



HOST CHARACTER LIST – EXPANDABLE TEAMS

BOXED KITS E – J

Characters # 19-#24 in your game will lead a team of various numbers of optional, non-suspect, duplicate team players. The teams are as described below and will be sorted into these groups as evenly as possible for each kit size:

- 🔍 **Lou Violet** (magician) will lead a team of magician's assistants.
- 🔍 **Izzy Maroon** (lead makeup artist) can lead a team of makeup artists.
- 🔍 **Cass Chocolate** (lead production assistant) will lead a crew of production assistants
- 🔍 **Bruno Ivory** (pop star) will have an entourage.
- 🔍 **Joe/Jane Doe**: This team consists of mysterious individuals (serial killers who wish to reform). There is no 'clear-cut' team leader—they would all be the same. However, the original John/Jane Doe will have the original game card, and the rest of the team members will have a slightly different one.

WHAT ARE EXPANDABLE TEAMS AND HOW DO THEY DIFFER FROM EXPANSION PACK PLAYERS?

Expansion packs contain unique character roles to add to the game, primarily seamlessly with the main game-required players. Some of our games, including the Hatter's Ball, will be able to cover large groups by using expandable teams.

A specified player(s) is designed to lead an optional team during the game. It's as if this team leader got the invitation and decided to bring along friends, family, or colleagues (this varies). Assume (in the story) that these tag-along guests don't know anyone at the party. What would they speak to the other partygoers about? They have a mutual friend (their team leader), so these players have game cards that contain their team leader's story.

For example, Lou Violet, a magician, brings along up to 25 magician's assistants. The assistants' cards have information about Lou's story that they will use to mingle and discuss with others (or they can play strictly as a team and stay with Lou – it's their choice). The expandable players have duplicated cards, as you will download a file on your account and make copies for each team member. They are second-tier players because they do not have unique character names or stories but play the game like everybody else.

DO EXPANDABLE TEAMS GET CHARACTER NAMES, AND WILL THEY FEEL INCLUDED?

You will not give the team members character names to make them appear as unique suspects. In our experience, the teams do feel included in the game. They play as team members under a team leader who is playing a character. The teams enable you to expand the game beyond the unique character roles and host large group games without investigating too many suspects (which becomes unbearable).

Each team member has game cards, name tags, and investigation sheets. They are not assigned names to make them appear as unique characters. Once you give a character name - the other players will consider them suspects, adding confusion to your investigation and drawing more attention to the player being in a secondary role. Therefore, try to avoid passing these off as equal player roles. Everyone should understand that a game has a finite number of unique characters.

The alternative to these secondary roles is for your extra players to be bystanders without game materials, which you can do - but it's best to give them a team role to keep them engaged. Assign your more reserved players to these roles, as they would prefer to have them, as well as your last-minute add-ons.