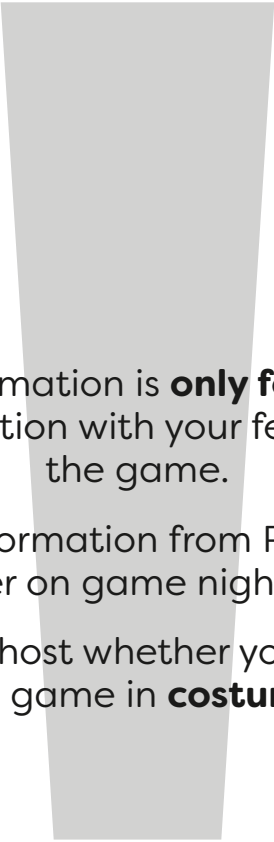


Grace
Anderson

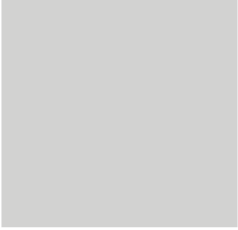




The following information is **only for you**. Don't share any of your information with your fellow players before the game.

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 **Grace Anderson (27)**:

You are scared almost all the time. Fear of the stage, fear of performance, fear of people, and fear that you might not be liked. You began playing guitar 15 years ago because you wanted to get closer to a boy you liked back then. When he decided he liked the drummer instead, you were afraid to leave the school band because you thought everyone would be mad at you. A few terrifying decisions later, you suddenly found yourself about to go on the big stage at Woodstock in front of hundreds of thousands of people. The stage fright you experienced before your performance almost killed you—but luckily, at the last second, some crazy security guy smashed all your band's equipment in a fit of anger. It would've been impossible for you to go on with the performance that day. Since then, you've kept pushing your limits, because you don't want to disappoint Stevie. The strong, confident lead singer in your band is your great role model. You began playing rock because of her. You've carefully learned all her points of view as well as her beliefs, which ultimately led you to Satanism. Stevie even gave you a book a few months ago—*Satan's Bible*. You devoured the entire book in one night and found hope on each page. Stevie provided a way out of your misery as there were all kinds of sacrificial ceremonies in the book including some for happiness, self-confidence, and powerful presence, which were all exactly what you needed. Since then, you've made small offerings to the Lord of the Underworld and have begun dressing all in black. You've also made a habit of whispering "Satan" any time you notice the numbers 13 or 666. These rituals and your wardrobe provide a little security within the stressful everyday life of a band.

You were hoping for a little peace and quiet before the next big tour across America, but Stevie decided the band should take part in some Woodstock revival festival. You have no idea why since it's being held in some tiny place near San Francisco. But Stevie knows what she's doing. Usually, the band only plays on big stages or large festivals. It was a relief once you realized that most of the festival organizers were familiar faces. Maha Mallaya, the guru and head of the commune hosting the festival, helped you cope with your panic attacks during Woodstock. Using different breathing exercises and techniques, he taught you how to control your fear at least a little. And you also recognized someone else: the security guy who destroyed the band's instruments at Woodstock. Stevie pointed him out to you backstage when

you came back from the restroom after a brief panic attack. Apparently, he's joined Wayne Lewis' biker gang and he looks a lot sharper in his motorcycle outfit than what you remembered. The moment you saw him, you felt a flicker of love. You'd like to talk to him, but you've held back by your fear of what Stevie will think. After all, this is the guy who prevented the band's performance at Woodstock. He's something like a mortal enemy to Stevie. But to you, he's more of a hero.

You did NOT kill Guru Maha Mallaya

You **may not lie** during the game. You may withhold information that incriminates you. If you are asked for something directly, you must tell the truth. Goal of the game: Find out who killed Maha Mallaya and their motive for doing so.

Personal Goal: You know the best way to solve the murder: convince at least half of the other players to participate in a séance to question the dead soul of the guru.

Your appearance: You're always wearing dark eyeliner, eye shadow, black painted fingernails. Your outfits consist mostly of dark fabrics and leather. You have an impressive collection of rings and chains you like to display— preferably those with Satanic symbols, of course. You like your belts wide and your hats big. One of your musician friends was once dressed like that and you thought it was totally cool.

Your feelings about the others:

Guru Maha Mallaya: The guru meditates with you to help you control your stage fright. You're grateful for that. Without the guru's help, you'd never be able to perform at the planned festival.

Stephanie "Stevie" Slick: The only thing you want in the world is for Stevie to respect you and your talent. She helped you become a Satanist. Hopefully she'll see how good you are soon and will stop yelling at you all the time.

Jimmy Martin: The band's drummer is a very calm guy. But on stage, he's a daredevil rock star. He writes all the music for the band and is the real genius behind Joint Failure.

Wayne Lewis: You like Wayne's dark, cool demeanor. He's the leader of an infamous biker gang and you were surprised when you found out he was Stevie's brother.

Mary Jackson: Sometimes you explain your music to her and she always listens very carefully. Otherwise, you don't see much of her. She is nice and warm.

Lucy-Sue Davis: She's totally confident and carefree. You'd like to be like her. You took LSD together at Woodstock, but she doesn't seem to remember it.

Bonnie Turner: She stands for completely different things, but she gives off the same vibes as Stevie. Tough, determined, and ambitious.

Richard "Dick" Turner: Dick is nice and very soulful. You've already helped him practice a few new songs. He's really not quite sure how to play his guitar yet.

Michael Wright: You haven't had much contact with Michael. But you have noticed that he showers daily and smells nice.

Charles Moore: Stevie told you Charles was the security guy who smashed the band's equipment at Woodstock. You will be eternally grateful to him for this. Apparently, he's still got a job in security. He's also very cute. Maybe you can ask him if he'd like to go out together. You certainly can't let Stevie find out about it.

Stop!

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