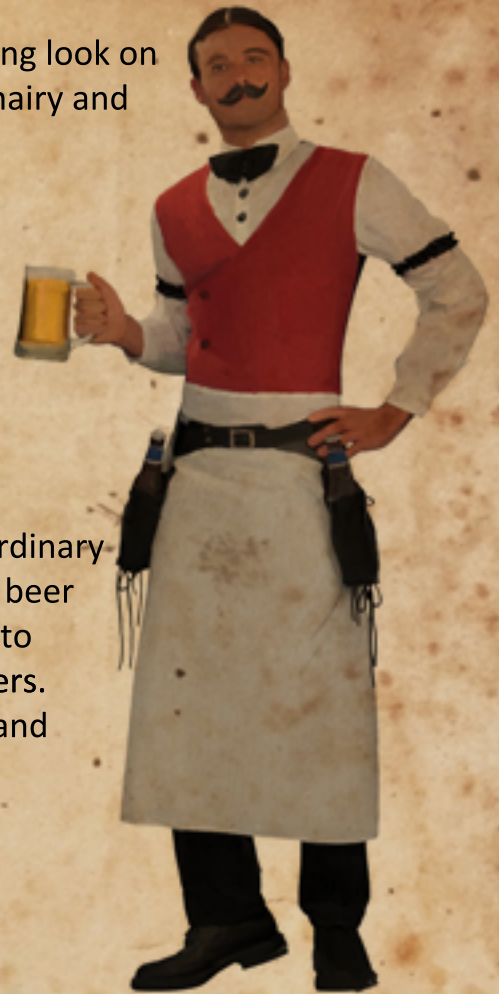
The game master was a lean lanky guy with a very charming look on his face. Fair skinned and he is was as tall as 6 feet. A bit hairy and was a blonde.

Indication of Costumes :

He wore a normal white shirt with suspenders around his shoulders with black pants and a leather belt around his waist and a bow tie. He also wore shiny black shoes well-polished and roamed around with towel in his hand most of the times.

Induction of Role-play:

His role is to act as a bartender and dwell the role of an ordinary bartender. Most of his habits are to flip coins in his fist or beer caps. Keep wiping the bar table or any table that he used to serve and kept the towel most of the times on his shoulders. Had a very charming personality and made people laugh and have a good time. Kept on serving drinks.



Game Master Assistant

He was a fairly tall guy who was a butler. Most of the times he looked like he had dull eyes and a dull face. He was a bit bald but had enough hair to cover his head.

Induction og Costumes

He wore a black suit and gloves around his hand as well as a bow tie with usually a white shirt and a towel wrapped around his elbow.

Induction of role-play

He was a grumpy man and hated following orders from anyone though he was a butler and used to mutter stuff every now and then. Mostly roamed around with a plate in his hand serving food or doing some other odd jobs if he felt like it.



CLUES

Room Based Clues

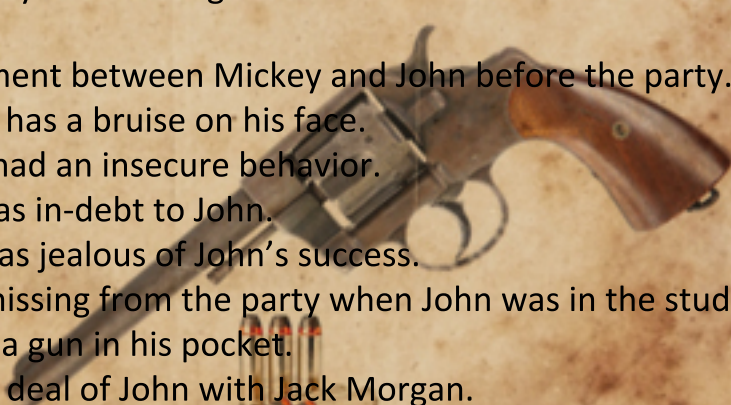
Study Room

1. De Luca's hat was found in the sofa.
2. The telephone wire was snapped.
3. Mickey's shoes were found near the door.
4. De Luca's Camel cigarette packet was found near John's body.
5. Mickey's lighter was found on the coffee table.
6. Steve Barry's wallet was found with John.
7. Steve's handkerchief was found.
8. Emily's purse was found in the room.
9. Jack Morgan's Business card was found near the body.
10. The recent failed contract between John and Jack was found on the study table.
11. Money was gone from the safe. Solve word puzzle to open the safe

Bedroom

1. Perfume bottle which has the fragrance near the crime scene.
2. Torn telephone wire is found.
3. A letter from De Luca to John.
4. Chloroform bottle.
5. Distorted Bed.
6. Foot-Prints.
7. Hair Clip on the floor.
8. Used alcohol glass.

Character Based Clues

1. Emily noticed that James has fresh scratches on his neck.
 2. Ashley noticed traces of blood on Emily's dress.
 3. Steve claimed that Mickey loved Emily.
 4. Fabio claimed that Jack Morgan was drunk.
 5. De Luca knows that Moretti was on drugs.
 6. James Hamilton smelled Emily's perfume in the room.
 7. Mickey claimed that James wanted to replace John to take his place.
 8. Moretti claimed that he spotted Giordano near the study room.
 9. Giordano claimed that Ashley was missing after De Luca came out from the study room.
 10. Emily talks about the argument between Mickey and John before the party.
 11. James noticed that Moretti has a bruise on his face.
 12. Ashley noticed that James had an insecure behavior.
 13. Emily claimed that Fabio was in-debt to John.
 14. Mickey claims that Steve was jealous of John's success.
 15. Steve told that Emily was missing from the party when John was in the study.
 16. De Luca saw Fabio keeping a gun in his pocket.
 17. Emily talks about the failed deal of John with Jack Morgan.
- 

Open Clues

1. Jim's will.
2. Bank letter to Emily about the transfer of John's bank accounts.
3. Old love letters between Emily and De Luca.
4. Bank Account Transcripts of Steve Barry.
5. Fabio's loan contract with John.
6. A letter from James to Mickey about De Luca's plan to assassinate John.

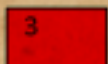


Appendices

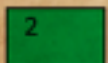
Character Relationships

Characters	John Maguire	Steve Barry	Mickey Nolan	De Luca	Giordano	Moretti	Ashley Campbell	Fabio	Emily Maguire	Jack Morgan	James Hamilton	Total
John Maguire	0	2	2	3	3	3	1	1	2	2	2	21
Steve Barry	1	0	2	3	3	3	3	1	2	2	1	21
Mickey Nolan	2	1	0	3	3	3	3	1	2	2	2	22
De Luca	3	3	3	0	2	2	1	1	1	1	3	20
Giordano	3	3	3	2	0	2	2	1	2	1	3	22
Moretti	3	3	3	1	1	0	3	2	2	1	3	22
Ashley Campbell	1	3	3	1	3	3	0	1	2	2	1	20
Fabio	1	3	1	3	3	3	3	0	1	3	1	22
Emily Maguire	3	1	1	2	1	1	2	3	0	3	3	20
Jack Morgan	2	2	2	3	3	3	3	1	1	0	2	22
James Hamilton	2	2	2	3	3	3	2	2	2	1	0	22

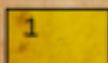
Legends



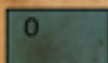
Red Band means that the character is not trusted by the other character.



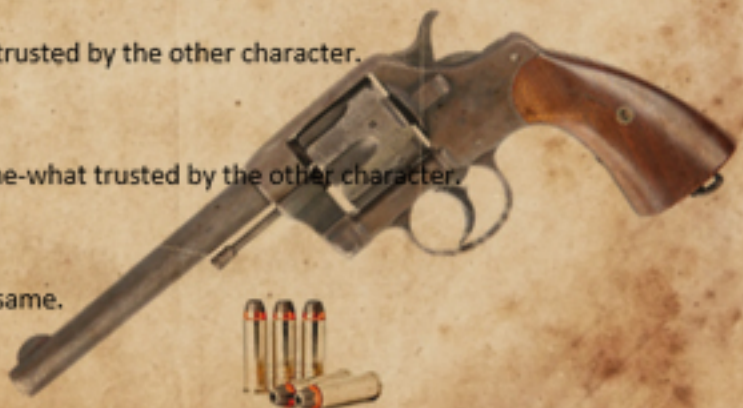
Green band means that the character is trusted by the other character.



Yellow band means that character is some-what trusted by the other character.



White band means that the character is same.



Puzzles

1				5				3
	4			1			2	
		5	4		2	9		
		4				6		
2	9						4	5
		6				7		
		2	1		6	8		
	7			3			9	
4				9				6



		8	4			9
		1				5
8			2	1	4	6
7	8					9
	5				3	1
	2	4	9	1		7
9					5	
3			8	4		

3		6	1			8
	2		3		7	6
		7	5		2	9
9		8				1
4		1	7	3		5
5				9		2
3	7		4	1		
2	5		8		9	
4			9	7		2

8					1	4	7
		4		9			6
	2	3	7			8	
		9			1		2
			3	2			
	8				9	4	
		1					
9		6	1	4			3
5				6	3		

		8				6	5
9	4					1	
			8	6			
		8					1
	2	9				4	3
3				7			
			4	3			
		3				7	6
2	9				8		

		3				5	2
	8				5	6	4
	6	7	9				5
			8		7		
	2				6	3	8
2		6	3				1
				9			
	7	4				9	

4			9			2
			6			
1		5				8
		7	2			4
		1	6		3	7
8				5		2
5	6			4		7
	8		6			5

7			1			8
	4	2				7
8			9	2		
		7		8		9
9	8			6	3	5
5						8
			7		5	
				3		5
4				9		



Puzzles 2

The player has to find the a word related to Vault to open the safe

R	G	H	Z	M	Q	N	V	Q	C	Y	L	V	U	Q	H	Z	T	P	Z
J	J	J	R	W	B	J	D	U	J	Y	R	Z	Q	J	F	E	T	T	F
U	R	P	W	F	U	X	F	O	B	F	J	G	B	Z	J	W	D	L	P
L	R	D	U	T	Y	C	S	A	A	S	B	Y	A	O	A	K	L	T	X
C	H	C	T	V	V	L	F	B	W	R	S	G	C	R	A	R	D	H	N
S	O	M	H	M	I	Y	M	X	W	L	K	N	L	U	N	Q	J	K	R
G	I	D	S	H	L	L	K	H	L	V	S	X	Z	E	Q	P	V	W	R
F	Y	B	N	I	C	X	U	T	H	U	Q	L	C	K	U	V	X	M	P
W	G	I	A	D	Z	S	D	R	G	B	S	G	R	I	A	O	Q	Z	M
O	K	V	X	W	Z	I	M	Q	T	Q	G	E	T	M	F	W	U	W	G
E	D	G	D	G	T	K	O	M	L	F	H	X	C	U	U	C	J	P	F
W	Y	O	J	D	M	I	Q	O	X	F	Q	R	O	F	A	X	S	S	C
W	V	H	G	P	V	J	V	T	N	B	G	X	U	C	S	B	Y	R	Z
T	Z	X	S	C	A	H	L	R	Z	H	M	G	K	V	H	N	H	U	S
X	L	H	M	Z	H	J	V	G	Z	F	K	U	N	F	G	X	C	F	X
Y	X	O	K	I	S	F	J	B	R	X	X	Q	A	H	I	D	R	U	I
Z	S	N	H	L	O	R	J	D	Y	D	X	Q	Y	E	S	D	A	F	C
T	R	P	P	T	R	U	I	Q	G	Q	F	O	M	F	F	N	T	D	V
S	D	M	O	V	C	H	I	V	M	G	T	G	L	A	Y	X	P	U	U
C	Q	W	R	L	S	R	D	J	R	K	A	I	G	S	M	D	O	V	B



A Guillaume Benoit Production



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