



Bloodshed
~ on the ~
Brown Line

Bloodshed on the Brown Line

Bloodshed on the Brown Line © 2024 by David Gwizdala is licensed under CC BY-NC-SA 4.0. To view a copy of this license, visit <https://creativecommons.org/licenses/by-nc-sa/4.0/>

Introduction

Bloodshed on the Brown Line is a classic mystery involving the death of a business mogul with the suspects all present inside a train car.

While most train murder mystery parties expect the players to be stationary, this murder mystery is intended to be played on an actual, moving train. While instructions here will call out specific trains and stations (traveling on the Brown "L" from Chicago into The Loop), for all intents and purposes the same premise can be extended on other transit vehicles given the following criteria:

1. The trip lasts a minimum 45 minutes each way.
2. The vehicle can accommodate groups of 3-4 individuals
3. Talking is allowed in the vehicle
4. Players are allowed to switch seats after boarding (ideally, when stopped at a station)

If these criteria cannot be met, it is suggested to play the same premise at-home as you would a normal murder mystery.

Requirements

This game is intended to be played by 9-13 individuals, with an additional player (or players) operating as the Game Master. It will be played out in 2 acts with an intermission, expecting ~2-3 hours to be completed.

Since this game involves boarding an active train, timing is crucial. Schedule kickoff well before the train leaves (suggested 45 min) so that your players are well informed, make the train, and get the best seats to play successfully.

The characters listed are written so that they can be played by anyone, but be sure to assign players based on their comfort level with portraying particular relationships or personality types.

This game involves adult themes such as drugs, adultery, and murder. It should not be played by children or those sensitive to these topics.

Materials

Prior to the game starting, you'll want to send the players their **Act 1 Sheet** and the **Player List**. This can be done digitally.

You'll want the following physical materials for the game:

- Act 1 Player Packet, 1x per character
 - The Player Act 1 Sheet(s)
 - The Player List
 - A Pencil
 - A Notecard with their character, and goal, and space to complete their objective.
 - A nametag with their character name on it.
- Act 2 Player Packet, 1x per character
 - The Player Act 2 Sheet
 - A Notecard with their name and spaces to vote for best actor, best costume, and murderer accusation
- Prizes, either in the form of a certificate or physical handout

List of Characters

Full names of each character will be provided at time of the game. Rows are ordered alphabetically by last name.

Name	Title
Dr. E. Becker	Pharmacist
F. Doyle	Conductor
C. Fintesso	Student at Billeton University
R. Gaines	Reporter for The Daily
Dr. J. Harbach	Professor at Billeton University
M. Johnston	Traveling Magician
D. Kleinmann	CTO of CadoTech
L. Mancini	Intern at CadoTech
E. Moule	Head of the "Plexonians" fan club and website
J. O'Doole	Employee at CadoTech
B. Plexon (DECEASED)	CEO of CadoTech. The murder victim
S. Plexon	B. Plexon's spouse
G. "Grunt" Stanley	Bodyguard for S. Plexon

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Act 1 Game Master Instructions

Train to the Venue

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Act 1 Instructions

As Game Master, your goal will be to ensure that your players are comfortable and understand the tasks they need to accomplish while on and off the train. Expect to run through the Act 1 Script and Story at or more than 45 minutes before train departure, and try to board the train as early as possible to ensure the best available seating arrangements.

While on the train, make sure that the players are moving groups at stations and that they are well informed when they are expected to disembark. It is your responsibility that the players are able to interact with everyone else and get to their destination successfully.

Act 1 Script

[To be read by the Game Master before boarding the train]

Welcome to Bloodshed on the Brown Line!

All of you will be playing the roles of commuters on the train. You all have your own reasons for being here: getting home from a long day, mourning the loss of a friend, or something more nefarious.

This game will be played out in two parts. Act 1 will take place both here and on the way to our destination, followed by an intermission and dinner, and Act 2 will take place on the train back and finish up back here. Here and on the train is your cue to be in character: when we are not on the train, such as at dinner, we are in intermission and not actively in character.

When we board the train, our first priority will be to secure seating. Ideally, we'll want to form groups of 3-4 people - but if this isn't possible let's try to make sure each row of people is reasonably nearby each other. We all want to be in the same car, and ideally don't want people spaced too far apart.

Myself and the conductor *[Point to the Conductor]* will be announcing each station. When we stop at a station, you must switch to a new group. This is to ensure that you hear every player's story and alibi before we reach our destination.

[Pause for questions]

You all should already have been given your Act 1 character sheet, which included details about your whereabouts the day of the murder and any information you had on the other passengers. You all have also been given a Goal for this Act, in which you'll need to provide me information - you'll do so by writing your response on the notecard in your player envelope and handing it to me when we reach our stop *[show the notecard in the envelope]*. Please take the time to put on

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

your nametag and re-read this sheet now: if you have any questions about your sheet I'll take them in private.

[Pass out the Player Packet, pause for questions]

Act 1 Story (Initial Email and Before Game Recap)

No one could believe the news: B. Plexon is dead. CEO and Co-Founder of CadoTech, the city's preeminent technology company, Plexon was found slumped over their desk clutching their still warm cup of coffee. The verdict is out, but a toxicology report should soon determine if there was any foul play.

If it was murder, who could it be? It's well known that Plexon has made their fair share of enemies to get CadoTech to where it is today. Be cautious on your commute home, because that friendly face you see could have been the last one Plexon saw this morning.

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Act 1 Character Sheets

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Dr. Edward/Elena Becker

Act 1

Role: Pharmacist

Act 1 Goal: Don't let anyone find out what you did.

You are Dr. E. Becker, the head pharmacist for a local convenience store and a designer drug specialist for those with the right financial backing. While your normal clients expect a certain amount of tact that comes with the role of a pharmacist, your *real* clientele expect (and pay for) a much higher level of discretion. B. Plexon was one of those clients.

Plexon had been testing out a new flavor of experimental medicine that promised enhanced focus and greater mental acuity - that is what you told them, at least. In all reality, this medicine has been around for quite some time treating Narcolepsy in horses and has certainly not passed (nor likely ever will) any trials with human subjects. For the most part, you're certain that taking this type of upper won't have any truly awful side effects as long as the patient is following the instructions you've provided...

...but Plexon was never really a rule follower.

You explicitly told them to never combine their medicine with any other stimulants, as the stress on their heart could trigger a negative cardiac response. But the news called it out plain as day - they were clutching a cup of coffee when they were found.

No one must know what you've done. Plexon's spouse, Sam, picked up the drugs this morning but you're sure they don't know what you've been prescribing. You're a respected member of your community, and if anyone figured you out it could mean prison or worse: a lawsuit and the loss of your medical license.

Character Suggestions: You're portraying a head pharmacist. Wear a labcoat if you have one. Ask people about how they're feeling, and suggest drugs for them to try.

Game Instructions: You'll be given a notecard and a pencil at the game. At the end of Act 1, write down the name of the character you think is the most on to you on your notecard and give it to the Game Master.

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

What you know:

Not only do you ride this train every day, you're the pharmacist for most of the commuters here. You don't remember offhand what you prescribe to everyone, but most everybody here knows you by name and you'll likely know them.

You know the following about your fellow commuters:

Name	What you know:
F. Doyle	The train conductor. They recently moved here from New York and like to brag about it.
C. Fintesso	A student at the local university, Billeton. They live in town and commute to school at around the same time you commute to the city. You've been their family pharmacist since they were a little kid.
R. Gaines	You've seen their name inside The Daily, the local newspaper
Dr. J. Harbach	Professor at Billeton University. You're unsure what they teach but they like to talk "Doctor" with you - so you're pretty sure nothing MD-related.
D. Kleinmann	CTO of CadoTech, and business partner of B Plexon. While they don't know what you've been giving Plexon, they do know you're their personal pharmacist - Plexon on more that one occasion has recommended you to Kleinmann to "mellow [them] out a little"
L. Mancini	They normally sit with Fintesso, but are on the train more. You're pretty sure they're not going to school right now - internship?
E. Moule	They give you the creeps. A few months ago you had to call the cops on this individual when they started pressing you at the pharmacy for what you're prescribing B. Plexon.
B. Plexon (DECEASED)	CEO of CadoTech. The murder victim and your client.
S. Plexon	B. Plexon's spouse. They picked up B. Plexon's drugs this morning, something they normally do. You're pretty sure that they don't know what you gave them, as you had purposely mislabeled the medicine as an over the counter aspirin.
G. "Grunt" Stanley	S. Plexon's bodyguard. They were with S. Plexon when they picked up the drugs.

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Frank/Francine Doyle

Act 1

Role: Conductor

Act 1 Goal: Determine the cause of death

A born-and-raised New Yorker, you've recently moved to as a method of "expanding your horizons" to pursue your dreams of becoming a mystery novelist. What with today's economy, your (unfinished) writing degree, and your habit of focusing on your passion more than your work, you've found yourself operating as the ticket taker on the local commuter train. But what you originally thought was a setback has turned into a fantastic opportunity: all of these passengers are great reference material for your upcoming book!

You treat every commute as a writing exercise: inventing scenarios that each passenger is somehow involved in. Your attentiveness has even resulted in management taking notice - but rather than taking the position at the front of the train you have remained in your day-to-day role to continue your stream of inspiration.

And aren't you glad you did so! One of your daily passengers, B. Plexon, is *dead* - and their murderer might be on this very train! This death could be your muse to finish up the story you've been working so hard to publish - you've been struggling to figure out a good cause of death for months, and what better inspiration than an actual murder weapon!

Character Suggestions: You're portraying a train employee. Wear a jacket and/or vest, a hat, and possibly gloves. Make sure you carry a timepiece and be meticulous about announcing the upcoming stations. When you sit down at a chair, ask to view people's tickets. You're a New Yorker, and you're proud of this fact - find ways to mention where you grew up without being too forthright that you're here so that you can build character profiles.

Game Instructions: You'll be given a notecard and a pencil at the game. At the end of Act 1, write down the cause of death of B. Plexon on your notecard and give it to the Game Master.

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

What you know:

As an aspiring crime writer, you try to get a sense of every person that frequents your train as an exercise to build characters for your novel.

You know the following about your passengers:

Name	What you know:
Dr. E. Becker	The local pharmacist. They commute every day.
C. Fintesso	You think that they're a university student. They commute on Mondays, Wednesdays, and Fridays.
R. Gaines	You see them periodically on the train, but they're not a common commuter. Whenever they're on the train they're usually asking you about specific stops that the passengers are taking. They cagey, erratic, almost impulsive behavior is the model on what you've based your killer on in your novel.
Dr. J. Harbach	A daily commuter. They keep mostly to themselves. They were your victim, which you put in cahoots with B. Plexon.
D. Kleinmann	You've never seen them on the train before, but they look oddly familiar. They seem weirdly uncomfortable.
L. Mancini	They commute on weekdays, and normally sit next to Fintesso.
E. Moule	They're always on the train that B. Plexon takes. One time you had to accost them for trying to take the punched ticket at Plexon's seat - but once you had turned your head, they were already gone. They're your red herring typecast.
J. O'Doole	The common Friday drunk. You've seen them in the station before, but never in your car - they may have taken the wrong train today. In your novel, they're the informant - who knows what someone might say when on the sauce.
B. Plexon (DECEASED)	CEO of CadoTech, and daily commuter. The murder victim. In your novel, you always had them as the extra political sidebar - capitalism is bad, executives are evil, that blah blah nonsense that wins Edgars.
S. Plexon	Whenever they're on your train there's always a bit of a show. They clearly have money and try to make this apparent as much as possible. One time you had to escort them and Grunt off of the train for trying to force passengers out of their car during rush hour. They're your classic love triangle.
G. "Grunt" Stanley	Dedicated bodyguard for S. Plexon. They're the only person outside of B. Plexon who you've heard call S. Plexon "Sammie".

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Train Instructions:

As Conductor, part of your job will be making sure people are informed of the upcoming stations and when they need to disembark the train.

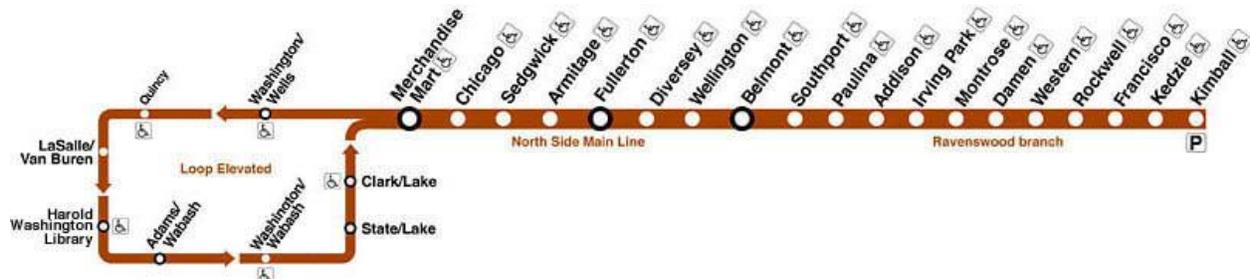
For this event, your passengers are traveling the following route on the **Brown Line**:

- Act 1: **Wellington to State/Lake**
- Act 2: **State/Lake to Wellington**

The Game Master, as well as the CTA announcements, will help you with each station, however it is expected that you will be alerting passengers to their final destination.

The Brown Line route can be found at <https://www.transitchicago.com/brownline/#map>. If you are viewing this as a paper document, the route diagram can be found below:

Act 1	Act 2
<ol style="list-style-type: none">1. (Boarding) Wellington2. Diversey3. Fullerton4. Armitage5. Sedgewick6. Chicago7. Merchandise Mart8. Washington/Wells9. Quincy10. LaSalle/Van Buren11. Harold Washington Library12. Adams/Wabash13. Washington/Wabash14. (Unboarding) State/Lake	<ol style="list-style-type: none">1. (Boarding) State/Lake2. Clark/Lake3. Merchandise Mart4. Chicago5. Sedgewick6. Armitage7. Fullerton8. Diversey9. (Unboarding) Wellington



ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Carl/Carla Fintesso

Act 1

Role: Student at Billeton University

Act 1 Goal: Keep your scholarship

You're C. Fintesso, an undergraduate student at Billeton University's Plexon College of Business, as well as the first recipient of the Plexon Privilege Scholarship, which you received during the renaming of your department.

You've always been a top performer, but recently have been feeling the results of the constant pressure from the department and from your overbearing parents. To help, you've been going to a therapist in secret who prescribed you some relatively strong anti-anxiety medication - which seems to be getting you back to a level of operational calm. At least, it *was* calm, until you heard the news this morning.

The death of B. Plexon has thrown your relative peace into turmoil - with your financial backer gone, are you still going to receive your scholarship? Without that money, you won't be able to afford your schooling or even the rent for the apartment you're sharing with your long-time (former) friend L. Mancini, and you *really* don't want to open that can of worms with your parents.

B. Plexon's spouse, S. Plexon, frequents this train with you. It might be your last opportunity to request, schmooze, and/or beg your way into keeping your scholarship funding.

Character Suggestions: You're portraying a high-performing university student. Bring a backpack with books/homework, and maybe something you can use to prove to S. Plexon why you should keep your scholarship.

Game Instructions: You'll be given a notecard and a pencil at the game. By the end of Act 1, get a signature from S. Plexon on your notecard and give it to the Game Master.

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

What you know:

You're on the train every other weekday, but don't really pay attention to the other passengers.

You know the following about your fellow commuters:

Name	What you know:
Dr. E. Becker	Your family pharmacist. Your therapist has recently prescribed you anti-anxiety medication, which you've been picking up in the evenings from Dr. Becker.
F. Doyle	The train conductor. You think that they might be a writer.
Dr. J. Harbach	One of your professors - you take their "Current Practices and Applications" course. They live in the same town as you, and frequently you find yourself commuting on the same train. Since the renaming of the business school, you've noticed that their lessons have been less favorable toward the approaches made by CadoTech.
D. Kleinmann	The visionary CTO and co-founder of CadoTech. Spotting them in the wild is like seeing a unicorn - you'd love to have their autograph.
L. Mancini	Your roommate, who's currently taking a gap semester interning at CadoTech. You two used to be inseparable, but since you won that scholarship Mancini has seemingly tried to downplay, belittle, and one-up you at every turn. You've always had a bit of a rivalry when it comes to school, but it's been friendly up until this point. You two still sit together on principle.
B. Plexon (DECEASED)	CEO of CadoTech. The murder victim, and your ticket to getting your degree.
S. Plexon	B. Plexon's spouse, and the arbiter of your fate. Get them to approve your scholarship.

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Reggie/Regina "Reg" Gaines

Act 1

Role: Reporter

Act 1 Goal: Figure out who's buying CadoTech.

You're R. "Reg" Gaines, The Daily's top reporter. Your feet-on-the-streets method of reporting has landed you the respect (and enemies) of many in your city - including the newly-deceased B. Plexon.

CadoTech has been an endless supply of scandals and scoops that propelled you from a small-time tabloid reporter to the juggernaut you are today. To say that Plexon wasn't a fan would be putting it lightly. In fact, you were working on a new lead inside the company walls before you heard the news this morning: according to your sources, it sounds like some suitor is looking to purchase CadoTech and, if it's true, it would mean one of the largest M&A's in world history.

You know that as co-founders, D. Kleinmann and B. Plexon, hold the largest number of shares in the company but would be tight-lipped surrounding a deal as large as this one. Fortunately for you, during your investigation you caught Plexon's spouse, S. Plexon, getting a little "frisky" with their bodyguard - and you're pretty sure they're the sole beneficiary on B. Plexon's will.

You were already planning on taking this train today to grill S. Plexon for the facts about the buyout. But could you call yourself a reporter if you didn't try to solve a murder in the process? Pulitzer, here we come!

Character Suggestions: You're portraying an award-winning hard-hitting reporter. Bring a recorder or notebook, and grill people like they're going to be tomorrow's next top story.

Game Instructions: You'll be given a notecard and a pencil at the game. At the end of Act 1, write down the buyer of CadoTech on your notecard and give it to the Game Master.

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

What you know:

You know the following about your fellow commuters:

Name	What you know:
F. Doyle	The ticket-taker on the train. They're usually the first you go to when boarding so that you can grill them about the common passengers.
C. Fintesso	You've seen them with Mancini before and think they might be friends.
D. Kleinmann	CTO of CadoTech. They were one of your primary sources who tipped you off about Plexon's hostile working environment. You trust them to tell you what's what when something goes sour at CadoTech.
L. Mancini	Intern at CadoTech, and your main funnel of interoffice gossip and happenings at the company. You've been paying them to smuggle out evidence for your next big article.
E. Moule	Head of the "Plexonians" fan club and website. Out of anyone here, only Moule comes close to how much you know the most about the victim. They've sent in death threats to The Daily after each of your articles on Plexon.
J. O'Doole	Employee at CadoTech. They've been too straight-laced to give you any leads, but they've been known to have looser lips after a Friday night at the pub.
B. Plexon (DECEASED)	CEO of CadoTech. The murder victim. You've written more than a few scathing exposes of their predatory business practices and are working on a story covering their hostile work environment and secret buyout.
S. Plexon	B. Plexon's unfaithful spouse. You caught them in the act with their bodyguard and have incriminating photos to prove it. Leverage this to learn more about the rumored buyout.
G. "Grunt" Stanley	Bodyguard for S. Plexon. A complete dunce, but strong enough to be a problem if you push their lover's buttons too hard. Keep an eye out.

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Dr. Jim/Jessica Harbach

Act 1

Role: Professor at Billeton University, **Murderer**

Act 1 Goal: Find Plexon.

Plexon. That name has always left a sour taste in your mouth.

As early as your primary school days, B. Plexon has always found a way to outdo you. When you took up the violin they made first chair. When you joined the lacrosse team they became captain. They were valedictorian and you were salutatorian, they made CEO and you - it seemed that whatever road you decided to take in life Plexon had ripped out the pavement to make their own superhighway.

You thought that by living a quieter life as a professor at Billeton you could find peace in teaching the up-and-comers of tomorrow; but B. Plexon took that from you too. When they renamed the business school, YOUR business school, under THEIR name: well, you snapped.

Over a series of months you've made yourself a regular during the intern's morning coffee run, and when the timing felt right dosed Plexon's (obnoxiously custom) drink with a high enough concentration of arrhythmia medication to stop their heart after the first few sips. After watching your foe be taken by body bag, you trailed the police van in hopes you could catch a glimpse of your greatest achievement. Imagine your surprise when that supposed achievement stepped out of the van right as rain.

In true B. Plexon fashion, you were one-upped on your own murder.

You suspect that Plexon will try to inconspicuously sneak their way home and will likely use the train to do so. Fortunately, you take the same route as they do. They may have survived the first attempt, but they certainly won't live through the second one.

Character Suggestions: You're portraying a business professor of a well-regarded university. Wear academic-looking clothing, such as a tweed or button-up. Bring a bag of papers to grade or read through.

Game Instructions: You'll be given a notecard and a pencil at the game. At the end of Act 1, write down which character you think B. Plexon is hiding as on your notecard and give it to the Game Master.

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

What you know:

You're a daily commuter on the train and won't attract much suspicion. Be discrete, and try to move the blame if you think anyone is getting close to uncovering the truth.

You know the following about your fellow commuters:

Name	What you know:
Dr. E. Becker	They prescribed you the arrhythmia medication that you used to poison Plexon.
C. Fintesso	One of your students, and the recipient of Plexon's scholarship
D. Kleinmann	CTO of CadoTech. You've never met them in person and are unsure what they look like.
L. Mancini	Intern at CadoTech. You've been tracking their movements to be able to spike Plexon's morning beverage.
E. Moule	You saw them being escorted out of the building when you came in. See if you can frame them.
B. Plexon (ALIVE)	CEO of CadoTech. Your target, if you can find them.
S. Plexon	B. Plexon's spouse. They grew up in the same town as you but went to the rival school. You think you saw them at the pharmacy this morning.
G. "Grunt" Stanley	Bodyguard for S. Plexon. Looks dangerous.

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Max/Maxine Johnston

Act 1

Role: "Traveling Magician", Thief

Act 1 Goal: Find your next target

You're M. Johnston, otherwise known as "The Great Gambini", a traveling magician known for third-rate pop-up shows on random commuter trains. While magic is your first love, you found your sleight of hand to be more lucrative when applied to more... *creative* methods.

You just changed your train route in hopes of finding the next big score (and to keep the heat off of you for a while). Something about this car tells you that there's a huge score - you just have to find it.

Character Suggestions: You're portraying a thief masquerading as a magician, so add some flair like a hat, vest, cards, or wand. While you are playing a criminal, **do not attempt to rob anyone on the train.**

Game Instructions: You'll be given a notecard and a pencil at the game. At the end of Act 1, write down who you think is the highest-profile target on your notecard and give it to the Game Master.

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

What you know:

This is your first time on this commuter route, so you don't know much about the passengers.

You know the following about your fellow commuters:

Name	What you know:
F. Doyle	You can tell they're the conductor based on their uniform. They may have more information on you from conversing with their coworkers.

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Darryl/Dana Kleinmann

Act 1

Role: CTO and Co-Founder of CadoTech

Act 1 Goal: Acquire CadoTech, Find the Murderer, and Save the Company

You're D. Kleinmann, the CTO, Co-Founder, and brains behind the success story that is CadoTech.

You and B. Plexon founded your company together when you were students at Billeton, and their business sense partnered with your intellect has propelled CadoTech into the tech giant that it is today. It goes without saying that you two made a great team - that was, until the power got to Plexon's head.

Recently, your charismatic compatriot has pushed you and the rest of your engineering team to the breaking point chasing madcap ideas without real research or forethought. Working conditions worsened to the point that you tipped off R ("Reg") Gaines over at the Daily to expose Plexon's plans, hoping to drill some sense into the shell of your friend, but rather than changing course they became more driven to pit performance over people - as if to prove the world wrong.

You had lost all hope until recently when you discovered that S ("Sam") Plexon, B. Plexon's spouse and love of their life, has been scheming to pump and dump their shares and run off with a young jock they met at the gym. You thought that maybe by convincing Sam to sell their shares to you, and then exposing their plot to B. Plexon, you could shock your co-founder into making a change for the better without CadoTech being sold to some other company that would dismantle it for parts. You have the second-most amount of shares, after all.

The morning of the murder you got in a shouting match with Plexon over the company direction, again, and in the heat of the moment they admitted to having been conspiring with the board to remove you from your post. You said some things you admit you shouldn't have and stormed out. When you realized that you left your coffee in their office, they were already being wheeled out in a body bag.

The news said Plexon died over a cup of coffee - and yours was in their room. All you know is that the murderer is still out there, and you might have been the intended target.

Character Suggestions: You're portraying a tech-oriented co-founder. Wear jeans and an old hoodie, and act like your mind is preoccupied when asked questions.

Game Instructions: You'll be given a notecard and a pencil at the game. At the end of Act 1, write down who you think is the murderer on your notecard and give it to the Game Master.

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

What you know:

You don't take the train often, so you'll want to keep a low profile.

You know the following about your fellow commuters:

Name	What you know:
Dr. E. Becker	The local pharmacist - most people in this town use them. They recently refilled your prescriptions for high blood pressure and allergy medication.
R. Gaines	Reporter for The Daily, and who you tipped off about the poor working conditions at CadoTech. They're currently working on another story about the company but you're unsure what - don't get them involved.
L. Mancini	Software Development Intern at CadoTech. They work on the same floor as you and unfortunately due to Plexon's "learning approach" have also been tasked with roles like delivery person and IT admin alongside their programming projects. They delivered the coffees this morning.
E. Moule	You've had to ban this person from the building multiple times. You're pretty sure you saw them rooting through the trash in the back when you were getting some air after the argument.
J. O'Doole	Some business employee at CadoTech
B. Plexon (DECEASED)	CEO of CadoTech. The murder victim
S. Plexon	B. Plexon's unfaithful spouse, and owner all majority shares for CadoTech. You've been in conversations with them to buy out their stake. If you can get them back somehow, you may be able to save the company.
G. "Grunt" Stanley	Bodyguard for S. Plexon and (former) local bouncer at the bar you go to. You thought that they were always discreet and professional, so when B. Plexon asked for a recommendation you suggested Grunt.

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Lionel/Lindsay Mancini

Act 1

Role: Software Development Intern at CadoTech

Act 1 Goal: Find someone to frame.

You're L. Mancini, a Computer Science student at Billeton university who's taking a gap year as a Software Development Intern at CadoTech.

Software Engineer at CadoTech. That's been your life goal since you were a kid. You've had to make some tough decisions, such as forfeiting your scholarship to your (inferior) roommate so that you could take a gap year as an intern, but it's all been worth it. At least, that's what you keep telling yourself.

Now that you've landed the first step to your dream job it doesn't seem all it was cracked up to be. While it really does seem like Kleinmann, the CTO, co-founder, tech genius, and your personal hero, does try to take care of their employees, the manic oversight of CEO and co-founder B. Plexon has resulted in you ending up more as an errand runner than software engineer. After heading out for the sixth coffee run in a single day, you broke: so when a reporter at the Daily asked if you wanted to supplement your (surprisingly) meager income by helping report on business malpractice, you jumped all in. The coffee runs turned out to be a perfect cover - when you head out to pick up the next cup, you bring them any and all new information you know.

After you dropped off the first coffee to Plexon and Kleinmann, you loitered around their office to catch some gossip for your side hustle - however, this morning's shouting match turned to a side much darker than normal. While Plexon was too muffled to suss out, You distinctly heard Kleinmann saying "over my dead body", "willing to kill", and that they'd "go down swinging". After Kleinmann left it wasn't too long after when one of your coworkers found B. Plexon dead.

It's tough to say, but maybe CadoTech will be better with Plexon gone. You really think that Kleinmann has the intuition and moral compass to move the company in the right direction - but you're certain no one else went in or out of that office after everything went down. If you ever want your dream job to be everything you've ever wanted it to be, you must protect Kleinmann at all costs - there's got to be a true killer, and if not, you'll find the perfect person to blame.

Character Suggestions: You're portraying an intern at a software company. Wear comfortable business-casual clothes, such as a tucked-in polo or button down into jeans, and a lanyard if you have one. Act like you do more at the company than you do - this is your dream job, after all, and you want to show it off.

Game Instructions: You'll be given a notecard and a pencil at the game. At the end of Act 1, write down who you want to frame on your notecard and give it to the Game Master.

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

What you know:

You know the following about your fellow commuters:

Name	What you know:
F. Doyle	The Conductor and ticket-taker. They started working this route recently and always seem to stare at the commuters a little too long.
C. Fintesso	Student at Billeton University, and your roommate who took your scholarship when you left on a gap year. You ride with them in hopes that you can borrow their test answers when you come back from gap year. They sometimes meet up with you when you run errands.
R. Gaines	Reporter for The Daily who you're working for to expose business malpractice at CadoTech. They've made it a career to combat Plexon and have published multiple scathing articles previously. You've been smuggling company documents out of the office for them to exchange at the cafe for a small fee.
Dr. J. Harbach	One of Fintesso's professors at Billeton University. You see them frequently on the train and around town.
D. Kleinmann	CTO of CadoTech and your idol. You heard them fighting with Plexon in their office this morning, and you know they were the last person to see Plexon alive. If CadoTech is to survive, they cannot be indicted.
E. Moule	They're in and out of the office pretty frequently - you let them into the building this morning to drop off a delivery.
J. O'Doole	Employee at CadoTech. You think they work in the Business department or something. They seem like a slacker and are commonly found at the cafe or pub.
B. Plexon (DECEASED)	CEO of CadoTech. The murder victim

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Edward/Elena Moule

Act 1

Role: Dedicated Superfan and head of the "Plexonians" fan club and website

Act 1 Goal: Figure out why B. Plexon faked their own death.

You're E. Moule, B. Plexon's biggest fan.

When you heard the news this morning, you were devastated - B. Plexon, your hero and life's meaning for the past 5 years, had been murdered in their own office. But the more you got to thinking, the clearer it became: the greatest mind in all of history would not go down that easily. Everyone at The Daily are liars - they've consistently reported fake news about your hero, so why would they start telling the truth now?

B. Plexon is alive. You know it. You just need to get the facts - and where better than on their normal commute home?

Character Suggestions: Your full-time job is running a fansite of a local business mogul. Wear old sweatpants and a t-shirt (branded with your club name if possible). Be intimately familiar with B. Plexon and gush about them and their accomplishments as much as possible, upselling your blog whenever you can. If someone talks poorly about Plexon, "um actually" them.

Game Instructions: You'll be given a notecard and a pencil at the game. At the end of Act 1, write down why you think Plexon faked their own death on your notecard and give it to the Game Master.

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

What you know:

You know the following about your fellow commuters:

Name	What you know:
Dr. E. Becker	Runs a local drugstore as well as a side business managing prescriptions for the rich and famous. You know they are Plexon's personal pharmacist and are prescribing something special for them.
R. Gaines	Reporter for The Daily, and your biggest nemesis. They've made it a personal mission to dig Plexon through the dirt, and you've had to make many posts and videos calling them out on their lies. Don't trust anything they say.
D. Kleinmann	The CTO and co-founder of CadoTech. There's no denying their technical prowess, but they've been vocal recently against Plexon's approach to business.
L. Mancini	Intern at CadoTech. You tailgated them into the building today (you wanted some photos for the site) as they were bringing in coffee.
B. Plexon (DECEASED)	CEO of CadoTech. The murder victim, and your personal hero.
S. Plexon	B. Plexon's spouse. You're pretty sure you've caught them out and about with their bodyguard. They picked up Plexon's prescription this morning.
G. "Grunt" Stanley	Bodyguard for S. Plexon, hired after the restraining order incident. They were with S. Plexon all day.

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Jeffrey/Jasmine O'Doole, AKA Barry/Barbara Plexon

Act 1

Role: Employee of CadoTech, **Victim**

Act 1 Goal: Find the Murderer, and don't get caught.

Your name is B. Plexon. You're the CEO and (co) Founder of CadoTech, the world's top technology company. Your business has changed the world time and time again ... so it's no surprise that you've made a few enemies on the way to the top.

You knew that coffee tasted funny. One sip and *bam!* Next thing you know you wake up in a body bag. Someone had laced your drink, but clearly didn't do a good enough job.

According to the news, you're dead. In order to protect yourself, your family, and your business, until you figure out who the murderer is you'd like to keep it that way.

You don't trust the police to keep their mouths shut, so to solve this mystery you're going solo. Your **Goal** is twofold: **figure out who on the train is your murderer**, so that you can report them to the proper authorities, and **hide your identity from the passengers**, so that you aren't the first case of double homicide that involved one victim.

While on the train you will play the role of **J. O'Doole** - an office worker at CadoTech who had a bit too much to drink coming home from the local pub. Since most of the commuters know who's who on the train, you'll need to sell that you boarded the incorrect route home.

Character Suggestions: You're portraying an office worker who had a little too much fun at the pub before heading home. Wear business casual, but be a little disheveled. Since this role is a disguise, consider wearing glasses/a hat to hide your actual identity.

Game Instructions: You'll be given a notecard and a pencil at the game. At the end of Act 1, write down the name of the character you'd like to accuse as your murderer on your notecard and give it to the Game Master.

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

What you know:

You know that someone on the train is your murderer.

You know the following about your fellow commuters:

Name	What you know:
Dr. E. Becker	Dr. Becker has been supplying your recent quest to unlock your full mental potential with experimental focus-enhancing drugs. Your spouse dropped off their latest shipment which you took before your chaga coffee this morning. You've been paying them good money to keep the purpose of the drugs hush-hush, particularly from the company and your family, as these sorts of things have been the source of scandals in the past.
C. Fintesso	You're pretty sure you saw this kid at the banquet commemorating the renaming of Billeton's business school to Plexon College of Business.
R. Gaines	R. Gaines was formerly a tabloid reporter, but they never seemed to evolve past slander articles. They have dragged your company through the mud time and time again, particularly on the quality of life for your workers and strategic M&As you've made in the past. Their approach to "reporting" has required you to up the security in your building to prevent them from sneaking in.
D. Kleinmann	Your CTO and co-founder of CadoTech. Commonly referred to as the "Wozniak" to your "Jobs", without them CadoTech wouldn't exist but without you it wouldn't be the juggernaut it is today. You two have recently been butting heads over the strategic direction of the business, and you've involved the board to potentially take them out of their role. They're not normally on this train.
E. Moule	Moule is an obsessed stalker who has been found rummaging through your trash, taking photos and videos through your windows, and harassing your family to the point that you hired a personal bodyguard for your spouse and filed a restraining order.
S. Plexon	The love of your life that you met at a rival football game in high school. You would do anything for them, as you know they would for you. All of your worldly possessions, including your shares of the company, are willed to them.
G. "Grunt" Stanley	You employed Grunt to protect your spouse from sickos like Moule. Kleinmann suggested them for the position.

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Samuel/Samantha ("Sam") Plexon

Act 1

Role: Spouse

Act 1 Goal: Complete the business deal

Your name is Sam Plexon. You're the spouse of B. Plexon, the victim of the grisly murder this morning.

As the spouse of the wealthiest individual in the world, you'd think you'd be living your life in abject luxury - but your lawfully-wedded idiot follows the "less is more" philosophy that has you riding back home on the commuter train every day. You could buy the whole train line!

While the poisoning came as a surprise, it's certainly advantageous - you and D. Kleinmann have been drafting a plan for taking CadoTech private under Kleinmann, and with you as the sole beneficiary of your spouse's will it just made getting the right amount of shares to sell much easier. With the money you'll get from that deal, you and G. Stanley, a better lover than B. Plexon ever was, will live out the rest of your days in luxury (or, at least, until they get old and boring: who cares about long-term relationships when you're rich!).

As spouse, you know you're Subject #1, so you'll need to complete your goal with the greatest amount of possible secrecy.

Character Suggestions: You're portraying the ultra-wealthy spouse of a tech CEO with a "farm-to-table" image. Dress classy but undecorated - being sure to point out anything unclean or poorly taken care of on the train. If you have something more *avant garde*, add it to your wardrobe as an accessory and be sure to brag about it to whoever listens ("Oh, this number? I bought it in *Milan*").

Game Instructions: You'll be given a notecard and a pencil at the game. By the end of Act 1, get yours and D. Kleinmann's signature on your notecard and give it to the Game Master.

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

What you know:

You know the following about your fellow commuters:

Name	What you know:
Dr. E. Becker	The family pharmacist. You picked up yours and Plexon's prescription refills and dropped theirs off at their office this morning.
R. Gaines	Reporter for The Daily
D. Kleinmann	Your spouse's business partner and true brains behind CadoTech. You're looking to sell all your shares so that Kleinmann can take the company private.
E. Moule	This little weirdo has been caught rummaging through your trash and stalking your spouse. The last time you saw them, your spouse had said some pretty harsh words in an effort to keep them away.
J. O'Doole	You think you saw them in the office today. Finance, maybe? You don't really pay much attention to the office workers.
B. Plexon (DECEASED)	Your spouse and the murder victim.
G. "Grunt" Stanley	D. Kleinmann figured out years ago that you and Grunt were a thing, and convinced your spouse to hire them as a personal bodyguard so that you could be together without drawing as much attention.

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

George/Georgina "Grunt" Stanley

Act 1

Role: Bodyguard for S. Plexon, and S. Plexon's Lover

Act 1 Goal: Get, and destroy, the photos

You're Grunt Stanley, the bodyguard and lover of S. Plexon.

You used to be a nobody bouncer at a local club, but that all changed when you met Sammie. The expensive dates, the lavish presents, the hot sex - it was all too good to be true. And then, it got even better. Turns out Sammie's hotshot spouse B. Plexon was being stalked by a weirdo fan and felt that they needed some better protection, and through a recommendation by one of your club regulars D. Kleinmann you found yourself as the personal bodyguard of your sugar boo. It was the perfect cover: you and Sammie were together all the time as part of the gig, so anything and everything could go without raising any suspicion. You two had even been talking through running away to the Caymans together, just you and them - living the rest of your lives in the lap of luxury.

But then it all came crashing down. You started getting a bit... *itchy* down there, and when you left the house for your pharmacist to get tested you noticed a hidden camera pointed into Sammie's bedroom in the bushes outside. Your shared bedroom.

If those photos leak, you'll lose your job, your reputation, and your beautiful Sammie. Find those photos and do whatever it takes to destroy them.

Character Suggestions: You're portraying the bodyguard of the rich and famous. Wear a simple uniform, like a black t-shirt and jeans. You should be overly protective of S. Plexon and become visibly agitated when you have to split up during the game. You're not the sharpest tool in the shed, but you're very good at being burly.

Game Instructions: You'll be given a notecard and a pencil at the game. By the end of Act 1, get the signature on your notecard of the person who has the photos of you and Sam and give it to the Game Master.

ACT 1

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

What you know:

You know the following about your fellow commuters:

Name	What you know:
Dr. E. Becker	Local pharmacist. They recently administered an STI test to you.
R. Gaines	Reporter for The Daily, who has done some scathing op-eds on B. Plexon.
D. Kleinmann	CTO of CadoTech, and the one who recommended you to be S. Plexon's bodyguard. You are indebted to them in finding your love and your job.
E. Moule	The crazy stalker who prompted B. Plexon to hire you in the first place. They were found previously peeking through windows at the Plexon residence.
B. Plexon (DECEASED)	CEO of CadoTech. The murder victim, and your (former) boss. You're relieved they're out of the way.
S. "Sammie" Plexon	B. Plexon's spouse, and the love of your life. You two have been planning to move to the Caymans together.

ACT 2

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Act 2 Game Master Instructions

ACT 2

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Act 2 Instructions

Dr. Harbach will have given you the name of the person they think is masquerading as B. Plexon. This is the second victim of the evening. Before heading back to the station and reading the Act 2 script, give the Sergeant Billy McCoy Character Sheet to the second victim and explain that they have been murdered and that this will be their character for the remainder of the game.

The second leg of the journey will find the passengers voting on the murderer. There will be some key information (and mis-information) shared by those in the second act which will culminate in a final vote and the end of the trip.

Be ready to collect votes two stations before the final stop to provide ample time to tally up the scores. Alternatively, you can end the night at a venue so that people can share in the victory/loss together.

Act 2 Script

[To be read by the Game Master before boarding the train]

We all thought this crazy night was over. But before we reached the end of the line, an unlucky passenger found *[name the character who died]* dead inside the passenger bathroom. Fortunately, Sergeant Billy McCoy *[Gesture to the Player]* swiftly arrived at the scene and was able to lock down the train before anyone was able to leave. We'll all be heading back to the city and straight to the police station where we'll be able to put the killer behind bars.

With the knowledge you've gained already from the evening, you've all recalled some additional information that may (or may not) be relevant to share. Read over your information: I'll pause here if you have any questions.

[Pass out the Act 2 Character Sheets]

The murderer is someone in this very group. You'll need to work together to figure out who is the real killer or else lock away the wrong person while the lunatic runs free.

ACT 2

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Act 2 Character Sheets

ACT 2

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Sergeant Billy McCoy

Act 2

Role: Dirty Cop

Act 2 Goal: Protect Dr. Harbach

So, you've been murdered. It was a good run, unfortunately cut short by Dr. J. Harbach - the real murderer of B. Plexon. While your original character may be gone, we're hoping you have some fun with this new one.

You're the grizzled veteran of the police force Sergeant Billy McCoy. You've seen your fair share of murders, so this morning's death of B. Plexon was just another day on the job. When the victim got back up, however, well there's a first time for everything.

You know that Plexon was poisoned. You also know that the poison clearly didn't work, and Plexon being the dullard that they are, decided to take public transit back home in a disguise to try to find their own killer.

You also happen to know that Dr. Harbach is the killer. But no one else is going to know that. You see, Harbach is paying you a fine sum of money to keep your mouth shut, and will pay you an even larger sum if you can put someone else behind bars.

You'll need to convince the others on the train so that no foul play is called during the indictment. Use your position as a law enforcer to spread misinformation, bend the truth, and sow doubt amongst the passengers to protect your client.

ACT 2

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Investigation Timeline:

Here are the facts as you know them, in the order they happened:

1. B. Plexon was found unresponsive in their office and wheeled out
2. B. Plexon woke up in the patrol car
3. E. Moule was found inside CadoTech taking photos of the cubicles
4. Toxicology indicated that B. Plexon was exposed to a "downer" drug, which would have killed them had it not been for the "upper" that was already in their system
5. B. Plexon boarded the train home in disguise
6. Murder 2 occurred on the train

Incriminating Information:

- Dr. Becker has been a key suspect in part of an ongoing investigation of illegal "designer drug" distribution amongst the wealthy
- F. Doyle has called the precinct multiple times asking for advice on murder weapons for their "upcoming novel"
- R. Gaines' previous articles have been cited as a main instigating factor for workers strikes at CadoTech
- D. Kleinmann and S. Plexon are key suspects due to their closeness with Plexon
- The real J. O'Doole died last month from alcohol overdose
- G. Stanley has been jailed overnight for assaulting a patron at a bar

ACT 2

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Dr. Edward/Elena Becker

Act 2

Act 2 Goal: Prove your innocence

Was this murder an isolated incident, or is it related to the death of Plexon? If they're tied together, you may be able to clear your name - and with your background in pharmacology, you may have the right knowledge to help decipher anything Sgt. McCoy brings from toxicology.

You were able to pull up the prescriptions from every patient you have on the train on your phone. Here's what you found:

Name	Rx*
C. Fintesso	<i>Dimoprosine, 8mg</i> Anti-anxiety medication. Extremely high dosage
Dr. J. Harbach	<i>Amoritimum, 7mg</i> Antiarrhythmic. Medium dosage
D. Kleinmann	<i>Flonimax, 5mg</i> Seasonal allergy medication. Low dosage <i>Cholerivan, 7mg</i> ACE Inhibitor, used to treat high blood pressure. Medium Dosage
B. Plexon	<i>Dulcozam, 7mg</i> Experimental hyper-focus drug. Medium dosage
S. Plexon	<i>Micosalomin, 7mg</i> Anti-depressant. Medium dosage <i>Warmarikan, 3mg</i> Anticoagulant. Low dosage
G. "Grunt" Stanley	<i>Sumasonax, use as needed</i> STI treatment, administered as ointment

Of the drugs prescribed, you dispensed 2 stimulants and 4 depressants.

**Writer's Note: these aren't real drugs. Good thought to web search them, though!*

ACT 2

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Frank/Francine Doyle

Act 2

Act 2 Goal: Find the killer

This night couldn't have gone more perfectly! To witness a *real murder*, in *your car* - the pages of your novel are writing themselves!

But no story is complete without an epic conclusion. You can see the byline already: "Based on True Events". It gives you shivers!

You've called the precinct enough to know that Sergeant McCoy will have an investigation timeline. See if you can get them to lay out the series of events surrounding Plexon's murder.

ACT 2

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Carl/Carla Fintesso

Act 2

Act 2 Goal: Find the killer

Who cares about your scholarship - you just want to get out of here alive! Your therapist is going to have a field day when they hear about this...

Between classes you sometimes meet up with Mancini at the nearby cafe when they're getting coffee for the CadoTech office. When there you've frequently seen R. Gaines, Dr. Harbach, and J. O'Doole there too.

ACT 2

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Reggie/Regina "Reg" Gaines

Act 2

Act 2 Goal: Find the killer

And you thought that the sale of CadoTech was a juicy story! This could be front-page on not just The Daily, but it might land you on the cover of this year's Time Magazine!

Your reporting sense tells you that this murder wasn't random - how are they connected to the murderer as well as the original victim?

ACT 2

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Dr. Jim/Jessica Harbach

Act 2

Act 2 Goal: Don't get caught

After making your decision, you deftly spiked Plexon's drink a second time today - and this time you didn't skimp out on the dosage.

The good news: Your target died in the train bathroom.

The bad news: Some goody-two-shoes passenger found them and reported it to the police before you could make your exit. Now you and your passengers are trapped here until the authorities put someone behind bars.

The best news: As a contingency, you've been secretly financing some of the police force in case your plan went south. One of those people on your payroll is Sergeant Billy McCoy, the very officer who arrived on the scene.

Lie, blame, divert, disengage - do whatever you can to pin the blame on someone else. If you play your cards right, your grand plan will be a success after all. If not: well, let's hope you get a cell with a window.

ACT 2

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Max/Maxine Johnston

Act 2

Act 2 Goal: Don't get caught

So not only is there a *murderer* on this train car, there's also a *cop*???

Try to stay in good graces with the rest of the passengers. You don't have much of an alibi - you just know that you don't know anyone here.

You've been riding trains all day and were nowhere near CadoTech. You don't even know where the building is.

ACT 2

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Darryl/Dana Kleinmann

Act 2

Act 2 Goal: Get off this train alive

You're not a detective, but there's one thing that you've definitely deduced - you're surrounded by nutcases and all of them have good reason to kill.

You know that you're not the murderer, and you also know the real one is on this train. That's enough incentive for you to prove that you're innocent, get back to your house, and lock all of the windows and doors - forever. In-person work is overrated anyway.

Absolutely no one on this train can be trusted.

ACT 2

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Lionel/Lindsay Mancini

Act 2

Act 2 Goal: Find the killer

Screw this "protect Kleinmann", schtick - there is someone actively killing people and you could be next. Do what you can to take the killer down.

You were able to remember Kleinmann and Plexon's coffee orders:

B. Plexon:

1 Large Cinnamon, Sugar-Free Vanilla (1 pump) Chaga latte with Soy Milk

D. Kleinmann:

1 Large Iced Black Coffee, room for cream

Chaga's the new non-caffeinated "coffee-alternative" craze - Plexon had been drinking it because they said that "caffeine is bad for focus".

ACT 2

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Edward/Elena Moule

Act 2

Act 2 Goal: Find the killer

Last time you checked, train bathrooms don't normally have dead people in them.

When you went for a bio break you discovered the latest victim dead in the room. You immediately called the police who arrived at the scene by the next stop and locked down the crime scene and your train car. It's now up to you and your fellow passengers to piece together who's to blame before another victim is found.

You were able to snag a peek of the murder victim before Sergeant Billy McCoy arrived on the scene. You didn't see any observable injuries or signs of struggle.

ACT 2

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Jeffrey/Jasmine O'Doole, AKA Barry/Barbara Plexon

Act 2

Act 2 Goal: Find the killer

So you've made it this far - well done.

Now that the killer has killed again, you'll need to use everything you know to solve this case. Since there's a cop on the train, now could be the perfect time to let everyone in on your little secret - hopefully by revealing the truth you'll catch the murderer in their own web of lies.

When you were coming back to conscience, you remember hearing in the cop car that "mixing [your] drugs may have saved [your] life".

ACT 2

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

Samuel/Samantha ("Sam") Plexon

Act 2

Act 2 Goal: Find the killer

You're too rich and beautiful to die on a commuter train and are sure that you'd look unflattering in a prison jumpsuit. Do what you can to lock up this vagrant getting in the way of your big plans.

You stalked some of your passengers on social media. Here's what you found:

Name	Info
E. Becker	You keep seeing advertisements on your feed for wonder drugs, and when clicking on them are being redirected to a subdomain of Becker's pharmacy site.
F. Doyle	When they're not talking about how great NYC is they're posting polls about best murder methods.
C. Fintesso	You found their scholarship application - the classic "I'm broke help me" sob story. Their parents are well-known antiques dealers.
R. Gaines	Before they worked at The Daily, Gaines wrote tabloid articles, many of which have been proven fabricated or manipulated.
J. Harbach	They've been friends with B. Plexon on social media since junior high - looks like they went to the same school through college and participated in many clubs and sports together. Your spouse never talked about them.
L. Mancini	After Fintesso won the scholarship, Mancini posted a rant about how the process was "rigged from the start", including some threats to CadoTech and Billeton for "conspiring". It was taken down less than an hour after being posted (but you have your ways of finding these things).
E. Moule	All of their social media is about promoting their blog and fan club. You've historically had to request to the media service to have candid shots be removed of you and B. Plexon.
J. O'Doole	You found a memorial page posted approximately a month ago.
G. Stanley	You found some posts of them with their arms around another - who are they?!?

ACT 2

**** FOR YOUR EYES ONLY - DO NOT SHARE ****

George/Georgina "Grunt" Stanley

Act 2

Act 2 Goal: Protect Sammie

So: the killer's on board this very train. Now's your chance to prove your worth, your career, and your love to your Sammie.

Protect Sammie at all costs. Be sure to tell everyone you'll kill to keep them safe.