



HOST CHARACTER LIST – EXPANSION PACK #3

Characters #25-32

Four (4) characters #25-28 are required if played and must be played as a group, and there are 4 optional. Total is 7 either gender and 1 female.

*Two players can optionally be expanded into a team (see the details below) – or they can be played as independent players like the rest.

With the downloadable version, you can skip all 4 required characters and only play up to 4 of the optional characters in any combo/number with the other optional character roles in the game.

BOXED VERSION: The required 4 are included, bringing the total required to 10. For kits D+, there will now be 10 required players in the game, and a total of 32 suspect players. For Kits E-I, you'll have additional players, beyond the 32 suspects, as expandable teams.

#	CHARACTER	BRIEF BIO	SUGGESTED ATTIRE
25	TIDAL FOLEY Ambient Sound Artist Hawaiian Local REQUIRED Either	Tidal Foley is a locally based ambient sound artist who creates immersive audio landscapes for movies, television, and luxury resorts. Choosing authenticity over convenience, Tidal lives in a small apartment just outside the resort.	<i>Wear neutral, practical clothes, with headphones around your neck and a small recorder/mic.</i>
26	EBBIE MERCER Heir Longtime Resort Resident REQUIRED Either	Ebbie Mercer is a longtime resident of the <i>Oceanside Palace Hotel</i> who claims to be from a family of generational wealth. Often seen enjoying exclusive amenities without ever seeming to work, Ebbie presents as polished and untouchable. Locals quietly wonder how the lifestyle is sustained.	<i>Dress expensively but vaguely — resort chic with sunglasses, jewelry, or a fancy watch.</i>
27	MANGO VOSS Artisanal Juice Alchemist Hawaiian Local REQUIRED Either	Mango Voss runs <i>Mango's Elixir Bar</i> at the <i>Oceanside Palace Hotel</i> , blending wellness smoothies and unsolicited advice in equal measure. Universally irritating but fiercely confident, Mango insists every concoction is flawless, and every complaint is a conspiracy. The only unquestioned ally is Mango's mother, Nosy Nellie Voss—who knows things.	<i>Wear bright "wellness influencer" clothes, carrying a blender bottle or juice cup.</i>
28	NOSY NELLIE VOSS Laundry Manager Hawaiian Local REQUIRED Female	Nosy Nellie Voss has worked in the <i>Oceanside Palace Hotel</i> laundry room since the day it opened and has seen every stain, secret, and scandal pass through. Officially, Nellie folds towels. Unofficially, Nellie folds people. Fiercely protective of her child, Mango Voss, and armed with decades of overheard conversations, Nellie knows far more than anyone realizes—and never forgets a thing.	<i>Dress like a sweet, harmless laundry worker with an apron, towel, or laundry basket — then add a notebook.</i>
29	REEF NAVARRO Ocean Guide, Snorkel & Dive Hawaiian Local Optional Either	Reef Navarro owns an independent snorkel and dive company that competes directly with the <i>Oceanside Palace Hotel's</i> excursions. Knowledgeable, passionate, and permanently annoyed, Reef believes the ocean should be shared—not monopolized by resorts. After losing customers to the more recent "official" tours, Reef is convinced paradise isn't as friendly as it looks.	<i>Wear a snorkel or dive gear over casual clothes, like you're always about to head into the water. Carry a clipboard or fins.</i>

#	CHARACTER	BRIEF BIO	SUGGESTED ATTIRE
30	BAYLINE PRUITT Farm-to-Table Produce Supplier Hawaiian Local Optional Either	Bayline Pruitt supplies farm-to-table produce to the <i>Oceanside Palace Hotel</i> and takes that phrase very personally. Proud, polished, and deeply offended by spoiled fruit rumors, Bayline insists every pineapple, mango, and herb leaves the farm in perfect condition. When guests get sick, Bayline knows the problem didn't start in the soil—and won't hesitate to say so.	<i>Go farm-to-table chic: linen shirt, straw hat, or basket of produce.</i>
31	*ASH WILDER Resort Operations Manager Hawaiian Resident Optional Either	Ash Wilder is the operations manager at the <i>Oceanside Palace Hotel</i> , responsible for keeping staff, guests, vendors, and chaos under control. Armed with schedules, policies, and very little patience, Ash believes rules exist for a reason—mostly to prevent lawsuits. When things go wrong in paradise, Ash is already exhausted.	<i>Dress in resort business casual with a clipboard, walkie-talkie, or tablet.</i>
*	OPERATIONS Ash Wilder's Employees, Oceanside Palace Hotel Optional Either	Ash Wilder's operations staff keep the <i>Oceanside Palace Hotel</i> running through sheer coordination and caffeine. Trained to follow rules, fill out reports, and quietly panic behind the scenes, this group knows that when something goes wrong, Ash will find out. Their goal is simple: survive the shift without causing a lawsuit.	<i>Dress in resort business casual with a clipboard, walkie-talkie, or tablet.</i>
32	*DOCKSAN HALE Yacht Captain & Director, Blackfin Charters Hawaiian Local Optional Either	Docksan Hale is the director of a private yacht charter business that caters to <i>Oceanside Palace Hotel</i> guests seeking luxury on the water. Smooth, charming, and always on schedule, Docksan sells sunsets, champagne, and discretion. When things happen offshore, Docksan prefers they stay there.	<i>Wear yacht-ready attire — polo, sunglasses, boat shoes — and carry a laminated schedule or champagne flute.</i>
*	YACHT CAPTAINS Blackfin Charters Optional Either	The employees of <i>Blackfin Charters</i> are a polished crew trained to deliver luxury, privacy, and plausible deniability. Friendly, efficient, and carefully quiet, they know their job is to keep guests happy and questions unanswered. What happens on the water stays on the water—according to policy.	<i>Wear yacht-ready attire — polo, sunglasses, boat shoes.</i>

FAQ ABOUT THE EXPANDABLE TEAMS:

For the Murder in Maui game, the expandable teams come with the following packs (purchased separately):

- **Main game**
 - Sol Boatman and Friends
- **Expansion pack #1**
 - Stan Grable and friends
 - Adolphi Sharx's colleagues/marine biologists
- **Expansion pack #2**
 - Kai Kahua's colleagues/luau dancers
- **Expansion pack #3**
 - Ash Wilder and the operations staff
 - Docksan Hale and the yacht captains

What are expandable teams, and how do they differ from expansion pack players?

This game was designed to cover large groups using optional expandable team(s). **With the downloadable version**, the packs (purchased separately) include expandable teams that can be added at any time.

**Expandable teams are only prepared with kits E+ with the boxed version.*

With the downloadable version, each pack includes 1 or 2 expandable teams, increasing the game's flexibility and making it more affordable for those with a tighter party budget. Whereas expandable teams can be added at any time, it's optimal to have all 32 suspects in the game before adding any teams. This is how the boxed kits are prepared – all suspects are in the game before any teams are added.

Story-wise, the team members act as if the team leader had received the invitation and had chosen to bring the guests along. These tag-along characters don't know the other partygoers, but they share a **mutual connection through their team leader**, so their game cards contain details from the leader's storyline. This gives them natural conversation topics for mingling, or they may choose to stay grouped with their leader throughout the game.

You may include **up to 25+ team members on each team**. There is a + beside the 25 because this is not a definite number – if you needed to push any or all teams to ~ 30, you could. But just try not to push too much. Team cards provide enough background on the leader's story for players to participate meaningfully, whether they mingle or stick together.

The expandable players have duplicate cards. **With the downloadable version of the game**, you will download a file from your account and make a copy for each team member. They are second-tier, non-suspect players because they do not have unique character names or stories, but play the game like everybody else.

The boxed kits A-D do not contain the expandable team players. Kits E-I include them.

If you add **all expansion packs**, you'll have **32 suspects** (sold separately). At that point, adding even more suspects would overwhelm the investigation—no one wants to juggle too many suspects in a fun murder mystery game. Expandable teams are the best way to increase player count **without increasing investigative complexity**.

Team leaders receive the **same materials as other players**, so they are fully involved in the game rather than feeling like observers. This creates a much better experience than assigning spectator roles with no materials—though that option is still available if you prefer.

Do expandable teams get character names, and will they feel included?

Please do not give them character names; in our experience, they will 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 suspect roles to host a large group game. 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 in a secondary role. Therefore, try

to avoid passing these off as equal roles for players. Everyone should understand that a game has a finite number of unique characters and suspects.

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 and included.

Assign your more reserved players to these roles, as they would prefer to have them, as well as your last-minute add-ons.