BLOCK GUARDIAN LABS

CASE FILES

CASE #001



BILLABLE HOURS

HOST GUIDE · FREE DEMO

FREE DEMO · SEGMENT 1 · HOST ONLY

Dr. Harrer, Chief Medical Examiner of the State of Westmara,
is named in honor of my father, Dr. David Harrer, a pathologist.

Block Guardian Labs Case Files · Case #001: Billable Hours · Host Guide
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Fiction notice. This is a work of fiction. The State of Westmara, Port Calder, every agency, company, and person in this case are invented. Any resemblance to real people, businesses, or events is coincidental.

Content note. Rated 16+. A death investigation with non-graphic descriptions of injuries in report text. The body is only ever shown covered.

Your license. One purchase covers your household or your show. You may play this case at home, and you may stream and monetize your games, including showing the screen graphics and exhibits on stream. Please don't post, share, or resell the files themselves, and never show these Host Guide pages on screen.

READ THIS FIRST

WELCOME, HOST

You're about to run a murder investigation. Your players are detectives with the Westmara Bureau of Investigation's Major Case Squad. They'll work the case across five segments, then choose the evidence for the District Attorney. You narrate, put the right graphic on screen, release evidence, run the polls, and keep a straight face. You never solve it for them.

WHAT'S IN THE FULL CASE

This free demo includes Part 1 of the Host Guide, the Segment 1 screen graphics, and exhibits E-01 to E-15.

File	What it's for
Host Guide (this PDF)	Your script, run sheets, polls, hints, scoring, and the solution. Host only.
Screen Graphics, one click-through PDF per segment	Open full screen on your TV or stream. The right arrow moves to the next graphic. Each one is numbered (G1-04, DQ3, P5-01) to match the cues in this guide.
Evidence Exhibits, E-01 to E-51	Individual PDFs plus one combined packet per segment. Print them or share them on screen, only when the script says *RELEASE*.
Host Score Sheet	Scoring, the outcome table, the Chat Mode answer key, the Chat Tracker, and the hint log. Host only.
Player DA Case File form	One per team for Segment 5.
Streamer PNG Pack (optional)	Every graphic as a 1920×1080 PNG for streaming software.

TWO WAYS TO PLAY

Studio Mode: players with you, in the room or on camera, make every decision. **Chat Mode:** no players on screen. Your whole live chat is the squad, and the poll results are the decisions. Pick one before you start. Studio and Chat Mode keep separate leaderboards.

HOW LONG IT TAKES

About 3 to 4 hours in one night. Or play it over two or three nights: there are natural stopping points after Segment 2 and after Segment 4.

BEFORE YOUR FIRST GAME

1. Read Part 1 all the way through, including the poker-face rules and hints.
2. Click through each segment's screen graphics once so you know what's coming.
3. Print the score sheet and, for Studio Mode, the player forms.

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INSIDE THIS GUIDE

PART 1 Before You Start, and Segment 1: “The Scene”

PART 1

THE SCENE

BEFORE YOU START, AND SEGMENT 1

HOW THIS GUIDE WORKS

You're the host. Think of yourself as the narrator and game master: you set the scene, put the right graphic on screen, hand out evidence, run the polls, and keep the game moving. You never solve the case for the players.

Cue marks you'll see in the script

Mark	What you do
[SHOW G1-04]	Put screen graphic G1-04 on screen (next page of the click-through PDF)
[RELEASE E-03, E-04]	Hand out or show those exhibits. The players can now read them.
[PLAY E-01 AUDIO]	Play that audio clip (the transcript is on screen as you play it)
[POLL P1-01]	Run that chat poll (Chat Mode or streams), or take a show of hands (at home)
Italic lines	Directions for you. Don't read them out.
Plain quoted lines	Read these aloud. Reword them if you like; just don't add facts.

Two ways to play. Pick one before you start.

- **Studio Mode:** players with you (in the room or on camera) work the case and make every decision. Chat polls are advice only.
- **Chat Mode:** no players on screen. The whole chat is the squad, and the poll results are the decisions.

BEFORE YOU START (SETUP CHECKLIST)

1. **Screen:** open "Billable Hours – Screen Graphics – Segment 1.pdf" in full-screen mode. The right arrow key moves to the next graphic. Graphics are 1920×1080 and readable on a TV or a 1080p stream.
2. **Exhibits:** have Segment 1's exhibits (E-01 to E-15) ready, printed or as files to share. Don't share them until the script says so.
3. **Audio:** have E-01 (911 call) queued.
4. **Polls (streams):** you'll create polls from the bottom of YouTube live chat, on a computer. Each poll box below gives you the exact question and answers to type. Keep each open 60–90 seconds.
5. **Score sheet and Chat Tracker:** print one of each. Record every hint used and every poll result.
6. **This guide:** keep it off screen. If you stream with screen capture, use a second monitor or print it.

YOUR POKER FACE (READ ONCE BEFORE EVERY GAME)

You know who did it. The players don't. Protect that.

- During discussions, **read only scripted lines** or ask open questions ("What makes you say that?").
- **Don't react** to theories, right or wrong. Same tone for every suspect.
- If a player asks a factual question, **point to an exhibit** ("Check Floyd's report") rather than answering.
- **Never offer a hint.** Players (or chat) must ask.
- If you slip, move on. Don't correct yourself in a way that confirms it.

HINTS

Each segment has three hint cards. Players or chat must ask for one. If chat asks, run a quick poll: "Take a hint?" Yes / No.

Hint	Cost	What it does
Nudge	−2 points	Points at where to look
Pointer	−4 points	Names the exhibits that matter
Spell It Out	−6 points	Says what the exhibits prove

Hints cost points only. They never change the DA's decision.

RUN SHEET: OPENING AND SEGMENT 1

Running time: about 40–50 minutes.

Cue	Graphic	Exhibits released	Poll
G0-01	Block Guardian Labs title card		
G0-02	Case title: "Billable Hours"		
G0-03	Fiction notice and content note		
G0-04	Meet your squad		
G1-01	Kessler Tower at night, in the rain		
G1-02	"Tuesday, March 10, 2026 · 5:08 AM"		
G1-03	Audio card: the 911 call	E-01, E-02	P1-01
G1-04	14th-floor hallway, tape on the door	E-03, E-04	
G1-05	The victim: Richard "Rick" Aldmoor		

Cue	Graphic	Exhibits released	Poll
G1-06	Thornbury's call-out memo		
G1-07	Floyd Worthington arrives on scene		
G1-08	Floor plan of Rick's office	E-05	
G1-09	Matt: "Rule #1"	E-06 to E-13	
G1-10	Floyd's findings	E-14	P1-02
G1-11	Westmara 8 News: breaking	E-15	
G1-12	What we know so far		
G1-13	Discussion break		P1-03
G1-14	End of Segment 1		

THE SCRIPT

OPENING

`SHOW G0-01`

Let the title card sit for a few seconds. If streaming, this is a good moment to welcome chat.

"Welcome to Block Guardian Labs Case Files."

`SHOW G0-02`

"Tonight's case is called *Billable Hours*. Everything you're about to see is a real police case file. Reports, photos, phone records, lab results. Your job is to work it like a detective."

`SHOW G0-03`

"Before we start: this case is fiction. The people, the places, and the companies are made up. It deals with a death, but nothing you'll see is graphic."

`SHOW G0-04`

"You're detectives with the Westmara Bureau of Investigation, the WBI Major Case Squad. When a local police department gets a death it can't handle alone, they call you. Here's your team.

Your boss is **Lead Detective Jonathan Thornbury**. Twenty-plus years on the job. He'll brief you before every part of the case. His rule: people lie, paper doesn't.

Dr. Harrer is the Chief Medical Examiner for the whole state. When he tells you how someone died, you can take it to the bank.

Floyd Worthington is Dr. Harrer's chief death investigator. He's first on scene from the ME's office. Don't drink his coffee.

Matt is the crime scene photographer from the State Crime Lab. Stay out of his way. Seriously.

And **Valentine Grey** is the DA. At the end of this case, you'll walk your file into her office, and she'll decide whether anyone gets charged. She does not take weak cases."

Studio Mode: "So here's how you win. As we go, you'll collect evidence. At the end, you pick the exhibits that go into the case file for the DA. Pick the right ones and she files charges. Leave out what matters, or pad it with junk, and the killer walks."

Chat Mode: "So here's how this works, chat. You are the squad. Every decision gets made by poll. At the end, the DA will ask you what proves this case, one question at a time. Get it right and she files charges. Get it wrong and the killer walks."

SEGMENT 1: THE SCENE

`SHOW G1-01`

Pause. Let the image breathe.

"Port Calder. Monday night, March 9th. It's been raining since dinner. Downtown is empty. Kessler Tower is twenty stories of glass and steel, and at this hour, almost every window is dark. Almost."

`SHOW G1-02`

"Tuesday morning. 5:08 AM. The night custodian on the 14th floor, Marta Oyarzun, pushes her cart into the office of a senior partner at the law firm Aldmoor & Wexcombe. A minute later, she's on the phone with 911."

`SHOW G1-03`

`PLAY E-01 AUDIO`

If you don't have the audio yet, read the transcript (E-01) aloud, slowly.

`RELEASE E-01, E-02`

"That's your first two exhibits: the 911 transcript, and the dispatch log that shows who was sent and when."

`POLL P1-01`

Type: What happened to Rick? **Answers:** Accident / Natural causes / Foul play / Too early to tell
When it closes, read: "Noted. Let's see if you're right."

Record the winning answer and percentage on the Chat Tracker.

SHOW G1-04

"Officer Gabe Lindqvist of the Port Calder Police Department is first through the door at 5:14. Paramedics confirm what Marta already knew. Rick Aldmoor is dead. Lindqvist tapes off the doorway and starts the entry log. From now on, everyone who walks into that room gets written down."

RELEASE E-03, E-04

"Exhibit 3 is Officer Lindqvist's report. Exhibit 4 is the crime scene entry log."

Studio Mode: give the players a minute to skim E-03. If someone points out that there's no phone, say only: "Good eye. Keep that in mind."

SHOW G1-05

"The victim. Richard Aldmoor. Everybody called him Rick. Fifty-eight years old, senior partner, his name's on the door. He's won more trials than anyone in Port Calder, and he's got the crystal award on his shelf to prove it.

He was found on the floor next to the credenza in his office. The first read from patrol: he was working late, he fell, he hit his head."

SHOW G1-06

"At 5:40 AM, Port Calder PD calls the WBI. Here's the memo Lead Detective Thornbury sent your squad."

Read the memo on screen, in Thornbury's calm, dry voice:

"'Major Case Squad. Call-out, 0540. Port Calder PD requests assistance. Unattended death, Kessler Tower, fourteenth floor. Victim: Richard Aldmoor, fifty-eight, senior partner. Patrol's initial read is a fall. I don't do initial reads. Meet me there. J.T.'"

SHOW G1-07

"6:30 AM. Floyd Worthington from the Medical Examiner's office is first in. He's got his notebook, his pencil, and his thermos. He offers coffee to everyone in the hallway. Thornbury's the only one who takes it. Thornbury always takes it."

Small smile is fine here. It's the only light moment in the segment.

"Floyd goes to work on the body. Temperature. Stiffness. Where the blood settled. That's how he'll estimate when Rick died."

SHOW G1-08

"Here's the layout of the office. Rick's body is here, by the credenza. His desk. The bookshelf where he kept the award. The window looks out over the harbor."

RELEASE E-05

"Exhibit 5 is the measured crime scene diagram."

SHOW G1-09

"7:05 AM. Matt arrives from the State Crime Lab with his camera. At 7:12, he throws everybody out. Detectives, officers, Floyd, everybody. He needs the room empty for his overall shots. Rule number one: nobody walks in his frame.

Thornbury walks in his frame anyway. Twice. Check the photo log."

RELEASE E-06 to E-13

"Exhibit 6 is Matt's photo log. Exhibits 7 through 12 are his photos: the office, the victim (covered), the credenza corner, the award on its shelf, Rick's legal pad, and his desk. Exhibit 13 is the evidence log: everything collected from the room."

Studio Mode: give the players 3–5 minutes with the photos. This is where they should notice the clean credenza corner (E-09), the torn legal pad (E-11), and the missing phone (E-12). Don't point these out.

Chat Mode: put each photo on screen for 15–20 seconds and say what it shows, without saying what it means.

SHOW G1-10

"Floyd's done. Here's what he wrote."

RELEASE E-14

Read the highlights on screen:

"Time of death: between 9 PM Monday and 1 AM Tuesday. A head wound on the left side. A possible second injury on the back of the head that he wants Dr. Harrer to look at. And one more note: the corner of the credenza, the one Rick supposedly hit, is clean."

POLL P1-02

Type: Keep or toss: Floyd's scene report (E-14)? **Answers:** Key / Maybe / Junk **When it closes, read:** "Hold onto that thought. The DA will have the final word."

Don't confirm or deny. (The answer is Supporting: useful, but it doesn't prove a proof point on its own. You'll reveal that in the debrief.)

SHOW G1-11

"7:30 AM. The news beats everyone. Leah Castellane, Westmara 8 News, is live outside Kessler Tower before the medical examiner's van has even left."

RELEASE E-15

"Exhibit 15 is her report. Here's what she told the city: a prominent attorney found dead, and sources say he may have fallen while working late."

If players groan or roll their eyes at Leah, that's correct. Don't comment.

`SHOW G1-12`

"So let's take stock. Here's what you know so far."

Read the timeline card:

"Monday night: Rick was in his office. At some point between 9 PM and 1 AM, he died. 5:08 AM: Marta finds him. 5:14: police arrive. 5:40: you're called in. 6:30: Floyd. 7:05: Matt. And 7:30: Leah, on the air, saying he fell."

`SHOW G1-13`

"Discussion break. Here's your question."

"**Was this really a fall? What doesn't fit?**"

Studio Mode: let the players talk for 5–10 minutes. Ask open questions only: "What makes you say that?" "Which exhibit shows that?"

Chat Mode: read out a few chat comments, then run the poll.

`POLL P1-03`

> **Type:** Was this really a fall? **Answers:** Yes, a fall / No, it was staged / Not sure yet **When it closes, read:** "We'll find out soon enough. Dr. Harrer has the body."

`SHOW G1-14`

"That's the end of Segment 1, The Scene. When we come back, Dr. Harrer has finished the autopsy. And everyone at Aldmoor & Wexcombe is about to have a very long day."

Studio Mode: players can note which exhibits they're leaning toward for the DA file and who they suspect so far.

SEGMENT 1 HINTS (ONLY IF ASKED)

Hint	Read this
Nudge (−2)	"Look at what he supposedly hit, and at what's missing from his desk."
Pointer (−4)	"Compare Floyd's report, Exhibit 14, with the photos: Exhibits 9, 11, and 12."
Spell It Out (−6)	"The credenza corner is clean. His phone is gone and the top page of his notes is torn off. Falls don't take phones."

HOST-ONLY NOTES FOR SEGMENT 1

- **What players should notice by the end:** the clean credenza corner (E-09, E-14), the torn legal pad (E-11), the missing phone (E-03, E-12), and the "possible second injury" (E-14).
- **What matters for the DA later:** nothing from Segment 1 is a Key exhibit. Several are Supporting. Players often over-collect here; that's fine, and the DA will teach them otherwise.
- **The crooked award (E-10):** some sharp players will spot the dust outline. Don't react. It pays off in Segment 4.
- **Leah's report (E-15)** is Junk. It's the first lesson in not trusting headlines.

END OF THE FREE DEMO

THE CASE IS JUST GETTING STARTED

GET THE FULL CASE AT BLOCKGUARDIANSTRATEGIES.COM

Segments 2 to 5 bring the autopsy, the suspects, the records, the lab, a wire recording, and the walk into Valentine Grey's office. The full case includes all 109 screen graphics, all 51 exhibits, the score sheets, and the complete solution.