In early August in 1914 the SS Libertania set sail from New York, bound for Southampton. On 14 August the Captain requested that all crew and passengers meet him in the Grand Ballroom. In solemn tones, Captain Bayard announced that he had just been informed that German military forces had invaded Russia and Belgium, and that the British and French governments had declared war on Germany.

There was stunned silence from the assembled passengers and crew. Then, just as voices were getting louder, the lights went out. There were screams, and a shot. By the time the lights came on again, many people had left the ballroom and the Captain’s body was slumped on the floor. He had been shot dead.

But by whom?

All at Sea is a murder mystery game set at the start of the First World War for 16 to 33 players, plus one host. It takes an evening to play, and is ideally suited for a buffet meal or finger food.

Everyone invited to All at Sea is given a character with goals and objectives that they must complete by the end of the evening. Everyone has their own goals - and not all goals are compatible. If one person achieves their goals, another may fail. The passengers have various items, such as guns and money. They may also have abilities to help them uncover secrets and achieve their goals.

The passengers may form alliances, blackmail each other, steal items and money and maybe even try to kill one another. Along the way they may solve some of All at Sea’s mysteries. Who was at the secret Captain’s meeting? Who shot Captain Bayard – and why? Join us aboard the Libertania and find out in All at Sea.

Welcome Aboard!
Welcome to *All at Sea*

Thank you for taking the time to download this document. Most of the information you need to hold *All at Sea* is contained within another set of files, for which you will have to pay. Before you do that, please check that your software is compatible by printing this section out.

**What is included when you buy *All at Sea*?**

- Character sheets for each guest, including background, goals and objectives, special abilities, items and money.
- A rule sheet for your guests.
- A step-by-step guide on how to run the game.
- Handouts and other essential items.

**How does *All at Sea* work?**

*All at Sea* has been written for 16 to 33 guests – plus the host or co-ordinator. The step-by-step guide explains which characters to omit should you have fewer than 33 guests (you do need at least 16, however). Here’s how that works:

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<th>Number of guests</th>
<th>Male characters</th>
<th>Female characters</th>
<th>Characters that can be played by either sex</th>
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All at Sea runs over the course of three or four hours and is particularly suited to a buffet meal. One person is the Host, and acts as organiser and co-ordinator, responsible for making sure everything runs smoothly and that all the guests have the information they need. They also act as referee should an impartial decision be required.

The guests will be passengers and crew aboard the SS Libertania. They have their own goals and agendas, and how they choose to achieve those goals is entirely up to them. All at Sea is an evening of extortion, blackmail, treachery and even murder!

Who has taken part in All at Sea before?

All at Sea has been run on numerous occasions, usually with people with no previous knowledge of murder-mystery parties or events. It contains everything you need to run the game, but please don’t think that you can download the game and let it run itself. The co-ordinator will obviously have to put some work in to make it a real success.
All at Sea

You are warmly invited to All at Sea, an evening of deceit, treachery, plotting and murder to be held at

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on
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starting at
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Setting

On 10 August 1914 the SS Libertania set sail from New York, bound for Southampton. On 14 August the Captain requested that all crew and passengers meet him in the Grand Ballroom. In solemn tones, Captain Bayard announced that he had just been informed that German military forces had invaded Russia and Belgium, and that the British and French governments had declared war on Germany.

There was stunned silence from the assembled passengers and crew. Then, just as voices were getting louder, the lights went out. There were screams, and a shot. By the time the lights came on again, many people had left the ballroom and the Captain’s body was slumped on the floor. He had been shot dead.

But by whom?

Your Character

Your character, the person you will be playing, is indicated below. Attached with this invitation is a cast list with sufficient details to enable you to dress for the part. You will receive more background information, your character’s detailed goals, simple rules and some items on the day.

Your character .............................................................
Cast of All at Sea

The Crew

First Officer Daniel Warren, 35. American. Extremely competent First Officer, well liked by the crew and expected to be given command of a ship as soon as possible. Reports to the Captain.

Second Officer David Whitworth, 47. English. Reliable and competent officer, previously sailed with the Royal Merchant Navy. Reports to the First Officer.

Third Officer Christina Younger, 36. American. The highest placed woman in the Cruise Line and has sacrificed her personal life for her career. She has won grudging admiration from even her male colleagues. Reports to the Second Officer.

Chief Engineer Brynneth Cawdra, 54. Welsh. An absolute genius with the mechanical and engineering operation of the ship, can coax more out of the engines than any other man alive. Reports to the First Officer.

Engineer Reiner Tanhauser, 34. German. A fine engineer who speaks perfect English and thus may be suitable for promotion to another ship. Reports to the Chief Engineer.

Entertainments Officer Vic Hammerstein, 49. American. Regularly signs up famous names for cruises, always provides lavish entertainment spectaculars for passengers. Reports to the First Officer.

Master Chef Blaise de Richelieu, 50. French. Highly temperamental culinary genius, signed on by Hammerstein at great expense. This is de Richelieu’s first voyage aboard the Libertania, and so far the cuisine is not up to expectations. Reports to the Third Officer.


Cocktail Stewardess Julilia Morteblanca, 25. Italian. Previously worked in the Waldorf Astoria in New York, as America's first professional female cocktail mixer. Reports to the Chief Purser.

Cabin Stewardess Catherine New, 18. English. Only recently joined the Libertania, but already seems to know everything about anything on board the ship. Reports to the Chief Purser.

Cabin Stewardess Cynthia Petal, 32. Has been working aboard liners for half of her life, and is competent and well liked by crew and passengers. Reports to the Chief Purser.

Trainee Steward Eric Lassiter, 20. Scottish. Training to be a steward. Reports to the Chief Purser.

Cabaret Singer Jennifer Floreste, 41. American. Previously appearing at the London Palladium, a world famous singer who is also on her last voyage with the Cruise Line. Reports to the Entertainments Officer.

Ship’s Padre Patrick Malloy, 55. Irish. Although a Catholic, administers to the spiritual needs of all passengers, regardless of their religion. Reports to the First Officer.

The Passengers

Sir Rory Canter, Baronet, 54. Rumoured to be the richest man in Great Britain, but with no heir as yet.

Lady Isabelle Canter, 33. Young and pretty wife of Sir Rory, was previously an actress and ballet dancer.

Jeremiah Finkelstein, Industrial Businessman, 61. Owner of several large American manufacturing concerns, as well as the first aircraft factory outside of Europe.

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Rachel Finkelstein, Jeremiah's wife and business partner, 58. While her husband deals with the industrial side of their business, Rachel is renowned for her financial acumen.

PJ Nichols, Entertainer and Singer, 27. Although predominantly a Music Hall singer and entertainer, PJ has recently returned from Hollywood, after 'trying out' for several of the main studios.

Clark Ridgeway, PJ’s Manager, 35. Accompanies PJ everywhere. Has arranged several stupendously successful shows and tours for her in the past.

Gilbert Ryce, American Secretary of State, 68. Ageing friend of the President, ideally suited for his present position, which requires tact and diplomacy.

Wilma Drew, Ryce's assistant, 32. Gilbert Ryce’s assistant in the American State Department, always smooth and unruffled.

Sir Ranulph Royston, British Minister of War, 63. A widower, Sir Ranulph is one of the government's most educated ministers. His wife was killed in a riding accident shortly before he sailed for America at the beginning of the year.

Elizabeth James, Sir Ranulph's Daughter, 19. Accompanying her father abroad for the first time since her mother's death. Elizabeth is divorcing her husband after he had an affair.

Maximillian von Grafenberg, German Procurement Minister, 47. Has been in America for the last year, and is now returning to Germany to join the new government.

Armin Oberhausen, Maximillian's assistant, 39. Armin is ambitious and some say fancies the Maximillian’s job.

Sasha Alexandrovich Ilyatkin, Russian Minister, 45. Sasha was in New York to sign several new trade agreements with the American Government.

Eldon Dumlop II, American socialite, 47. Thoroughly disreputable and stinking rich American. Heir to the Dumlop rubber fortune. Has kept himself to himself for most of the voyage.

Candice Dumlop, American socialite and Eldon’s wife, 21. Very glamorous and flirtatious rich American.

Marie Hati, French journalist, 40. Very glamorous and pushy. Works for Le Monde, mostly writing passionate columns demanding equal rights for women, and haranguing the government to spend more on military hospitals and retirement homes for wounded soldiers.

Albert Wiggins, English travel writer, 20. Quiet, reserved, well mannered and well informed. Often seen making notes about things during the journey.

Elvira Drachsengreb, French Socialite, 48. Hostess of the most exclusive and sought-after parties on both sides of the Atlantic. If she fetes you, you’re ‘in’ if she snubs you, you’re ‘out’.

Lou Noble, American journalist, 41. Hardly welcome company in the first class of a ship like this, Lou has been responsible for America’s most accurate and bitchy society gossip column for the last three years.
On 10 August 1914 the SS Libertania, an American liner, set sail from New York on an eight day crossing bound for Southampton. On August 14th just before the evening buffet, approximately halfway across the Atlantic, Captain Ben Bayard requested all passengers and crew to assemble in the Grand Ballroom. Even the engineers and stokers were there, so the ship's engines were stopped.

Captain Bayard announced in solemn tones, that he had just been informed by wireless telegraph that German military forces had simultaneously invaded Belgium and Russia, and were heading towards Amsterdam in the North, Paris in the South, and Moscow in the East. The British and French Governments had therefore declared war upon the Kaiser's Germany.

As this was an American ship, and the USA had decided to remain neutral, all passengers and crew were to be treated as neutral also, until the ship had docked at Southampton and the British government could decide what to do.

He hoped that this news would not spoil the passengers’ enjoyment of the rest of the voyage, and reminded them of the buffet dinner that evening. Further, he said that he had instructed that the Cocktail Lounge and the Lower Bar would serve two free drinks to each passenger with this evening’s meal.

The first reaction from the assembled passengers and crew was a stunned silence, then, just as voices were getting louder and the atmosphere more heated, the lights went out, leaving the room dimly lit by wall candles only. There were screams, and a shot. By the time one of the engineers managed to get the lighting system working again, many people had left the ballroom, and the Captain's body could be seen slumped on the stage. He had been shot in the chest.

The first officer immediately took charge, but there was some confusion with people coming and going from the ballroom before things settled down…
Costuming for *All at Sea*

These tips are suggestions only - you should wear whatever you find comfortable. However, photographs usually come out better if when you’re wearing a costume!

**Ship’s Officers:** The ships officers should be wearing suitably braided jackets and hats. Ideally they will all be dressed similarly, so that they all look as if they all belong to the *Libertania*.

**Stewards and Stewardesses:** Stewards and stewardesses should dress like servants in a posh country house. Black and white is the order of the day.

**Other crew:** Other crew (such as the cook) should be wearing something appropriate. The cook can wear white with a chef’s hat; the padre should have a dog-collar, and so on.

**Guests:** Broadly, all the guests should be in formal dinner attire.

**Male Guests:** Ideally, everyone will be in white tie, as is appropriate for dinner in first class. (The shadier/less reputable passengers might just be in smart suits…)

**Female Guests:** Female guests should be in formal gowns. Ideally they should have high rather than plunging necks.

Have a look at the film *Titanic* for inspiration!
I was delighted with the effort put into the costumes -- as you can see, people really got into the spirit and created a good atmosphere! All in all, an enjoyable evening. I’m hoping we can do another one next year. Thanks again for all your help. Wilf

Overall, I really enjoyed the game [All at Sea]. I ran it for my 30th Birthday party and everyone had a great time. I have family in the entertainment business and they were able to provide a large variety of props that helped set the mood and scene for the game. It felt like we were setting up for a movie. Once everyone became familiar with their character details and the rules of the game, everyone really seemed to take on their own character and had a great time. Many people came dressed in character. I had one of the most memorable nights of my life and it is a birthday I will never forget. Thank you for providing such a fun evening. Holly

I ran All at Sea as a cocktail party last Saturday night for my 33rd birthday. I had a cast of approximately 40 people and it was total chaos (in a good way)! . . . And total fun, thanks for a great game. Esther-Amy
THANK YOU for getting this far. Now please buy the game!

_All at Sea_ is available from anywhere in the world for £30.00 (UK pounds). As soon as we receive notice of your payment, we will notify you of the passwords and location of the main pdf files, which will enable you to download the game.

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- Our contract is governed by English law.

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**Disclaimer:** The game comes “as is”. We are unable to enter into any conversations regarding the best way to make it work. Any disputes arising from the sale of _All at Sea_ are subject to the laws of England and Wales, regardless of the location of the customer. This game is for adults and more mature teenagers. Plot lines are not suitable for younger children. Common sense is required to play this game.

We sell games - they're meant to be fun. Our games sometimes include rules allowing characters to stab, poison or shoot each other. We provide safe rules covering such acts and do not suggest or condone the use of real implements when the games are played. You are responsible for running the game - if you, or any of your players, choose not to use the rules we provide, you have sole responsibility for the consequences that may follow.

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