



HOST CHARACTER LIST – EXPANSION PACK

CHARACTERS #15-22

8 optional players – 4 female, 3 male, 1 flex. All are optional.

* 5 are expandable into teams of 25+ players.

BOXED SETS (PARTY PACKS): The suspect characters listed (characters #15-22) are included in boxed kits B+. However, the five (optional) expandable teams are only included in kits C+.

SUSPECT	BIO	SUGGESTED ATTIRE
<p>*STEVE SPANILO Coach of the Lambs Football Team</p> <p>Optional male</p>	<p>Steve Spaniolo, the loudmouthed NFL Coach of the Lambs Football Team, is as infamous for his boorish behavior as he is for his coaching strategies. A notorious hothead, Steve has sparked more than a few fiery showdowns with officials, proving he doesn't care much for authority. Rumor has it he keeps his star players close, traveling with them to dodge media scrutiny. Whether it's his bossy attitude or his knack for stirring up drama, Steve is definitely the guy to avoid at any social gathering.</p> <p>*This character can be expanded with team members of the Lambs Football Team.</p>	<p>Coach's uniform. Whistle and clipboard as optional props.</p>
<p>*ROBBIE PATTERSON Hollywood Movie Star</p> <p>Optional male</p>	<p>This triple A-lister shot to fame with the wildly popular vampire movie series <i>Dawn</i>, but it is his recent action-adventure blockbusters that cemented his place at the top of Hollywood. Robbie has left his vampire days behind, trading brooding stares for explosive stunts and daring heroics. However, his off-screen life hasn't been as smooth, with scandals still trailing in his wake. Known for his blunt honesty and tactless remarks, socializing with this Hollywood heavyweight is always a risky adventure of its own!</p> <p>*This character can be expanded with members of Robbie Patterson's entourage</p>	<p>Very trendy 'Hollywood' style attire. A Sharpie marker to give autographs as an optional prop.</p>
<p>*FARMA CELADIE Pharmacist</p> <p>Optional female</p>	<p>Farma Celadie is a neurotic pharmacist with a quirky habit of singing her words instead of speaking them. She is a stressed-out workaholic who rarely steps outside the pharmacy, as she's buried in prescriptions and chaos. Concerned about her lack of a social life, her pharmacy staff pooled their funds to buy her a ticket to Fat Tuesday's Pub Mardi Gras party—and they refused to take no for an answer! Farma will be there, whether she likes it or not, belting out her conversations all night long!</p> <p>*This character can be expanded to Farma's pharmacy assistants.</p>	<p>Lab Coat with a name tag of any pharmacy (optional).</p>
<p>*MARY A. FELO Bride</p> <p>Optional female</p>	<p>If you don't mind being judged, Mary A. Felo is the friend you want around. Mary is one of the town's most prominent socialites, outspoken, opinionated, and proudly rocking the title of Bridezilla. True to form, she scheduled her wedding for the same day as the <i>Fat Tuesday's Pub</i> Mardi Gras party, planning to hijack the bash as her wedding reception. Her friends warned her it's a terrible idea—but Mary doesn't take advice from anyone!</p> <p>*This character can be expanded to members of the wedding party.</p>	<p>Bridal gown (or white clothing and a veil of any kind). The wedding party can wear any formal attire, and it's best if they color-coordinate.</p>

<p>*SELA FUDE Street Vendor</p> <p>Optional female</p>	<p>Sela Fude, the French Quarter’s cotton candy queen, is as sharp as they come with her sky-high IQ and creative flair. Known for her determination, Sela always gets what she wants, though she’s famously resistant to change. Despite her quirks, she’s a beloved member of the French Quarter’s tight-knit community of street vendors, who stick together like sugar on spun candy!</p> <p>*This character can be expanded to a team of street vendors (i.e., hot dogs, beverages, etc.)</p>	<p>Any style of work uniform. Cotton candy is an optional prop. The other vendors can also have optional props for the items they sell.</p>
<p>BOBBIE BAYOU Gator Wrestler</p> <p>Optional flex</p>	<p>Bobbie Bayou is a fearless gator wrestler straight outta Houma, Louisiana, where the swamps are home and adventure’s always around the corner. Known for a firm handshake and an even firmer grip on a gator’s jaws, Bobbie’s been wrangling reptiles since they could walk. When not wrestling, Bobbie charms the locals with tall tales, Cajun cooking, and a laugh that could rival a bayou bullfrog. Life’s a little wilder with Bobbie around.</p>	<p>Tattered jeans or overalls, a sleeveless plaid shirt, a worn-out trucker hat, and mud-streaked boots. Accessorize with gator props.</p>
<p>VIVI ‘GLITZY’ LEROUX Mardi Gras Mask Artisan</p> <p>Optional female</p>	<p>Vivi is the life of the party, selling dazzling, handcrafted masks from her shop on Royal Street. Known for her bold personality and over-the-top wardrobe, Vivi always insists her masks bring "mystical powers"—whether anyone believes her or not. She’s notorious for spicing up conversations with wild stories about curses and fortunes tied to her creations. Beneath her glittery exterior, Vivi is fiercely competitive and doesn’t take kindly to copycats infringing on her craft.</p>	<p>A dazzling, over-the-top outfit featuring a sequined dress or jacket in bold Mardi Gras colors (purple, green, and gold). Over-the-top accessories.</p>
<p>LYLE CRAWDADDY Crawfish Biol Master</p> <p>Optional male</p>	<p>Lyle’s mobile crawfish stand is a Bourbon Street favorite, drawing crowds with his spicy seafood and laid-back Cajun charm. He claims to have the best crawfish in Louisiana and will argue with anyone who says otherwise—usually over a beer or two! Lyle’s infectious laugh and larger-than-life personality make him a local legend, but his competitive streak runs deep. He’s been known to hold grudges against anyone who dares outshine his culinary skills.</p>	<p>A checkered flannel or sleeveless shirt, jeans or overalls, and muddy boots. Add a crawfish boil apron and accessorize with a toy pot or fake crawfish.</p>

***This game includes five more optional expandable team player roles: Steve, Robbie, Farma, Mary, and Sela.** These five may be played as solo characters like the rest. But they may also be a team leader with many players assigned to them.

You’ll receive five additional optional PDF files specifically for these roles with the purchase of the downloadable version. Make copies of these files for each player on the team to expand the designated characters into teams of non-suspect, duplicate players.

The party packs (boxed kits) include the team players with kits C+ in varying amounts.

These team members will have the same materials as everyone else in the game but are not suspects themselves. Instead, their storylines support their team leader’s narrative. They can play as a team with their leader and they can also play independently – it’s flexible.

HOW TO HOST A LARGE PARTY:

- **14 suspect player roles in the main game**
 - Up to 25+ duplicate team players as Alphonse Dugas's colleagues / casino dealers (main game)
 - Up to 25+ duplicate team players as Belle Arceneaux's friends (main game)
- **8 suspect player roles in the expansion pack #1 (purchased separately)**
 - Up to 25+ duplicate team players as the Lambs Football Team to play with Steve Spaniolo (expansion pack #1)
 - Up to 25+ duplicate team players as Robbie Patterson's Entourage (expansion pack #1)
 - Up to 25+ duplicate team players as pharmacy assistants of Farma Celadie (expansion pack #1)

- Up to 25+ duplicate team players as Mary A. Felo's wedding party (expansion pack #1)
- Up to 25+ duplicate team players as fellow street vendors with Sela Fude (expansion pack #1)

Therefore, you can expand the game to up to 200+ players with 22 suspect players and the rest being non-suspect, duplicated team players under team leaders.

The + means that you can go over the 25 players, but just don't push it to over 30 on each team.

WHAT ARE EXPANDABLE TEAMS?

Expansion packs contain suspect character roles to add to the game, primarily seamlessly with the main game-required players. Some of our games 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? Well, they have a mutual friend (their team leader), so these players have game cards that contain their team leader's story.

For example, a reporter brings along fifteen members of their news crew. The news crew cards have information about their boss's story that they will use to mingle and discuss with others (or they can play strictly as a team and stay with the leader).

The expandable players have duplicated cards, as (with the downloadable version) 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.

The party packs (boxed kits) will only add expandable team players after all suspects are in the game, so the kits including the team members start with Kit C. The team players are divided among the 7 available teams and do receive all the same type of materials as the suspect players.

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

The expandable team members will get name tags, but it's a general title, such as Mary's Bridal Party, or Robbie's Entourage.

Please do not give them character names. As, in our experience, these players 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. Each team member has game cards, name tags, and investigation sheets. They are not assigned names to make them appear as suspects. 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 suspect 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.

Just think - would you want to sift through 100 suspects, all with individual stories and motives? Nope. Nobody wants to do that. So, this is the workaround and we've tested it thoroughly to be optimal.