



# GAME GUIDE

- Today is Saturday, the first day of winter break. Everybody except for Charlie starts the game knowing Alice was last seen on Wednesday, 3 days ago.
- Players may use parentheses (like this) to communicate anything out of character during the game.
- If somebody says something you want removed from the game, you can reply with an (X) or (X: content) to signify it has been X-carded.
- It's okay to have moments where nothing happens. Silence can and will occur during the game. When the group chat goes quiet, consider initiating private conversations with other characters.
- Two characters can never be in the same place at once. If they would be, create a reason in the narrative for them to never meet.
- It's okay if it takes you several minutes to answer your Clue Card. Try to share it before the next Clue Card is turned over. If you can't, just convey it at the next opportune moment.
- Make sure you tell everyone the information from your Clue Card. The answer to your Clue Card question will determine how the game's narrative evolves.
- After these 90 minutes, we'll be leaving our characters behind forever. Because of this, you'll want to find a way to reveal your secret to at least one other person, if not to the whole group, by the end of the game.
- You should investigate and speculate based on the clues you receive, but you will not find the information that actually leads you to Alice until you hit a certain Clue Card trigger.
- You won't find Alice's cell phone or car unless you draw a card stating that you found it.
- Leave the Suspect and Location Cards you reveal face up by their respective decks.
- If for any reason your character is hurt or killed and can't text for the rest of the game, you can give anyone heading to your location information about what state they find you in using a direct private message. If this comes up in play, the card that triggered it will tell you what to do.
- When the timer hits 00:00, players may write one last in-character message before the game ends.