



Cabin #5



Welcome to Cabin #5! Whether you have played a Foulplay game before or this is your first time, we are excited to have you onboard! Our games are written by geeks for geeks. Get ready to be transported to a new world, immerse yourself as a new character, make some new friends (or enemies!), and solve a murder—all in a couple of hours!

Before you get started, here is a quick rundown of what to expect, as well as a few tips and tricks to keep in mind to make your experience even more enjoyable!

- The first part of the game occurs before the investigation starts. Your character profile below covers who you are, your most important relationships and goals, and a few tasks to try to complete before the murder takes place.
- After the investigation starts, you will receive your goals and objectives for the rest of the game. Make sure to read these carefully, as some of your goals may have changed! You'll then have the rest of the game to solve the murder and accomplish your goals!
- There is no required acting or roleplaying experience, nor a specific way you must play your character. Play to the level you are comfortable with and make the character your own!
- You are allowed to bribe, blackmail, lie, omit, make deals, form relationships, and share information as you feel your character would.
- Your character profile and objectives are a starting point! Your character won't know everything or everyone at the party—it's up to you to talk to other characters, ask questions, look at the evidence, and figure out whodunnit!
- Remember, the main goal of the night is for everyone to have fun in a safe and inclusive space. While you might be on opposing sides, be respectful, a good sport, and remember to include more introverted players.
- If you have a question about what you can and can't do, ask your host!

This game can be played entirely online or in-person with your friends, family, or coworkers! We hope you have a great time playing and would love to see pictures of your party!

You can share these photos with us at foulplaycompany@gmail.com or on Twitter and Instagram with #foulplaygames and #cabin5

Your Story Starts Here

There's always one summer you never forget. Teens Bobby, Jo, Charlie, Riley, Alex, and Taylor were mismatched from the start when they all attended summer camp together at Camp Silver Lake in the summer of '79. But when their camp counselor Jessie is found dead, their unlikely friendship is forced apart when the camp shuts down permanently. Five years later, they all decide to return to Cabin #5 for one last goodbye after graduation.



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Alex

Age: Young Adult

Role: The Golden Child

Personality: Fawning, Sanctimonious, Competitive

There's always one summer you never forget.

You are Alex. You have been attending Camp Silver Lake for years, starting as a young scout all the way up to being a counselor assistant. But you had never bunked with a group quite like the one from the summer of '79. You, along with Taylor, Riley, Bobby, Charlie, and Jo, were an unlikely group, but you were stuck together in cabin number five. But you only had eyes for Jessie, your camp counselor. You spent that summer writing unrequited love letters and desperately trying to get their attention. Had you known what was going to happen on that night, you never would have left their side.

It all started when Riley pulled out that canister—some sort of gooey science project from their dad's work. Riley took it out of their bag, and when you told them to put it away, they began to tease you. SO RUDE. Not only were they being immature, they were completely breaking your heart. You told Jessie, who took it away from them. When Jessie disappeared, it was both out of your mind and out of your hands. You were never the same. Or maybe you were never the same.

This is an example of a Character Profile that your guests will receive before they arrive to the party. This gives them information on their backstory, their closest relationships, and what to do when they first arrive

When you arrived back at camp, you waited up all night, but they never returned. The next day, you all heard the tragic news: Jessie's body was found gruesomely mangled in the woods. They suspected a wild animal attack, but the cause was never officially determined. Needless to say, everyone was ordered to leave immediately and after all the bad press, Camp Silver Lake shut down for good. You had always thought about returning to Camp Silver Lake to figure out what happened to Jessie, but you were never sure what you were hoping to find.

In fact, it was Riley who suggested you all return. One last haunt after graduation before you all move on to your adult lives, scattering far and wide across the country. You took the motorboat across Silver Lake together and broke into your old camp cabin for a final farewell. You're not ready to grow up just yet.



When you arrive:

At the start of the evening, try to accomplish as many of these tasks as you can.

- Laugh with Jo about old camp crushes. You feel much older now than you did then.
- You've always wondered who was here last with Jessie five years ago. Freaky how that person might have been the last to see them alive.
- Where did Riley's canister come from anyway? That was no high school science project.