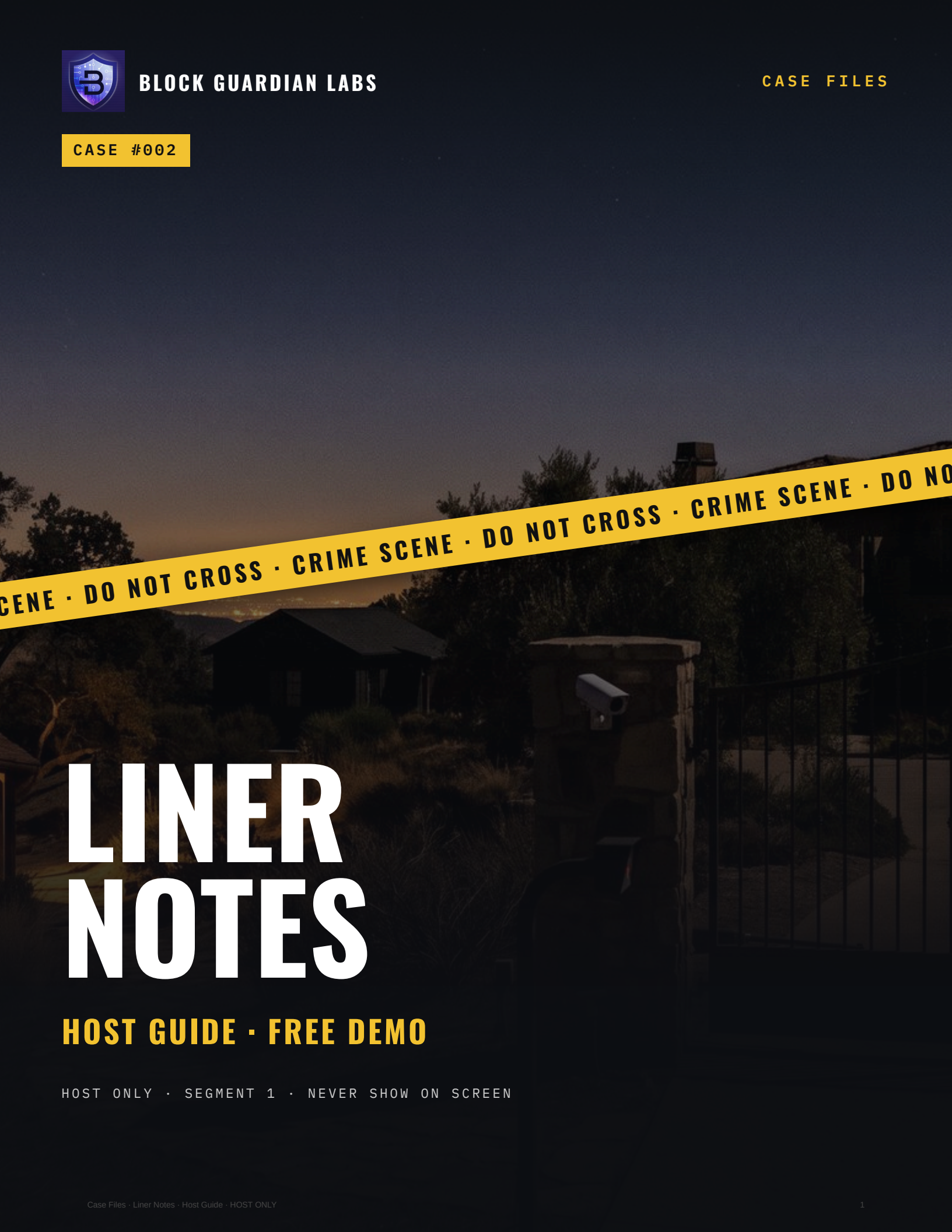
CASE #002



LINER NOTES

HOST GUIDE · FREE DEMO

HOST ONLY · SEGMENT 1 · NEVER SHOW ON SCREEN

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 #002: Liner Notes · Host Guide
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Fiction notice. This is a work of fiction. The State of Westmara, Halvern Hills, Steel Mascara, every agency, band, company, and person in this case are invented. Any resemblance to real people, bands, 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.

Music. “Back of the Limousine” (the 2026 single) and “Back of the Limo” (the 1991 demo) are original recordings made for this case. You may play them during your games, on stream included.

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 and playing the case audio 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. A rock star is dead in his home studio. 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, play the music, run the polls, and keep a straight face. You never solve it for them.

> **This is the free demo.** It contains Segment 1, "The Scene." The full case adds four more segments, two original songs, the DA's decision, five endings, and the solution.

WHAT'S IN YOUR PACK

File	What it's for
Host Guide (this PDF)	Setup, rules, and the full Segment 1 script. 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-15	Individual PDFs plus one combined packet per segment. Print them or share them on screen, only when the script says RELEASE.

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 3½ to 4½ 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 the Segment 1 screen graphics once so you know what's coming.
3. Print the Segment 1 exhibits, or have them ready to share on screen.

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 "Liner Notes – 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 if you have it. Otherwise you'll read the transcript. **This case has music.** The two songs (E-30 in Segment 2 and E-47 in Segment 4) are original recordings included with the case and are cleared for streaming.
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. **This case especially:** the killer is the nicest person in it. Never make him sound sinister, and never make him sound pitiful. He's just the guy who brings the food.
- 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: "Liner Notes"		
G0-03	Fiction notice and content note		
G0-04	Meet your squad		
G1-01	The Rivette estate at night		
G1-02	"Friday, June 12, 2026 · 7:40 AM"		
G1-03	Audio card: the 911 call	E-01, E-02	P1-01
G1-04	The studio door: tape, and a cold bag of food	E-03, E-04	
G1-05	The victim: Dex Rivette		
G1-06	Thornbury's call-out memo		
G1-07	Floyd Worthington arrives on scene		
G1-08	Floor plan of the studio	E-05	
G1-09	Matt: "Everybody out."	E-06 to E-13	P1-02
G1-10	Floyd's findings	E-14	
G1-11	Westmara 8 News: breaking	E-15	
G1-12	What we know so far		

Cue	Graphic	Exhibits released	Poll
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 *Liner Notes*. Everything you're about to see is a real police case file. Reports, photos, phone records, lab results. And this time, music. Your job is to work it like a detective."

SHOW G0-03

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

SHOW G0-04

If your players already played Case #001, keep this short: "Same squad, new case."

"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.

"Halvern Hills. Thursday night, June 11th. Up in the canyons, behind iron gates, the houses are far apart and the nights are quiet. This one belongs to Dex Rivette. If you were alive in 1989, you've heard his voice. At this hour, the big house is dark. Out back, in the little studio building, one light is still on."

`SHOW G1-02`

"Friday morning. 7:40 AM. The housekeeper, Glenda Truax, lets herself in like she does every weekday. She walks past the main house to the studio. On the porch there's a fast-food bag, folded shut. She opens the studio door. Three minutes 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. Glenda is shaken but practical, the kind of person who notices the food bag even while she's panicking.

`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 Dex?
> **Answers:** Accident / Overdose / Foul play / Too early to tell
> **When it closes, read:** "Noted. Rock stars and bad endings. Let's see if you're right."

Record the winning answer and percentage on the Chat Tracker.

`SHOW G1-04`

"Officer Dana Whitlock of the Halvern Hills Police Department is first on scene at 7:52. Paramedics confirm what Glenda already knew. Dex Rivette is dead. Whitlock tapes off the studio door and starts the entry log. Before she does, she writes down two things: the bag of food on the porch, cold, and a smell inside the studio she can't quite place."

`RELEASE E-03, E-04`

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

Studio Mode: give the players a minute to skim E-03. If someone asks about the smell or the food bag, say only: "Good eye. Keep that in mind."

`SHOW G1-05`

"The victim. Dex Rivette. Fifty-eight. Lead singer of Steel Mascara. If you don't know the name, your older cousin does. Big hair, big choruses, a run of hits from 1988 to 1993, and then the long quiet years.

This spring the band announced a comeback: new album, reunion tour, and a new single already on the radio.

He was found on the studio floor beside the mixing console. The first read from patrol: he was working late, tripped in the dark, hit his head on the console."

SHOW G1-06

"At 8:30 AM, Halvern Hills 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, 0830. Halvern Hills PD requests assistance. Unattended death, Rivette residence, private studio. Victim: Dex Rivette, fifty-eight, musician. Patrol's initial read is a fall. Leah Castellane is already at the gate. I don't do initial reads, and I don't talk to Leah. Meet me there. J.T.'"

SHOW G1-07

"9:15 AM. Floyd Worthington from the Medical Examiner's office is first in. Notebook, pencil, thermos. He offers coffee to everyone at the door. Thornbury, arriving at 9:40, is the only one who takes it. Thornbury always takes it.

Floyd stops in the doorway and sniffs. He says it smells like his brother-in-law's garage. Then he goes to work on the body. Temperature. Stiffness. Where the blood settled. That's how he'll estimate when Dex died."

Small smile is fine at the coffee. Say the garage line straight. It's a clue, but don't lean on it.

SHOW G1-08

"Here's the layout of the studio. One door, with a keypad lock. The mixing console along this wall, and Dex's body beside it. The couch. And across from the console, a wall of guitars. Eleven of them. Some of them are worth more than your car."

RELEASE E-05

"Exhibit 5 is the measured crime scene diagram."

SHOW G1-09

"10:00 AM. Matt arrives from the State Crime Lab with his camera. At 10:05, 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.

This time Thornbury doesn't walk in his frame. He leans on the mixing console in it. 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 studio, Dex (covered), the corner of the console, the guitar wall, the floor near the body, and that food bag on the porch. Exhibit 13 is the evidence log: everything collected."

Studio Mode: give the players 3–5 minutes with the photos. This is where they should notice the clean console corner (E-09), the one bass hanging the wrong way (E-10), and the wipe marks on the floor (E-11). 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. For E-10 say only: "The guitar wall. Eleven instruments."

POLL P1-02

> **Type:** Keep or toss: the guitar wall photo (E-10)?
> **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: it shows something is off, but it doesn't prove a proof point on its own. You'll reveal that in the debrief.)

SHOW G1-10

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

RELEASE E-14

Read the highlights on screen:

"Time of death: between 10 PM Thursday and 2 AM Friday. A head wound with what he calls 'an unusual patterned margin.' A possible second impact he wants Dr. Harrer to look at. The floor around the body looks like it's been wiped. And the smell: car polish."

SHOW G1-11

"11:00 AM. And here's the news. Leah Castellane, Westmara 8 News, is live at the front gate of the Rivette estate. Two news vans behind her, and fans already leaving flowers."

RELEASE E-15

"Exhibit 15 is her report. Here's what she told the state: rock legend Dex Rivette, found dead in his home studio. Sources describe a possible fall."

If players groan 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:

"Thursday night: Dex was working alone in his studio. Somewhere between 10 PM and 2 AM, he died. 7:40 AM Friday: Glenda finds him, with a cold bag of food sitting outside the door. 7:52: police. 8:30: you're called in. 9:15: Floyd. 10:00: Matt. And 11:00: 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 who ever shared a stage, a bed, or a paycheck with Dex Rivette is about to get a visit."

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)	"A man who fell doesn't clean up after himself."
Pointer (−4)	"Compare Floyd's report, Exhibit 14, with the photos: Exhibits 9, 10, and 11."
Spell It Out (−6)	"The console corner is clean, and the floor's been wiped. One bass on the wall is hung backwards. Someone was in that room after Dex went down."

HOST-ONLY NOTES FOR SEGMENT 1

- **What players should notice by the end:** the clean console corner (E-09, E-14), the wipe marks (E-11, E-14), the reversed white bass (E-10), and the polish smell (E-03, E-14).
- **The food bag (E-03, E-12)** is the case's quiet heart. Players will assume whoever brought it is a witness, not a suspect. That's exactly the mistake everyone in Dex's life made about Robby. Don't nudge them either way.
- **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 reversed bass (E-10):** sharp players will spot it. Don't react. It pays off in Segment 4, when the lab tests every instrument on that wall. The evidence log (E-13) lists all eleven the same way on purpose.
- **Leah's report (E-15)** is Junk. It's the first lesson in not trusting headlines.
- **Never say "guitar" or "bass" as the weapon** in Segments 1–3, even as a guess. The whole case turns on who knew that before the lab did.



THAT'S THE END OF THE DEMO

Dr. Harrer has the body. Four people had a reason. And somebody wrote a song thirty-five years ago.

Get the full case: all five segments, 50 exhibits, two original songs, the DA's decision, five endings, and the solution.

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