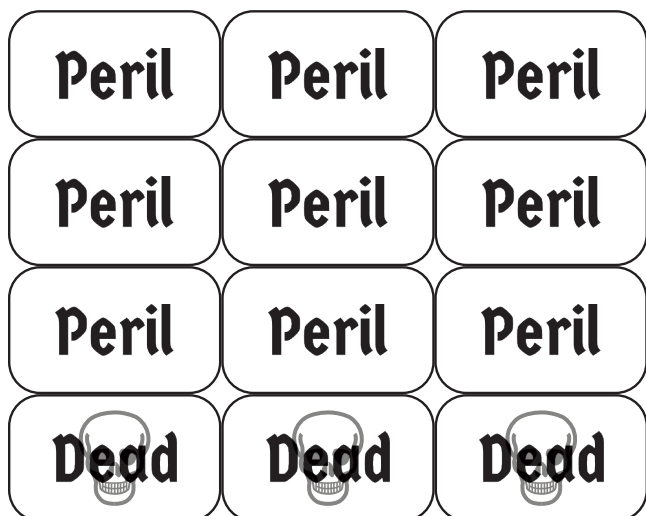


Thanks for downloading the Locked Room Murder Mystery playtest kit! This has everything you need to play except for a deck of cards.

Here's what you need to do:

- Print these pages out single-sided
- Cut out the tokens, suspect cards, clue cards, and table of contents. I'd recommend using cubes as peril tokens if you have them, but you can use the ones here if you don't.
- Cut each of the reference sheets on the line, or fold their pages in half
- <https://lockedroomgame.com> is where you can find the rules, discord, online play guide, and feedback form
- Have a good time playing! If you do play, please leave some feedback on the form on the website
- Reprint just the last 3 pages if you want new suspect and clue cards to play again!



MEET THE SUSPECTS

DECK

TURN STEPS

DRAW A CARD

- Choose a description, relationship, or trait from the corresponding row of the playset

UPDATE A SUSPECT

- Add the chosen detail to an empty field on a suspect in the Journal

NO CARDS

REMAINING

NAME THE SUSPECTS

- Take turns adding a name to every suspect that has at least one detail listed

DESCRIPTION

RELATIONSHIP

TRAIT

A LOCKED ROOM MURDER

PHASE STEPS

BEGIN INVESTIGATION

TIE IT ALL TOGETHER

- As a group, tie everything together to describe the impossible situation the victim is found in.

ADD CRIME SCENE CLUES

- Compare the playset's crime scene clue table to the number of cards of each rank in the tableau

IDENTIFY THE VICTIM

- The character currently visited by the killer is the victim
- The character the killer would move to finds them

THE LEAD-UP

TURN STEPS

DECK

ADD CARD TO TABLEAU

- Full House: flip this card
- Otherwise, move the killer

DESCRIBE CHAPTER

- Involve the character visited by the killer
- Keep it brief

CREATE CLUE

- Physical evidence, a conversation, the weather, a motive

ADD CLUE TO JOURNAL

- Add the info to an empty clue card adjacent to a relevant suspect

A	2	3	4	5
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NOIΛTWMUNS

RESOLVE THE FINAL CHAPTER

- Work like a writer's room to tie together all of the clues & answers and reveal all secrets

SET THE SCENE

- How does the detective reveal the truth?

DETERMINE CULPRIT

- The suspect currently visited by the killer is the culprit

THE INVESTIGATION

DECK

TURN STEPS

ADD CARD TO TABLEAU

- Full House: flip this board now
- Otherwise, move the killer

ADD PERIL

- If there's already a peril there, resolve plot

MOVE SLEUTH

- Sleuth moves through a number of questions equal to the rank of the card drawn
- Remove a peril

ANSWER A QUESTION

- Write a chapter connecting clue and suspect adjacent to the sleuth
- Update clue with new info

A

2

3

4

5

CLUE

CLUE

CLUE

CLUE

CLUE

CLUE

CLUE

CLUE

CLUE

CLUE

CLUE

CLUE

SUSPECT

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DESCRIPTION

TRAIT

CLUE

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