



## Thank you for choosing Mystery Wizards

Our parties are designed somewhat different than others. We try to combine a degree of complexity with a freeform style and quite often add games and puzzles to enhance the enjoyment of the mystery. They are structured in three stages.

- ♦ **Meet and Greet** – This is usually the time when appetizers and beverages are served and the characters are free to walk around and try to glean information from the other characters. They will all have clues to share and the more they converse the better chance they will have at solving the mystery.
- ♦ **Dinner and Discovery** – Dinner is served, whether buffet or formal. The guests will be arranged at the tables so that they have an opportunity to investigate even further. There is a person of authority (usually one of the hosts) that will preside and question the characters to bring out their possible motives, their means and possible opportunities to have committed the crime. This is also the time when evidence like police and autopsy reports are presented.

After dinner the guests, aided with new information are free once again to question their fellow characters and look at any evidence available to them.

- ♦ **Sweets and Reveal** – Over dessert, the guests will fill out “Sleuth” cards and turn in to the hosts for review. The person of authority will then go over the clues and expose the murderer(s). The winner is announced and awards are given.



# Screaming Steam

After the Energy war ravaged most buildings and eliminated all sources of electricity, we found that once again we were reliant on steam as our only source of energy. Ever so resilient, the human race persevered and has rebuilt and created many of the inventions of the past using solely the energy available.

Throughout all of history the rich have gotten richer; those in the right place at the right time have made their fortunes. The billionaire “Reg” remains shrouded in mystery, hiding behind a web of corporate shell companies. Very little is known about “Reg”, not a real name, a birthplace or even gender. Even the few pictures that have been found always show the billionaire in costume. Many have speculated that “Reg” is short for Rail Regent. Rumor has it that Reg has always had a passion for steam trains and the one very public thing that the recluse does is own and operate a refurbished luxurious steam train called the Mystic Wind that runs monthly from Schenectady to Penn Station, New York. Tickets are acquired through lottery and only the wealthiest of aristocrats count themselves among the fortunate to have taken the ride. Reg has never made a personal appearance on any of these rides.

The fact that a small group of seemingly unrelated strangers should receive tickets with the promise of meeting Reg is an honor that is unprecedented. But there is no doubt of authenticity; all of the tickets have been stamped with the distinctive signet ring that never leaves Reg’s finger.

This party is designed to be hosted by the Winnifred Glass, femme fatale and Demetrius Fairbeard, an aristocrat who fancies himself a sleuth. Both Winnifred and Demetrius have received a large stipend to care for Reg’s invited guests. During the standard “Meet and Greet” one of the hosts will be charged with reading messages from Reg at specified times. During “Dinner and Discovery” one or both hosts will help facilitate the investigation. And finally during “The Sweet Reveal” after the guest’s Sleuth Cards have been tallied, Demetrius will read the Reveal.

All of the guests have motive and are suspected of the hideous crime, including the hosts. **If you wish to play along, there will be specific areas that you will be admonished “not to read” until the final Reveal. Whether you play along or decide to be in the know to assure the party runs smoothly, we are sure that you and your guests will have an evening to remember. Keep in mind that if you know who the murderer is it might be easy to give the mystery away.**



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## New York, 2056

Year 2056, and the world has been forever changed! After the Voltage War we find ourselves reliant once again on steam as our only source of energy. The work force has been transformed. Once successful business men find themselves delegated to menial work and those with adventurous or military inclinations are high in demand. Ever so creative, the human race has rebuilt and created many of the inventions of the past using solely the energy available.

A very select group of strangers with no apparent connection to each other have mysteriously received tickets to ride on a luxurious steam train owned by the elusive billionaire known only as "Reg". The luxury liner leaves the depot promptly without incident. There are refreshments in abundance and the excitement builds.

Until the first stop ..... Then the **SCREAMING** begins!!



www.MysteryWizards.com

Admin@MysteryWizards.com

You have received a ticket to ride the train which will depart the station promptly at:

---

The station is located at:

---

If you confirm that you will be attending, you will be assigned a character in the mystery. If you accept please make sure that you will be able to attend and stay until the mystery is solved. Your character will have vital information to solving the mystery and might well be the murderer.

RSVP By: \_\_\_\_\_

RSVP To: \_\_\_\_\_

What level of participation would you like your character to have?  
between 1 - I know some stuff to 3 - I will tell everyone about it!

## Phineas Cobb



### SCREAMING STEAM

Year 2056, and the world has been forever changed! After the Voltage War we find ourselves reliant once again on steam as our only source of energy. The work force has been transformed. Once successful business men find themselves delegated to menial work and those with adventurous or military inclinations are high in demand. Ever so creative, the human race has rebuilt and created many of the inventions of the past using solely the energy available.

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## Your Character Today

"Protecting the good people of New York" had been your life for 10 years since the Voltage War began. Then out of the blue you received a ticket to ride on the Mystic Wind from Reg the train's owner. The invitation was obviously authentic as evidenced the Reg's wax seal on the envelope. You had heard about the luxury train and had even seen it. But why would anyone want you to go? You had to find out.

You are a walking arsenal, a street fighter in your youth you found your calling after the war as a hunter. You won't take on just any job and a hunter with integrity quite often goes hungry. You are continually looking for that one big score which you know lies around the next corner. Usually smiling, your devil may care attitude and contagious laugh quite often makes you the life of any party. Hopefully others aren't lulled into complacency; in a flash your hair trigger can turn you into the scourge.

## Your Character Background

You were born on August 21, 2021 in Phoenix, Arizona. Dad left early on and your mother raised you and your sister by herself. Who names their child Phineas? You insisted that everyone call you Phin when you were only 4. Mom worked a lot and left you with a lot of free time on your hands. Life as it was bored you to tears, school was easy and you tended to get into trouble. Everyone had a computer, but not everyone was as talented as you were. You started in role playing games when you were 7 and were able to pretty much beat the snot out of everyone else. You had a great online persona, quick strong and smart – a bounty hunter. Boredom set in by the time you were 14 and you started hacking into business and government agencies. Life went on and in July of 2038 the military police showed up at your door and you were arrested for sabotage. You hadn't done anything malicious and the government gave you two choices, go into the service or to jail. It wasn't a tough decision; your records were sealed because of your age. You actually liked the military; you appreciated the structure and the opportunity to use your talents for the better good. You furthered

## Rules

After experiencing many different types of mystery parties, both as guests and hosts we have concluded that the most entertaining parties were the ones where the participants were free to question all the characters involved to gain the necessary information to solve the mystery. We think that you will find this style to be more natural in the way that it frees you of cumbersome rules and pre-written speeches.

The objective is simple. It will be your task to solve the murder mystery and possibly other puzzles as well. Toward the conclusion of the event you will be asked to identify the murderer, the murderer's means and the weapon used to commit the murder. You will gain this information by seeking clues from other suspects and from evidence provided throughout the course of the party.

You will be provided with your own set of Public and Private Clues.

The Public Clues you will want to share with everyone as often as you can. The purpose of your Public Clues is to draw suspicion away from you and toward others. Sometimes this is accomplished by indicating your innocence and other times by implicating another suspect. Do not make up your own stories about your character or another's. Use the information provided in the Public Clues to get investigators to look elsewhere.

The Private Clues are essentially your secrets. You would not volunteer this information to anyone, however specific questions **MUST** be answered accurately and honestly. You do not need to provide more information than what was actually requested. If asked whether you were standing by the door you would have to answer "Yes" but you wouldn't have to tell them that the door was green unless they asked.

As an investigator keep in mind that in a real situation the murderer would most often lie about the murder. In our case the murderer will not know who the murderer is until after he or she has deduced it themselves. From that point forward the murderer is authorized to lie about their whereabouts at the time of the murder.

Our suggestion to make your time together more enjoyable for you is to try to be your character if you can. Share what you know about your character's upbringing and history with the other characters. You don't need an accent or anything like that in fact you don't need to act at all. Just try to think like your character would think. Better yet, think that you are your character. It will make the mystery more fun for everyone. Don't pressure yourself to figure out the answers. Your character will naturally want to know the answers to this mystery. If you just be your character then the questions and the answers should come out in normal conversation.

**And the most important rule of all.**

**HAVE FUN!!**

began is quick to smile but his eyes betray a dark sorrow caused by having seen too much and something else much more elusive.

WINNIFRED GLASS - – One could call her a Femme Fatale, but seduction is not the only weapon in Winnifred's arsenal to achieve her goals. She is meticulous in dress and deed, with impeccable manners. Harking from the South, she has elevated southern charm to an Olympic sport. She is always complimentary and men and women alike are willing to do her bidding to be on the receiving end of her favor. There are always exceptions, but Winnifred never accepts no as an answer and one way or the other she will get her way. Woe be it to the individual that sees her ever present smile fade.

your education and got out four years later in 2042.

You were pretty much done with Arizona and moved to New York City in 2044, where you immediately got a job with Fairbeard, Inc. as a programmer. The job was mundane and it was all you could do to stay awake each day.

In 2045 you started playing online games again using your old hunter persona and started on online relationship with another character. Eventually you exchanged real names. Chloe Tremaine was an exchange student living in South Korea. She worked for Korail, Korea's main rail agency. Right around the same time you succumbed to your old ways and starting poking around the Fairfield Inc. system. You were not malicious, just wanted something to do and see what was going on. You got caught quicker than you anticipated. But instead of losing your job, the president Demetrius Fairbeard black mailed you into hacking into the company's competitor's systems. Work for him or jail – Why did that keep coming up?

You confided in Chloe about what was going on. She told you about a transaction that Korail was brokering to sell off their steam engines. Chloe really had suspicions about the buyer, the Zenox Company's motives and asked you to take a look. In 2045 you were able to break through company's firewall. Zenox was owned by another company and then another and on and on. Someone out there was absolutely obsessed with steam trains and was buying as many as they could. Seemed a little odd, but certainly didn't seem dangerous. Your feelings changed when your received a threat in April 2046 – "stop or die". It was not your usual cease and desist threat and definitely time to stop hacking. Well the Voltage War in May 2046 took care of that for you; no electricity, no computers, no more hacking, no more job.

Out of work and ex-military you answered a call to arms to help protect our country. You weren't really a mercenary, but you took on your old game persona and became a hunter for hire. There were a lot of bad people in New York City and the police were overwhelmed.





## People You Know

CHLOE TREMAINE - Chloe fancies herself a woman of the world because she has visited a foreign country. She knows nothing of what was really going on out there since the war. A lot has changed since your hacking days. The two of you have never actually met and live relatively close now. You have suggested that the two of you get together but Chloe keeps putting you off. You aren't looking for anything serious but a bit of fun would be nice.

DEMETRIUS FAIRBEARD - Now that you are not the cowardly office worker, you look for the day when you might actually meet the good Demetrius Fairbeard. You bet the war has set him back a notch, the black mailing slime. Of course the whole situation could have gone a lot different, you were breaking the law and he didn't turn you in. But still, he took advantage of you for his own gain and didn't even offer to share a portion of the profit that his company made off of your information. Someday.....



## Suspects

ARABELLA GIFFORD - "No thank you" is the curt, yet polite reply proffered by Arabella Gifford to anyone offering her help of any kind. Self-assured and fearless she quickly accesses the circumstances in any new surrounding and mentally prepares for all possibilities. She fancies herself an adventurer, her reason for being is to boldly go where no one has gone before; to experience new things; and to discover new places. Quick witted, Arabella is most at home in a tavern with a pint laughing at a joke. But make no mistake, this woman pretties up with the best of them.

CHLOE TREMAINE - "Eat, drink and be merry for tomorrow we may die" a strange motto for someone seemingly as innocent as Chloe, she is truly an enigma. She is polite with fastidious manners and disdains any form of aggression or violence. She is always smiling and appears carefree. Decked in lace, ribbons and gloves, dear Chloe presents the embodiment of virtue; a picture that is soon dispelled by the distinct aura of danger that she emits. One wonders if her Lolita persona is not a cover for something more sinister.

DEMETRIUS FAIRBEARD - This aristocrat comes from money that may be older than written history. He is quite charming, most often appearing in dapper suit and top hat, but is nothing short of a chameleon and is equally comfortable in farmer's attire. Whether smiling or frowning, his eyes convey a deep intelligence as he continually surveys his surroundings. Early on in Demetrius' life he decided that riches could not replace excitement and this self-proclaimed sleuth travels the world from Bangkok to Antarctica in search of a mystery. Fearless, with no regard for danger he is always looking for a new challenge.

PHINEAS COBB - Phin Cobb is a walking arsenal, a street fighter in his youth he found his calling after the war as a hunter. He won't take on just any job and a hunter with integrity quite often goes hungry. Phin is continually looking for that one big score which he knows lies around the next corner. Usually smiling, his devil may care attitude and contagious laugh quite often makes him the life of any party. But don't be lulled into complacency; in a flash his hair trigger can turn him into the scourge.

SOLOMON BADGER - Every room is immediately charged with energy when Captain Solomon Badger walks in. His confidence and dashing looks are tempered only by an earnest innocence causing men to salute and women to swoon. A career soldier like his father and father's father before him, he commands respect by showing respect to his country and all the inhabitants he has sworn to protect. Solomon, barely a man when the Voltage War

# Schenectady Today

May 31, 2056

## INFAMOUS ZANETTI GHOST TRAIN FOUND

On June 14<sup>th</sup>, 1911, Italian railway company, "Zanetti" organized an advertising campaign to demonstrate a new type of excursion train. They set up a free trial ride for representatives of the community who were rich and high on the social ladder. The train left the station in Rome with 98 passengers including New York's own Beranger Alvin Daimler and a crew of 6 headed for a tunnel carved in the mountains of Lombard. The train was never to be seen again. There have been multiple reputed sightings of the phantom train in the last 145 years from Italy to the Ukraine, the most promising a story that came from Mexico. A psychiatrist living in Mexico in the 1940's, who took meticulous doctor notes, wrote the following: "One hundred and four people have been admitted in the local infirmary. Their diagnosis is: mass insanity and it is the same in every patient." Those notes took a group funded by Daimler Unlimited back to the Mexican desert where there under years of sand they uncovered the mystery train in an area with no train tracks. Daimler's owner and spokeswoman said "experts have confirmed that this train is indeed the missing Zanetti Ghost Train." When asked how the train could have gotten to Mexico and what happened to the train's riders, she simply replied "It is a mystery."



## Five Year Anniversary of Café Bombing

May 20<sup>th</sup> - The fifth anniversary of the Café Francois bombing in New York City was marked by solemn remembrance of the dead and wounded, alongside a celebration of the hero who saved many lives that fateful day. Solomon Badger an Air Force officer who just happened to be in the vicinity at the time of the bombing was praised for his selfless acts. Badger entered the burning

building multiple times to bring 12 of the 13 victims to safety. All survived with minor injuries. The building shuttered and exploded one last time as Solomon attempted to enter to save Beranger Alvin Daimler V, heir to the large multinational corporation Daimler Unlimited. Daimler perished in the collapse. The company has purchased the site and erected a memorial in Beranger's honor. Mr. Daimler is survived solely by his sister.

## Business Today

**SCHENECTADY, NY—** Zenox Rail has been named the 2056 recipient of the Steam Rail Platinum Award. This award, which recognizes the top rail systems in the United States and Canada for excellence in transit safety and security programs, was presented yesterday during the 2056 Rail Conference in New York City.

"Nothing we do is more important than keeping our passengers and employees safe," said Zenox's chairwoman and owner, Ms. Quinn. We look forward to growing our outstanding service and continuing with our fine safety record."

### This Week's Horoscopes

Taurus : Apr. 21—May 21  
Legal issues could possibly cloud your future.  
Gemini: May 22—June 21  
Be careful who you slight, the past has a way of taking flight.  
Cancer: June 22—July 22  
Investments in ore are down. Iron futures more stable.  
Leo: July 23—Aug. 21  
Beware of a reprisal. Your privacy is in jeopardy.  
Virgo: Aug. 22—Sept. 23  
A tangled web we weave when first we practice to deceive.  
Libra: Sept. 24—Oct. 23  
This may be a week to stay out of the limelight.  
Scorpio: Oct. 24—Nov. 22  
Stay the course, be vigilant. The truth is near.  
Sagittarius: Nov. 23—Dec 22  
A new business opportunity is in your future.  
Capricorn: Dec. 23—Jan. 20  
You should always pick your battles wisely, some you lose.  
Aquarius: Jan. 21—Feb. 19  
One of your past decisions will come back to haunt you.  
Pisces: Feb. 20—Mar. 20  
Old matters of the heart will most assuredly cause you pain.  
Aries: Mar. 21—Apr. 20  
Take a deep breath, there are roses in your garden.

### Schenectady Society

James and Annalysa Abercrombie are celebrating their 15th wedding anniversary by taking a round the world cruise on the luxurious S. S. United States. The couple left on their epic three month voyage on May 1st and will return home on August 20th. When the couple was asked what contributed to their long marriage, James responded "we have always just been happy together". Lucky couple!

### OBITUARIES

**CAMPBELL—** Christina Jean Campbell, 97, of Schenectady died May 24 of natural causes. Mrs. Campbell is survived by 6 children and 15 grandchildren. Arrangements: Sampson's Funeral Home.

**JEFFRIES—**George Andrew Jeffries, 36, of Saratoga Springs died May 25 in a freak boating accident. The cause is currently under investigation. Mr. Jeffries never married and is survived by his mother and father. Funeral arrangements to be announced.

### The Mystic Wind Dinner Train

All aboard the elegant Mystic Wind world class train for a four-course meal served in our beautifully appointed diner, pulled by the most exclusive steam engine in the United States. Our 4-hour scenic journey provides incomparable luxury as it soothes away the stress of everyday life. Send for your application today to enter the June 15<sup>th</sup> lottery. Tickets will be available for purchase to the lottery winners. - advertisement

A rectangular gold nameplate with a double border and decorative corner tabs. It is surrounded by several interlocking brass gears of different sizes, some positioned behind and some in front of the plate.

Arabella  
Gifford

A rectangular gold nameplate with a double border and decorative corner tabs. It is surrounded by several interlocking brass gears of different sizes, some positioned behind and some in front of the plate.

Chloe  
Tremaine

A rectangular gold nameplate with a double border and decorative corner tabs. It is surrounded by several interlocking brass gears of different sizes, some positioned behind and some in front of the plate.

Demetrius  
Fairbeard

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Phineas  
Cobb

A rectangular gold nameplate with a double border and decorative corner tabs. It is surrounded by several interlocking brass gears of different sizes, some positioned behind and some in front of the plate.

Solomon  
Badger

A rectangular gold nameplate with a double border and decorative corner tabs. It is surrounded by several interlocking brass gears of different sizes, some positioned behind and some in front of the plate.

Winnifred  
Glass



*Dining Car*





# Engine Cab Tender

Authorized Personnel Only



## Meet and Greet Introduction



*To be read by either Winnifred or Demetrius about 10 minutes after your start time – Hopefully all of your characters have arrived on time. The train is now leaving the station.*

*While the characters are arriving and getting name tags etc. it is most fun if you try to remain in character. But, in the first section of this announcement you will have to slip back to yourself to address some housekeeping items to assure the game is more fun for everyone. The second section should be presented in your character.*

### *First section - real time*

*(This can be in your own words as long as the general idea is conveyed.)*

Thanks for coming to our Murder Mystery Dinner Party. We would like to get the party under way but there are just a few things that I need to go over with you real quick. You have all been given Confidential Clues that includes Private and Public Clues, Action Items and Information to Gather. Please review to the rules of play on the last page of your character profile. The rules are simple. Share your public clues, use discretion about what to divulge of your private clues – but if a question is asked directly you must answer honestly. The murderer does not know who he or she is. Each character has different information so ask questions. We are all here to solve a mystery and the more information that we share with each other the better chance that we will have to accomplish that goal. This is not a team effort, you should be working individually, there will be a winner. Have fun.

### *Second Section - as your character*

My name is [your character name]. (You may choose to introduce the other host at this time as well).

Your host Reg has asked me to read the following.

*(This should be read as is. It is the welcome from Reg)*

Good Evening Ladies and Gentlemen, I am pleased to welcome you to the Mystic Wind.

We have now left the station. Winnifred and Demetrius have been charged with taking care of your desires. I am sure that you all have questions and they will be answered in good time. I will be joining you at the first stop. But for now, please relax, enjoy the ride and partake of the refreshments.

Be assured my only desire is to make sure that your train experience on the Mystic Wind is everything that you have hoped for and much more.





# THE SHERLOCK AWARD

## Congratulations!

---

**YOUR FELLOW SUSPECTS HAVE VOTED AND YOU ARE HEREBY AWARDED THE SNAZZY DRESSER AWARD FOR  
YOUR OUTSTANDING COSTUME!**

**GREAT JOB! THANKS FOR PLAYING SCREAMING STEAM**

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# SNAZZY DRESSER AWARD

## Congratulations!

YOU HAVE SOLVED THE MYSTERY AND ARE HEREBY AWARDED THE SHERLOCK AWARD IN RECOGNITION OF  
YOUR OUTSTANDING SLEUTHING ABILITY.

GREAT JOB! THANKS FOR PLAYING **SCREAMING STEAM**

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