

HOTEL HOMICIDE



The game

Hotel homicide is a game where the players investigate the murder of Dutch hotel owner Herman den Kijker. Herman is the owner of the Den Kijker hotel-chain which has hotels all over Europe. Herman decides to host an competition for some of the chefs from his hotels, but Herman was found dead shortly after. The police has already looked at the crime scene but weren't able to find enough evidence to find the murderer. Can you help the Dutch police to catch the murderer?

The players go through the rooms to find all the clues. The players can write down all their findings at the end of the game on the final report. But look closely!! Not everything is as easy as it seems. Are the players able to find all the clues and to connect them to the killer?

Important rule:

The players must follow the chronological order of the rooms. After completing the room (by answering the questions on the file) it's possible to go to the next. They can to back to a room that they have been in before if they want.

(doing it in the wrong order can lessen the experience of the game for the players)

The players start in a lobby, they can go to the room from there.

Starting text for the players

Dear detectives ,

You are hired by the Dutch police to help with the investigation of the murderer of Herman den Kijker. You are able to look at the rooms that the police have marked out for you. By collecting clues and solving puzzle's you should be able to solve the crime. The police made a document that contains the most important details about the suspects and rooms.

Some clues are already connected to a specific room. It's up to you to connect the remaining documents to the correct room, you should be able to solve the mysteries with what is given to you. The police expects you to collect the most important details and write them onto the final report. It's your task to find Herman's killer, where he died, what killed him and why he was murdered. Good luck!

LEVEL 1

Text in dossier:

Different time-zones

Dear detectives, welcome to the Den Kijker hotel in Amsterdam. Thank you for taking the time to help us solve the murder of Herman den Kijker. We think that we missed clues in some of the most important rooms, or we weren't able to crack some of the codes. We have found Herman's laptop here in the lobby but we aren't able to get in, Herman has locked it with a code. Are you able to crack to code and look at the information that is within?

Question: What is the password?

Answer :7665

Question: What is the on the laptop?

Answer: A warning message for Herman .

Props:

- Map Europe

What the players need to do:

The players need to look at the clocks in the lobby and note the times and names that are on them. If they connect them to the map of Europe and solve the puzzle, than they will get the code for the laptop. A video of a woman will play, she is warning Herman to not eat the food.

LEVEL 2

Text in dossier:

This witness was a guest at the hotel and was also in the jury during the cooking competition.

Question: On which table was Herman seated during the competition?

Answer :Table 3

Question: Whose food did Herman eat during the competition?

Answer :Erik Ramsey

Props:

- Letter from the witness
- List of chefs and their meals

What the players need to do:

The witness report leads the player to table 2, meaning Herman must sit at the table with pasta and pizza. That is the meal Erik Ramsey made. The sign in the middle of the room tells them that is table 3.

LEVEL 3

Text in dossier:

We know that the killer slept in this hallway. Unfortunately the killer always seems to be 1 step ahead of us. All the guests here switched rooms and we have lost sight of which guest was in which room. This is crucial for finding the next clue.

Question: What is the final room order?

Answer:

Jean-George	Room number: 401	Erik Ramsey	Room number: 404
Martin Burrell	Room number: 403	Terry Bakker	Room number: 402

Props:

- Note about room changes
- Dutch for dummies guide

What the players need to do:

The players can see that Martin Burrell starts in room 401. The players can figure out the room order if they follow the steps that are in the dossier. It is necessary to find the clue in the game! The note is in Dutch but is translatable if they use the Dutch for dummy's guide

LEVEL 4

Text in dossier:

Great job on finding the correct room order! We can finally move into the room of the suspected killer and look for clues there. I would like to hear about everything that you are able to find inside of the room.

Question: What is the murder weapon?

Answer: poison

Props:

- Part of an recipe

What the players need to do:

The players need to find and open a safe that's hidden in a cabinet. Its unlockable with a code that's hidden in the recipe of a chef. Half of the recipe is in the room and the other half is in the dossier. The 4 numbers in the recipe form the code for the safe. The code is 4123. If they open the save they are able to find a bottle of poison.

LEVEL 5

Text in dossier:

We think we are missing a room in the building because we weren't able to find the security room thus far. We expect that the security footage will reveal more of what happened the day of the murder. Can you help us to find the room?

Question: where is the security room?

Answer: behind the painting.

Props:

- Family tree
- Witness report in dossier
- Invoice

What the players need to do:

There are several paintings in the room with people from the den Kijker family tree. If the player presses the paintings in the correct order, (old to young) a secret room will open up.

LEVEL 6

Text in dossier:

Great Job on finding the security room. Take a look around the room and uncover the security footage to answer the next questions. Nothing is as it seems..

Question: where did the victim die?

Answer: in the office.

Question: What was the motive of the killer?

Answer: revenge for the affair with his wife.

Props:

- Manual reset system

What the players need to do:

The player in the game can pick up a flashlight (blacklight). If the player turns off the light whilst holding this, a message will appear on the wall that reveals the motive.

The players also need to reset the system. They can do this by following the correct instructions from the manual that is on the table. If the player resets the system a video will play with Herman's death.

The correct order of buttons:

Green – blue – red – red – blue

In the video the murderer says: You finally get what you deserve, and nobody will suspect me of committing the crime. Au revoir Herman.

This sentence links the murder to Jean George (More info on the last page)

Final rapport

The players need to make an final report at the end of the game with all the information they found in the game.

Are the players able to give all the correct information and point to police to the real killer?

The games supervisor will check if the answers given are correct and can tell them what they got wrong. Its recommended that the supervisor has played the game to know the details.

Answers

Question: What is the on the laptop?

Answer: A warning message for Herman .

Question: On which table was Herman during the competition?

Answer :Table 3

Question: Whose food did Herman eat during the competition?

Answer :Erik Ramsey

Question: What is the final room order?

Answer:

Jean-George	Room number: 401	Erik Ramsey	Room number: 404
Martin Burrell	Room number: 403	Terry Bakker	Room number: 402

Question: What is the murder weapon?

Answer: poison

Question: where is the security room?

Answer: behind the painting.

Question: where did the victim die?

Answer: in the office.

Question: What was the motive of the killer?

Answer: revenge for the affair with his wife.

Question: Who is the killer?

Answer: Jean George

How do the player know that Jean is the killer?

Important information:

Jean is French and is currently working at the hotel in Paris.
The other suspects are from different countries.

Hints

There is a video in the first level. The video shows a woman in a French street. (It's hard to see but there are French names on the building.)

The video gives them the information that Herman had an affair with the wife of one of the chefs. She is warning him not to eat his food. Herman must have seen the video (because it was playing on his laptop) and didn't eat the food of the killer. This means Ramsey isn't her husband.

The video in the last level shows the death of Herman. The killer also leaves a message: "You finally got what you deserve, and nobody will suspect me of committing the crime. Au revoir Herman".

The sentence "You finally got what you deserve" refers to the killer's motive to kill Herman. In the last level you find out that the killer committed the murder as revenge for the affair with his wife. This also links back to the woman in the first video.

The sentence "and nobody will suspect me of committing the crime" is another hint. The player will find out that Herman ate the food of Erik Ramsey, later you will find the poison which makes him a prime suspect.

In level 4 you find half of the recipe of Terry Bakker, the same level where you find the poison. Making him a suspect as well.

There are 2 remaining that aren't that suspicious: Martin Burrell and Jean George.

The murderer ends with "Au revoir" and speaks with a French accent.

On Herman's monitor there is an image of the Eiffel tower, linking to Paris the city where Jean lives.