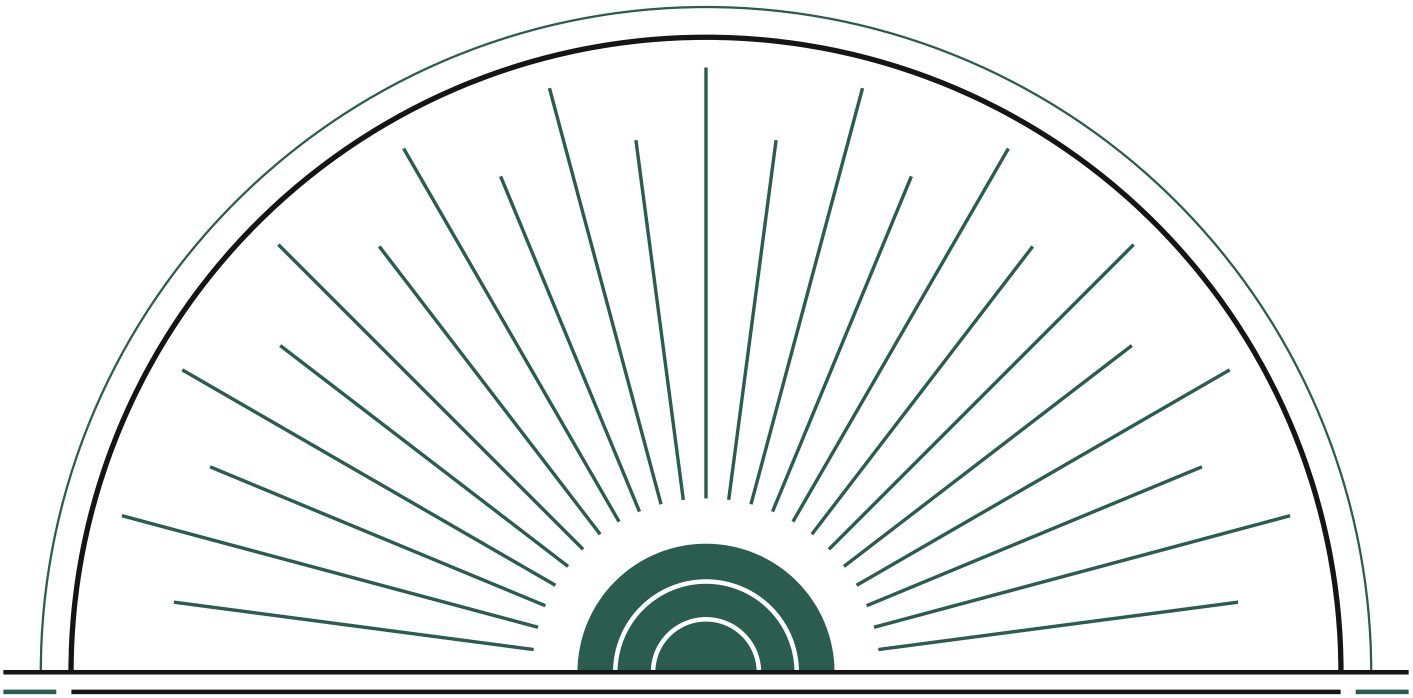
CHICAGO · OCTOBER 15, 1927



MURDER AT

CLUB JUNIPER

A 1920s murder mystery dinner party for 6 to 8 guests

PRINTABLE MURDER MYSTERY DINNER PARTY · ARLING

FREE PREVIEW | Murder at Club Juniper | arling.sk/shop/murder-at-club-juniper/

Contents

I	How to Play	3
II	For the Host	4 to 6
III	Invitations	7 to 11
IV	Who's Who	12
V	Introduction and Plan of the Club	13 to 15
VI	Role Booklets	16 to 55

- Hetty Norrlund 16 to 20
- Opal Jessop 26 to 30
- Winnie Dombrowski 36 to 40
- Constance Whitlock (7 or 8 guests) 46 to 50
- Clem Wexley 21 to 25
- Iggy Thornbury 31 to 35
- Mortimer Fenwick 41 to 45
- Otis Blackwood (8 guests only) 51 to 55

VII	Cards to Cut Out	56 to 62
VIII	Name Tags and Place Cards	63 to 65
IX	Notes	66 to 67
X	The Accusation	68 to 69
XI	Menu Suggestions	70
XII	Decorations, Costumes, Music	71 to 72
XIII	Hints	73
XIV	The Solution	74 to 76
XV	Envelopes for the Rounds	77 to 78

CONTENT NOTE

A death by poison (without details), lies, and alcohol as part of the Prohibition era. No depiction of violence. Recommended for ages 16 and up.

IMPRINT

Murder at Club Juniper. A printable murder mystery dinner party for 6 to 8 people.

Publisher: ARLing s. r. o., Ivanská cesta 19112/32E, 821 04 Bratislava - Ružinov, Slovak Republic. IČO (company ID) 56583486.

Contact: support@arling.sk, arling.sk

Use: For private, non-commercial use only. You may print it and make copies for your own party as often as you like; please do not pass the files on or sell them.

How this game was made: The story, roles, clues and all texts were written with AI tools; our own program lays out the pages and draws the cover, the plan and the ornaments. No AI images.

FREE PREVIEW | Murder at Club Juniper | arling.sk/shop/murder-at-club-juniper/

I

How to Play

Tonight you are guests at Club Juniper in Chicago, 1927: each of you a character with secrets, and all of you investigators. Everyone needs their role booklet, a notes sheet, an accusation sheet and a pen.

1. Each guest gets the booklet for their role. Right away, read only the beginning: who you are, what you know about the others and what you are wearing. Do not open the sealed parts “Round 1,” “Round 2” and “Round 3” until the host announces that round.
2. At the start of each round, everyone gives their statement from the part just opened, out loud. You may put it in your own words, but do not add any facts that are not in it. Then the host lays out the clue cards for the round, and the whole table questions and discusses freely.
3. If you are innocent, you may keep your secret to yourself until your own booklet tells you to reveal it, but you may not say anything that contradicts your booklet. If a statement contains a lie, say it anyway; the booklet explains why.
4. Whoever committed the crime learns it from their own booklet. That person may also lie when questioned, but gives the statements as they are written.
5. Whatever your booklet gives no answer to, your character does not “know,” or does not “remember.” Do not invent anything that would change times, places or objects.
6. After the third round, everyone fills in their accusation sheet in silence: who, how, why, which statement is a lie and how it can be proven. Then the host opens the “Solution” envelope and reads it aloud.
7. The host plays a role like everyone else and does not know the solution. The host does not read the other roles’ booklets.

FAIR PLAY

Everything you need to solve the case, you will hear in the statements or find on the cards by the third round at the latest. Some characters lie, innocent ones too; every important lie can be proven with other statements and cards. The introduction, the plan and the cards (for example the door book, the order pad, lists, letters) never lie; at most, they can be misread. The hints from the “Help” envelope and the solution add nothing new. Do not open any round until the host says so.

FREE PREVIEW | Murder at Club Juniper | arling.sk/shop/murder-at-club-juniper/

II

For the Host

You send the invitations, you announce the rounds, and you play a role yourself. You know the solution no better than your guests do, and that is how it should stay. So while printing and preparing, do not read anyone else's role booklet, the cards, the hints or the solution. If it makes things easier, ask someone who is not playing to help with printing and filling the envelopes.

WHAT'S IN THE PACKAGE

- "How to Play": rules, fair play and content note
- this booklet for the host
- invitations: one general invitation and eight personal ones, one for each role
- "Who's Who": the eight roles, plus Leo, Abner and Silas Brennick
- the introduction to read aloud and the plan of the club
- eight role booklets, each with the role, the costume and the sealed parts "Round 1," "Round 2" and "Round 3"
- 11 clue cards to cut out: 7 for every game and 4 marked "only with 7 or 8 guests" or "only with 8 guests"
- name tags and place cards
- notes sheet and accusation sheet
- menu suggestions, tips for decorations, costumes and music
- sealed: the three hints for the "Help" envelope, and the solution
- templates for the round envelopes

Preparation: Allow about 1 to 2 hours for printing, cutting and filling the envelopes. That is an estimate.

You will also need: a printer, US Letter or A4 paper, scissors, five large and four smaller envelopes, stickers or tape, and a pen for each person.

HOW MANY PLAYERS

The game is for 6, 7 or 8 people, counting yourself.

- Roles 1 to 6 are always in play: Hetty Norrlund, Clem Wexley, Opal Jessop, Iggy Thornbury, Winnie Dombrowski and Mortimer Fenwick.
- Role 7, Constance Whitlock, is added with 7 and with 8 people.
- Role 8, Otis Blackwood, is added only with 8 people.

FREE PREVIEW | Murder at Club Juniper | arling.sk/shop/murder-at-club-juniper/

CHICAGO · 1927

Invitation to the Reopening

Club Juniper, Chicago 1927

Club Juniper is opening its doors again, and you are invited.

An evening straight out of 1920s Chicago: jazz, good food, drinks served in teacups the way they were back then, and a mystery we will solve together. It is a murder mystery dinner party in which you play a role yourself. You will find out which one in a second letter.

When: _____ at _____

Where: _____

Host: _____

Please reply by: _____

At the door you will be asked for the password. It is “Evergreen.”

Dress: 1920s, as festive as you like. Pearls, feathers and sequins, a three-piece suit, a bow tie and a hat. Whatever your own closet has to offer is perfectly fine.

We look forward to seeing you.

FREE PREVIEW | Murder at Club Juniper | arling.sk/shop/murder-at-club-juniper/

IV

Who's Who

Club Juniper, Chicago, Saturday, October 15, 1927. This is what all the guests know about one another.

NAME	AGE	OCCUPATION	WHAT EVERYONE KNOWS	COSTUME
Henrietta "Hetty" Norrlund	44	Manager and partner of the club (30 percent)	The soul of the club. Knows every guest by name and never forgets a debt.	black dress with glass beads, a man's jacket over the shoulders, a key on a chain around the neck
Clement "Clem" Wexley	36	The club's pianist (playing alone tonight)	Plays faster than he talks, and he talks a lot.	striped suit, bow tie, straw boater, sheet music under the arm
Opal Jessop	28	Singer, "the Nightingale of the Juniper"	The voice that made it impossible to get a table on Saturdays.	silver sequined dress, headband with feathers, long gloves
Ignatius "Iggy" Thornbury	41	Street photographer ("Your picture in five minutes," tintypes)	Takes a picture of anyone who doesn't hide in time.	vest with sleeve garters, newsboy cap, a camera or a cardboard box as a camera
Winifred "Winnie" Dombrowski	23	Hat-check and cigarette girl	Knows who smokes how much and who goes home with whom.	short dress, cigarette tray on a strap, little pillbox cap
Mortimer Fenwick	49	Silas Brennick's bookkeeper for eleven years	A quiet man whose books are in the black and whose sleeve protectors are white.	gray three-piece suit, glasses, sleeve protectors, a thick ledger
Constance Whitlock	52	Widow of Brennick's former partner	A lady who came in pearls that are no longer real.	pearl necklace (costume jewelry), fur stole, fine gloves
Otis Blackwood	33	Traveling salesman of refrigerators	Sells refrigerators and knows a suspicious amount about gin.	fedora, overcoat, sample case with a catalog

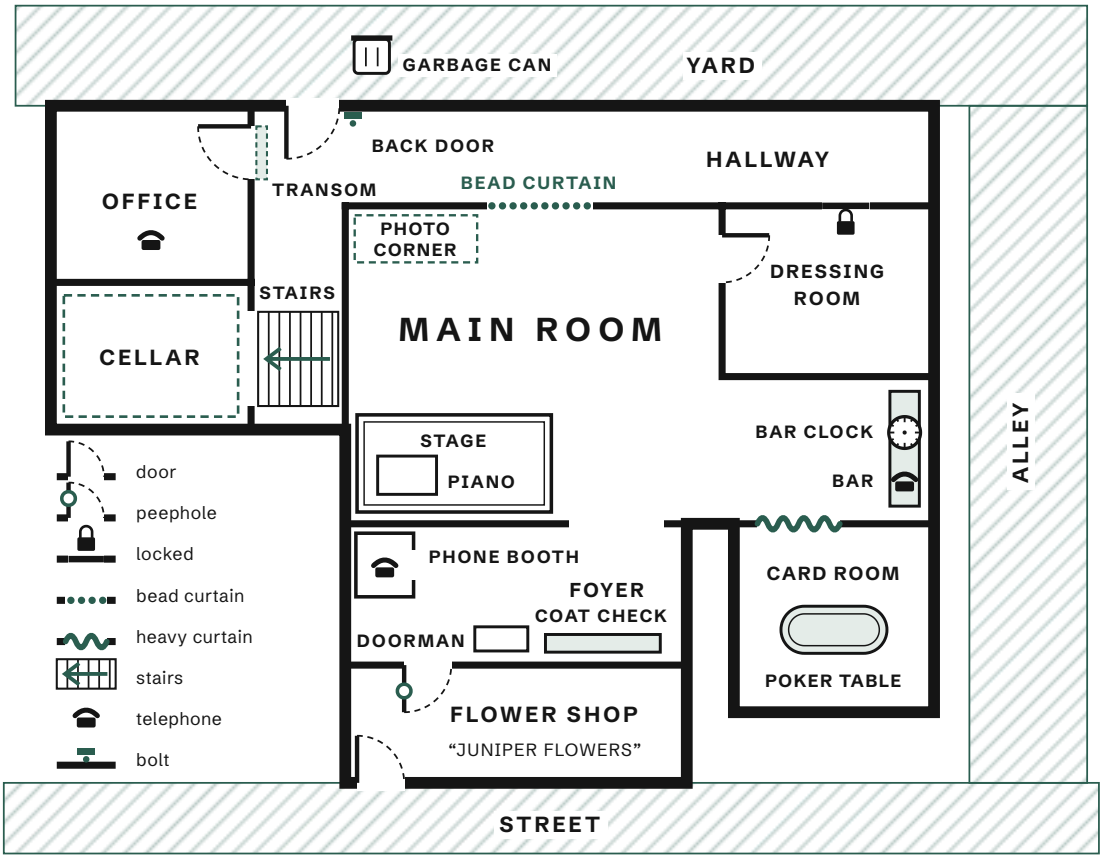
Constance Whitlock plays only with 7 or 8 guests, Otis Blackwood only with 8 guests. A character nobody plays simply did not come tonight. Anyone can play any role, whatever their gender; the character stays as written.

NOBODY PLAYS THESE CHARACTERS

- **Leo Haverkamp** (61) has been the bartender at Club Juniper since August and stands behind the bar all evening.
- **Abner Pruitt** (58) is the doorman, a former railroad man, and sits all evening at his desk in the foyer with the door book.
- **Silas Brennick** (54) is the owner of Club Juniper and of the flower shop out front, and he is the victim.

FREE PREVIEW | Murder at Club Juniper | arling.sk/shop/murder-at-club-juniper/

Plan of the Club



Schematic sketch, not to scale

- **The flower shop "Juniper Flowers":** out front on the street, in front of the peephole door.
- **The foyer:** the peephole door, the doorman's desk with the door book, right next to it the coat check for coats and hats, the phone booth (outside line).
- **The main room:** with the stage and the piano, the bar (telephone with the house line only) and the photo corner. The bar clock above the bar can be seen from anywhere in the main room, and from nowhere else. From the main room a bead curtain leads into the hallway.
- **The card room:** with a poker table; you enter it from the main room, behind a heavy curtain.
- **The hallway:** the back door by the office, the stairs down to the cellar, the door of the dressing room.
- **The office:** only one door, padded and lockable, with a glazed transom above it. Telephone with an outside line and a house line to the bar.
- **The dressing room:** two doors, one to the main room and one to the hallway. The door to the hallway has been locked since the raid.
- **The cellar:** reached only by the stairs from the hallway.
- **The back door:** a bolt on the inside. From outside it opens only with a key; Brennick (on his key ring) and Hetty have keys. Anyone who goes out cannot slide the bolt shut from outside.
- **The yard:** between the back door and the street. The garbage can stands by the back door. From the yard, the alley behind the building leads to the street.
- **To the street:** only the peephole door and the back door.
- **Next to each other:** the flower shop and the foyer (peephole door), the foyer and the main room, the main room and the dressing room, the main room and the card room (heavy curtain), the main room and the hallway (bead curtain), the hallway and the office, the hallway and the cellar (stairs), the hallway and the dressing room (locked door), the hallway and the yard (back door), the yard and the street (alley), the street and the flower shop.
- **Walking times:** Neighboring places are 1 minute apart, with one exception: from the flower shop along the street to the alley is 2 minutes, so the yard is 3 minutes from the flower shop. Main room to office: 2 minutes. Foyer to office: 3 minutes. Foyer by way of the street and the yard to the office: 6 minutes.

FREE PREVIEW | Murder at Club Juniper | arling.sk/shop/murder-at-club-juniper/

XII

Decorations, Costumes, Music

A speakeasy does not take much effort. A little gold, dim lighting and the right music are enough to make your living room feel like a club in 1927 Chicago. Everything here is a tip; none of it is required.

DECORATIONS

At the Door

- A "Juniper Flowers" sign on your front door and a few flowers in front of it: after all, the club lies behind a flower shop.
- A note that says "Private Party."
- If your door has a peephole, you already have the club's peephole. Your guests give the password "Evergreen," and only then does the door open.

Lighting

- Warm and dim: floor and table lamps instead of the ceiling light.
- Candles only on fireproof coasters and away from fabric and paper, or use LED candles instead.
- Do not drape cloths over lamps that get hot.

The Table

- Black, white and gold: a white or black tablecloth, with gold napkins or ribbons.
- Cut Art Deco shapes out of gold paper, such as fans, sunbursts, steps and diamonds, and use them as a table runner, place mats or a garland.
- Lay strands of costume pearls loosely on the table, and put feathers in slim vases.
- Serve the drinks in teacups and teapots, as in the Prohibition days.
- Set out the name tags and place cards from the package.

The Room

- Turn one corner into the bar: a tray, glasses and cups, lemons and a pitcher of Juniper Fizz.
- Old newspapers, playing cards and empty bottles with handwritten labels such as "Medicine" or "Tea" as props.
- Set the chairs fairly close around the table so that everyone can hear one another well.

FREE PREVIEW | Murder at Club Juniper | arling.sk/shop/murder-at-club-juniper/