



**Murder Mystery Game for 8-16 players, 8M, 8F.**

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**Note: this file represents the format of the download version. For a breakdown of how the party pack differs, see the final page of this file.**

**With the download version, you will have access to four downloadable files upon purchase. A free invitation (optional and available on the game page under helpful links), host instructions, printable file, and a solution key. Be sure to download all files.**

**The party pack does not have anything to download beside the free invitation that is accessible prior to purchase under 'helpful links' on the game page.**

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**NAME TAGS** each player will have a name tag in the printable file.



# EXAMPLE TIMELINE

**7:00 PM:** Guests arrive. Take their individual photos and serve them appetizers. Have the guest list available for the players to view as they trickle into the party.

**7:10 PM:** The host goes over the player instructions via the script on the following page or stream from YouTube:xxxxxxxxx. It is optional to have each character stand up and introduce themselves to the group. You can play the game trailer video for an introduction to set the mood and give the premise.

**7:20 PM:** The Round One envelopes are handed out, and the game begins. The players mingle and discuss the clues on their clue cards. Motives will start to unfold during this round.

**7:50 PM:** An optional bonus game is played.

**8:05 PM:** Dinner is served. (*Dinner is optional – appetizers/snacks can be served throughout the party instead of serving a formal dinner.*)

**8:45 PM:** The Round Two envelopes are handed out, and the players mingle about with their pre-murder clues.

**9:05 PM:** The victim is revealed, Appolonia makes an announcement, and the investigation of the crime begins. The mystery investigation sheets are handed out, and the players reveal their post-murder clues and investigate the crime.

**9:15 PM:** Engage in the quick fingerprint activity – the players will match up the fingerprints at the crime scene. The players discuss and finalize their best guess of whodunit.

**9:20 PM:** The investigation sheets (*theories of whodunit*) are turned in to the host. Players take turns accusing who they believe is guilty and why.

**9:30 PM:** Dessert and coffee (*both optional*) are served, and the Round Three envelopes are handed out. The players sit in a circle and one-by-one, the solutions are revealed by each suspect, and the murderer confesses at the end. Allow a few minutes for the players to mingle at the end to discuss the mystery.

**9:45 PM:** Another bonus game is played

**10:00 PM:** Optional awards ceremony! (*5-10 minutes*) \*Please note: if you want to shorten the mystery party, omit the bonus games, don't stop for dinner and serve appetizers/snacks throughout, omit the accusation round &/or the awards ceremony. If you wish to extend the length of the party, add more bonus games!

**OPTIONAL PRE-GAME TASK CARDS** each player will have one in the printable file.

**CHARACTER D- PRE-GAME TASKS**

**THE FOLLOWING ARE YOUR PRE-GAME TASKS:**

Contact Character I and say you had plans for the night of that socialite dinner party at the Cadbury Mansion, but you'll do your best to rearrange your schedule. No guarantees, however.

Contact Info: \_\_\_\_\_

Contact Character H and say you are furious that Chance is making everybody in the lab attend the highfalutin dinner party at that old dusty manor in town. What exactly are you supposed to talk about with the uber-rich?

Contact Info: \_\_\_\_\_

Contact Character L and say you are so sorry that the collaboration program between the crime lab and the paranormal department at the University was canceled. It's because Character S got the job as the director. He nixed everything.

Contact Info: \_\_\_\_\_

**ROUND ONE CARDS** each player will have one in the printable file. Character names removed to minimize spoilers. You are cautioned to read this if you are trying to keep everything a surprise, but it will give you an idea of some storylines.

**CHARACTER G- ROUND ONE**

**CLUES TO REVEAL DURING THIS ROUND**

- You despise Character Y. You attended a forensic convention in NYC and tried to talk to him/her after a seminar, but s/he asked if you wanted his/her autograph! You said no and s/he walked away. You can't believe s/he moved here and is director of the crime lab. What would a big city scientist want with the small town of Golden Grove? What was her/his motivation? Ask his staff.
- Ask Character O if he likes working in Golden Grove. His staff seems to despise him already.
- Ask Character B if she's still upset the collaborative program was canceled between the University & the crime lab. You were excited to see if the program was going to work. Maybe you can speak to the chief & get it reinstated without the crime lab? You'd love paranormal help in the field!

**PERSONAL INFORMATION TO CONCEAL**

- ✂ You have no idea why you were invited to this dinner party. You didn't realize anyone still lived in the Cadbury mansion. This family doesn't get out much...or maybe it is because you don't get out much! It's probably you – you're no socialite!
- ✂ You don't have anything to say to the Cadburys or their staff, so stick with your own kind for now.

**ROUND TWO CARDS** each player will have one in the printable file. Character names removed to minimize spoilers. You are cautioned to read this if you are trying to keep everything a surprise, but it will give you an idea of some storylines.

### **Character 0 – ROUND TWO**

#### **PRE-MURDER CLUES:**

- There may be paranormal entities here. You're working out some physics formulas right now in your head. You can perform calculations to figure out where the ghosts are, and how many there are, but it is very complicated. It involves unsolved mysteries in the field of physics.
- Some people have left the party and then returned. Where did they go? On a tour of the mansion?
- You would still rather listen in on everyone's conversations. You don't have much to say to these people, as you are so far superior in intelligence.

#### **POST MURDER CLUES:**

- You know the kitchen is not in the NE corner. Try asking other guests for more clues about the mansion and to narrow down where the victim was murdered.
- You were in the ballroom when the murder occurred.
- You noticed a pair of scissors on a table in the foyer. This might be a good murder weapon. Why don't you ask the other guests about their theories on potential murder weapons?

#### **PERSONAL INFORMATION:**

If you were to murder anyone, you would definitely calculate via a physics formula the precise angle and speed at which to throw a pre-weighed to the nearest kg object to hit them in the precise part of the head or chest that you know would kill them.

**ROUND 3 SOLUTION CARDS – there will be one for each player.**

**Character D – ROUND THREE**

**READ WHEN YOU ARE TOLD IT IS YOUR  
TURN**

**Read the following to the group:**

The final solution will be here. It is removed to prevent spoilers, but it will be a brief description of their involvement, if any, with the murder.

**THE FOLLOWING CHARACTERS ARE NEXT IN  
THIS ORDER. IF ANY OF THESE CHARACTERS  
ARE NOT GUESTS AT THE PARTY, SKIP THEM  
AND GO TO THE NEXT.**

**Character K, Character O, Character W, Character P,  
Character U, Character Q**

**Here are the table of contents for the host instructions:**

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**EXAMPLE TIMELINE**

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**PLAYER INSTRUCTIONS**

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**MENU SUGGESTIONS**

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**ADDITIONAL BONUS GAMES**

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**ADDITIONAL INFORMATION – LINK LIST AND ABOUT THE AUTHOR**

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**And there is a game solution file that you can open after the mystery is resolved if there are any lingering questions.**

This file is representative of the download version. The party pack version of this game will be prepared on double-sided; parchment style paper and all clue cards are foldable and will be slipped (in the party ready version) into graphically labeled envelopes. It's not something that can be accomplished at home with the DIY download version.

The nametags will be on adhesive backed paper and the victim's sign and fingerprint activity will be prepared/placed into graphically labeled envelopes. The announcement for round two will be cut out and placed into an envelope.

The host instructions are within a professionally printed/bound booklet, and the investigation cards are double sided and professionally printed on a cardstock.

For all differences between the download and party pack versions, go here:  
**[Chart that describes party pack vs download](#)**