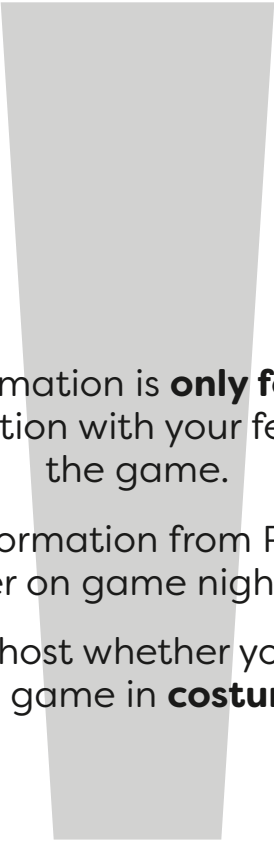


Bonnie
Turner





The following information is **only for you**. Don't share any of your information with your fellow players before the game.

Do not read the information from Round 1 until you all meet together on game night. **Not before!**

Discuss with your host whether you should come to the game in **costume**.

You are **Bonnie Turner (25)**

You've accomplished so much in the past few years: You found a husband, got married, and bought a lovely townhouse in San Francisco. But you want more from life than that. As the daughter of a successful oil tycoon, you've set your aim on bigger things, including your father's approval. Despite making top marks at an elite university, you haven't been able to convince him to give you an important role in the family company. But that should change now! Your father's oil company is always looking for new places to drill. And here in the San Francisco area, of all places, you've struck gold. You were able to purchase the site and secure the drilling rights cheaply. Unfortunately, the area is occupied by a hippie commune, and despite various eviction attempts, the police haven't been able to keep them away. You immediately decided to handle it yourself and you've infiltrated the commune so you can persuade them to leave from the inside. You've even purchased a nice new piece of land they can move to. Besides, the area they've occupied is great for drilling oil, but it really has little to offer a self-sufficient commune.

Your efforts on behalf of the stupid hippies have pushed you to the edge both financially and emotionally. You've liquidated your personal assets in order to purchase both sites. You desperately need a success so your father will find a place for you in the company where you can start earning more money. In addition, you can't endure living with your husband in your tiny VW bus with the filthy hippies around much longer. Richard feels much too much at home here. He even raves about moving into the commune permanently and giving up your previous middle-class lives for good. You must put an end to this! Your husband doesn't know anything about your purchase of the property and its drilling rights. He may be a great husband, but he doesn't know anything about business. To ingratiate yourself with the guru and the hippies at the commune, you introduced yourself as a dedicated music fan that shares the commune's dream of reviving the Woodstock Festival. You don't actually share these people's passion, but you certainly don't make that public. Instead, you've spent the last several days persuading the lazy dropouts that the festival will fail unless they agree to move it to the new and better site.

When you first spoke to Guru Maha Mallaya about moving the commune, he seemed receptive to the idea. He asked you to convince the rest of the commune members to switch sites. But somehow he figured out what you were really trying to do.

And when the guru demanded an outrageous amount of money—money which you didn't have—before he'd consider switching sites, you knew there was only one way out of the situation: the guru had to go. It's lucky the guru holds a peace ritual every evening, where he's the first to smoke LSD from his peace pipe before delivering his homily. Even better, the key to the guru's room has fallen into your hands by accident. And best of all, the commune has recently decided to use a very potent rat poison to eliminate its pest problem. So you could easily poison the guru's stash to solve all your problems. Without their guru, you'll be able to get rid of the commune in no time and the drilling can finally begin.

You are the murderer of Guru Maha Mallaya:

You **can lie** during the game, but you should keep close to the truth, if possible, so as not to get entangled in contradictions. **You have knowledge of the deed that can expose you. So be careful what information you share with the others.**

Personal Goal: Avoid the murder accusation by blaming it on someone else.

Your appearance: Of course, you've totally changed your look to fit in with the hippies. You've ironed your long hair so that it's straight. You wear big hats and long flowing skirts, and, of course, lots of necklaces and bracelets. To make sure you don't feel completely uncomfortable with this distasteful look, make sure you have perfect make-up and add some beautiful details such as glitter or rhinestones you can stick around your eyes.

Your feelings about the others:

Guru Maha Mallaya: You knew you'd never get this lousy snake to move once he tried to blackmail you. Therefore, you had to poison him.

Stephanie "Stevie" Slick: You don't like Stevie or her band Joint Failure. Apparently her band is so unpopular they have to organize their own festivals just to get another gig!

Jimmy Martin: Since Jimmy has to portray himself as a tough rock star, he pretty much dances to Stevie's tune. You'd never believe the two were a couple if you weren't told they were.

Wayne Lewis: Stevie hired her asshole brother and his motorcycle gang as free security for the festival. You don't think he's up to the task.

Mary Jackson: Mary is a naive, sweet girl. She follows the guru unconditionally and never stands up for herself.

Lucy-Sue Davis: You believe Lucy's only in the commune because of the drugs. Wherever the LSD goes, she'll follow.

Richard "Dick" Turner: You love your husband, of course. But you don't love his new ideas and ideals. You'll have to knock some sense into him so you can finally realize your dream.

Michael Wright: Michael is the most sensible person in the commune. And he's the only one in the commune who doesn't stink. You like him.

Grace Anderson: You don't know where to start given her mysterious, gloomy personality. Since she doesn't seem to have any influence, you haven't even tried to speak to her.

Charles Moore: Charles apparently has anger issues. If so, he's probably a major security risk for the festival.

Stop!

**Do not continue reading until you are all together
at the beginning of Round 1.**