DEAD MAN'S PARTY



Vincent throws a Kegger!

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Tips for GMs Running
Dead Man's Party: Vincent Throws a Kegger

This event was originally run in a private home as a Halloween party. Since the setting is Vincent Price's Halloween party at his Los Angeles home, it was fairly easy to set up the scenario. You don't have to run at a private home, but it is a good idea to set up your function space to evoke the feeling of a house. You will need to divide the space into separate rooms and "the backyard" in order to separate your clues.

The clues themselves might be able to lead your players to solve the crime, but on the other hand they might not. There are many red herrings mixed in with actual clues. Since the point of this event is just plain fun, individual players may choose either roleplaying or crime solving as their goals. It doesn't really matter, as long as the players are having fun.

Be sure to put the corpse and his head in two different locations. In the first run, the corpse was "hidden" in the bathtub behind the shower curtain, while the head was in a side closet next to the stairs. A knife protruded through the shower curtain and a bra was slung over the curtain rod. These were found and incited much roleplaying and detective work. Use your creativity to do what works best for your run. If you have props, they are great, but the item cards alone can work as well.

Read the rules, because they give a good feeling for the general tone of Dead Man's Party. This was written as a sort of slapstick comedy, and an excuse to let people play their favorite characters from the horror industry. The combat systems were written more to entertain the players than to simulate actual combat. Feel free to substitute your own silly form of combat if you think there is one your players won't find funny. Inside jokes are generally frowned upon, because someone usually feels left out.

Original runtime was 8:00 p.m. - Midnight. Your mileage may vary. Because of the way the rules are written, you can always set "game time" as different from "real" time. At "Midnight," have interested players explain their "solution" for the murder. It is best to judge these stories by creativity, and how many clues are mentioned, rather than by accuracy. Buy a couple of neat party favors to give away to players with the best costumes, dramatization, and stories about the murder. It makes people come away from the event with a feeling of being appreciated.

The host is Vincent Price, of course. It is important to give this role to someone who is able to act as host, and introduce characters who should interact with one another (e.g., "Dr. Frankenstein, meet Herbert West. I believe the two of you have a lot in common."). The true facts of the murder are contained in Vincent's character sheet. He should not give himself away totally, but dropping the occasional hint is good for drama.

Property

These props are strongly recommended for Dead Man's Party:
Condoms
Potatoes
Eggs
Astroglide
Twister Set
Gummi Bugs
Jello
Rubber Rats (small)
Chopsticks
Jumpsuit
Burnt Medical Bills
Wires
Axe
Shovel
Chain
Tombstone Pieces
Fake Glass
Lovenote from Elvira (2)
Vienna Sausages
I.D. for dead man
Bra
Butts, cigarette
brain
beef heart
skull
knife through shower curtain
body parts
the insect god
bible
buckets of blood
body
head
gun (nonfunctional)

Top Secret GM Information

Rat Bastard. Read bad stories without cracking. Loser is first to laugh, scream, faint, or break in any way from a serious reading of this work.

Multilateral Disarmament. Egg juggling contest - OUTDOORS.

Dan Quayle. Debate with a potato(e). Winner by audience acclaim.

Sexual Athletics. Blow up unlubricated condoms as large as possible. If the condom pops, you lose. Largest unpopped condom wins.

Bite Me Fanboy. Witty insult contest, in dialogue format. Loser laughs or runs out of insults.

Jello Wrestling. Using chopsticks, attempt to remove an egg from a bowl of Astroglide. No hands! First successful removal wins.

Sock It To Me. Without saying anything, go and remove someone's sock. Winner is the first to bring a sock to the ruling GM.

Cold Fun. Bug Jello shooters contest. Whoever swallows the most bugs in 30 seconds (or a minute, depending how perverse you're feeling) wins.

Hot Fun. Banned in 48 states, probably including this one. Astroglide TwisterTM. **Note: Don't actually try to make anyone do this (unless of course they really want to)**

Squirmin' for Vermin. Become a street performer, and sing or dance for the audience (we can provide music if they want it). Winner gets the most audience disapproval, including having bugs thrown at him/her.

Monster Mash. Combatants create a monster out of mashed potatoes in two minutes or less. Winner by audience acclaim.

The Magic Christian. Silent ScreamTM contest. Winner by audience acclaim.

Mutual Trust. You trust 'em as far as you can spit a live rat! Live rat spitting contest. Winner is determined by distance.

Vincent's Surprise. Both combatants whisper in Vincent's ear. Whoever gets a reaction wins.

Gate Crashers

Sir Simon Mulligan and Hecubus

H.P. Lovecraft

various screamers.

Inside Jokes

Most of the ambiguous names for the challenges are "inside jokes," but they're from popular culture and literature. Some are obvious (Egg Juggling for "multilateral disarmament" or "Sexual Athletics") We thought it was only fair that we tell you where the names of the other challenges came from, like you would ever in a million years care...

Dan Quayle - American Vice President under George Bush, embarassed politically when he corrected an elementary school student's spelling of potato...Bush tried to add a "E" on the end.

Bite Me Fanboy - Reference to "Lobo" Comic Book Character

Cold Fun/Hot Fun - Reference to "Paranoia" a tabletop RPG by West End Games

Monster Mash - Reference to a popular song of the 70's played every Halloween

The Magic Christian - scene from the movie "The Magic Christian" starring Ringo Starr

Mutual Trust - "Inside Joke" referring to a political gaffe on the part of one of the authors several years ago.

Most of the Character sources are obvious. Copy- righted characters are used for purposes of satire. Does this LOOK serious! We have people juggling Eggs for cryin out loud! Here are the obscure ones:

Richard Mundarre - From a Game Concept by David Wood

Sir Simon Mulligan, Hecubus - From the TV show "Kids in the Hall."

Tobias Zoomer - From "Marin County" by Jim MacDougal.

VINCENT THROWS A KEGGER!

Every year, the big names in horror wait expectantly for their invitations to the event of the season, Vincent Price's "Dead Man's Party." This Halloween party is a veritable "Who's Who" in the macabre field. Careers are made and broken by a single invitation, or the lack of one. These days, even being a gate crasher has become a status symbol unto itself.

For what person better characterizes Hollywood Horror than the campy Vincent Price? His Hollywood home itself resembles one of his movie sets, complete with wrought-iron fence and a crypt in the back yard. Once a year, he opens the gates to his eerie estate and greets his cohorts in creativity.

Of course, inviting monsters, murderers, directors and other villains into one's home can sometimes be dangerous. Rather than allow damage to his beloved home, Vincent has issued a house rule known to everyone:

THERE WILL BE NO COMBAT AT DEAD MAN'S PARTY.

Certainly, guests may feel free to chase one another around the house, running and screaming in stylized slow motion. Should they prefer a more conclusive manner of resolving disputes, the following combat rituals are available:

Rat Bastard
Multilateral Disarmament
Dan Quayle
Sexual Athletics
Bite Me Fanboy
Jello Wrestling
Sock It To Me
Cold Fun
Hot Fun
Squirmin' for Vermin
Monster Mash
The Magic Christian
Mutual Trust
Vincent's Surprise

Combatants must agree to a specific contest before requesting further information. This is a party, folks...it's a surprise...

About the Event

Please read this. It contains information that everyone will need. Even you.

Refreshments. They're all perfectly safe. Of course, the green punch is non-vegetarian, but the soda is just soda. Sorry. Snacks are safe too, really...

Off-limits Rooms. Anywhere other than the designated areas. No exceptions.

Out of Character Actions. There are none. As long as you are here, you're in character as a guest at Vincent's Kegger. We expect there to be no "out of character" conversation, either, except with the GMs as related to game actions.

Combat. Sure, it's all fun and games until somebody puts an eye out. Of course, some of the guests here might think that's fun and games too! But seriously, combat will be simulated by the rituals only. We will not tell you what the rituals involved until you agree to compete. The winner may do whatever he pleases with the loser, including (roleplayed!) bloodshed.

Death. If you are killed, see a GM. It's not the end of the world, or even the game.

GM Rulings. Don't ask us to change them. Don't ask one of us to overrule another GM's ruling. It would be...bad (see "Death").

Goals. We knew you'd get to that eventually. This is a party. Your goal is to have fun. Some of you may have your own private agenda, but that would be part of your character sheet, would it not?

Clues. Scattered about the area are clues. You may feel free to read them, but do not remove them. Again, see "Death."

The Dead Man. Yeah, he looks pretty dead to you. Use the clues to determine how and why, if you're at all interested. Best answer wins a prize. Creativity counts as much as accuracy.

Game Wrap. The game will wrap at Midnight. At that time, players will be asked for their explanation of the Dead Man. If your explanation is too lengthy, causing other players to grow restless, you will be gonged (remember "The Gong Show"?). Prizes will be awarded for the best story, best costume, best roleplaying, and other stuff until we run out of prizes. After that, questions, and then plugs for upcoming events.

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