Once Upon a Murder Mystery.

A CHARMING FAIRYTALE THEMED MURDER
MYSTERY PARTY FOR 7—12 GUESTS, AGES 13 TO ADULT.

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Synopsis

Once upon a time, there was a faraway land called the Enchanted Realm. The people of the land got along harmoniously for many centuries...that is, until Queen Black gained control of the Silver Tree Forest.

It was not long before happy endings turned into nightmares, as the ruling Kingdom of Gullyshire suffered repeated attacks, and the villains began to gain control. The mystic mountains filled with nefarious monsters and were no longer safe, and wicked witches took over the charmed forest.

Queen Black has shocked the realm and has invited all of the territories to the Dark Castle of the Silver Tree Forest to sign a peace treaty.

She may have evil intentions.

Nonetheless, you have been invited by Queen Black. This is where your story begins.
### LIST OF SUSPECTS

(12 characters total: 7 required and 5 optional)
There are 8 female and 4 male characters. This game can be played as all-female with required players.

<table>
<thead>
<tr>
<th>CHARACTER NAME AND OCCUPATION</th>
<th>CHARACTER DESCRIPTION</th>
<th>COSTUME SUGGESTIONS</th>
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<tr>
<td><strong>ICE WHITE</strong></td>
<td>Ice White is the most gorgeous woman in the Silver Tree Forest. Her beauty has infuriated her wicked stepmother, Queen Black, who has undergone many failed attempts at taking her life. The princess has a cheerful demeanor and doesn’t allow negativity to infiltrate her. She is on a challenging mission to make her evil stepmother love her.</td>
<td>Red hair bow, dark hair (wig if needed). Red, yellow and blue princess dress.</td>
</tr>
<tr>
<td>Princess of Silver Tree Forest</td>
<td>REQUIRED Female</td>
<td></td>
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<tr>
<td><strong>QUEEN BLACK</strong></td>
<td>Queen Black is the malevolent ruler of the Silver Tree Forest. There are whispers across the land that the Queen murdered her husband, King White. However, there is no evidence of any crime and the queen claims he abandoned her. Nonetheless, Queen Black doesn’t let the princess get in her way and rules the land by instilling fear in the hearts of her people.</td>
<td>Gothic queen attire. Black hair (wig if needed) and gothic makeup.</td>
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<tr>
<td>Queen of Silver Tree Forest</td>
<td>REQUIRED Female</td>
<td></td>
</tr>
<tr>
<td><strong>ALICIA</strong></td>
<td>Alicia is a mischievous young girl from London who accidentally ended up in the topsy-turvy world of Dreamland. This is where she met her true love, the Heart Knave. However, she has had to keep her relationship a secret in fear that the Heart Queen will have her peasant head on a golden platter.</td>
<td>Light blue headband, blond hair (wig if needed) and blue dress.</td>
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<tr>
<td>Resident of Dreamland</td>
<td>REQUIRED Female</td>
<td></td>
</tr>
<tr>
<td><strong>PANDELLA</strong></td>
<td>Pandella lives with the infamous Azalea family of Gullyshire Kingdom. Her father’s untimely death landed his estate in her stepmother’s lap, and she was reduced to a mere servant of the palace she grew up in. Her former name was Della, but in honor of the pans that she uses to cook with, her five stepsisters nicknamed her Pandella. She would do anything to escape, but doesn’t have the means.</td>
<td>Blue princess dress - you’ve stolen it from your stepsister, but you don’t care. Blonde (wig if needed) hair in an up-do. Glass (clear plastic) shoes as an optional accessory.</td>
</tr>
<tr>
<td>Servant</td>
<td>REQUIRED Female</td>
<td></td>
</tr>
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| **BELLA**  
*Imprisoned Princess*  
**REQUIRED**  
Female | Bella’s father, the king of the Charmed Forest, angered a magical beast as a child by stealing blackberries from the beast’s garden. In retaliation, the irrational monster vowed to take the future king’s first born child as his own. The fiend made good on his promise and took Bella on her 25th birthday to a cursed palace that can only be seen by those possessing magical powers.  
Yellow Victorian-style ball gown with long brown hair in curls (wig if needed). Red rose as an optional prop. |
| **MAGNIFICENT**  
*Ruler of Mystic Forest*  
**REQUIRED**  
Female | Magnificent is the courageous queen of the Mystic Forest. Magnificent has the magical ability to control the living entities of the forest, and this gives her territory great power and protection. However, Magnificent has recently had to protect the adjacent Mystic Mountains from an increasing number of monsters from another realm. The residents of the Mystic Forest are very worried that she may one day lose the fight.  
Gothic ball gown, hair styled into ‘horns’ (wig, if needed). |
| **SCARLET CLOAK**  
*Medic*  
**REQUIRED**  
Female | Scarlet lives in a tiny village in the Mystic Mountains and runs the only medical clinic in the territory. However, she has a very ill grandmother that lives deep in the Silver Tree Forest. Scarlet often travels to visit her grandmother to give her food and administer medication. However, the strange influx of monsters to the Mystic Mountains has hindered her journeys lately.  
Red cloak with a black & white dress underneath. A basket of food, toy weapon, and fake medicine as optional props. |
| **NAUGHTY WITCH OF OSLAND**  
*Ruler of Osland*  
**Optional character**  
Female | The Naughty Witch of Osland wears a magical pair of golden shoes that gives her insurmountable power in her territory. She uses this power to control her army of winged baboons and bees to get whatever she wants. Osland has three witches that are constantly at war of good versus evil, and the land is in a constant state of turmoil. Rumor has it that this witch is growing bored of the fighting in Osland and is yearning for more power.  
Witch costume with green face and hand makeup. Golden shoes as an accessory (you can purchase a cheap pair and spray paint/glitter them). |
| **RUMBLE MILTON**  
*Sorcerer*  
**Optional character**  
Male | Rumble Milton is the antagonistic sorcerer of the Enchanted Realm. Rumble is the most powerful being in the land, yet is the most selfish person you’ll ever meet. He is known for bailing people out of trouble; however, if one calls upon Rumble for assistance, they will owe him dearly. It is best to stay clear of this roguish warlock.  
Burlap style cloak. Sorcerer’s staff / cane as an optional prop. |
| **PRINCE EDWARD JON**  
| *Prince of Gullyshire*  
| *Kingdom*  
| **Optional character**  
| *Male*  
| Prince Edward Jon, otherwise known as *The Charming Prince*, is the heir to the Gullyshire throne, which is the main ruling body of the Enchanted Realm. There are constant threats of uprisings throughout the realm, but the royal army has managed to keep things under control thus far. An unidentified army has been repeatedly attacking the castle, and King Robert Charles, I, has mysteriously fallen into a coma. Prince Jon is now ruling the realm.  
| A prince’s uniform.  

| **CAPTAIN JIM BLADE**  
| *Pirate of the Caspar Sea*  
| **Optional character**  
| *Male*  
| Captain Jim Blade is the notorious pirate of the Caspar Sea. Everybody in the realm knows Captain Blade, but Captain Blade claims he is a friend to no one. Captain Blade has kept busy battling an infamous sea monster from another realm, sea witches and attacks from the shore of Spellbound Island. He was already slightly bad-tempered, but his current situation has him utterly cantankerous.  
| Pirate costume. Optional to have a toy cutlass sword and parrot as optional props.  

| **PETEY PEN**  
| *Leader of the Boys of Spellbound Island*  
| **Optional character**  
| *Male*  
| Petey Pen is the fearless leader of the Doomed Boys of Spellbound Island - an island of banished hooligans. Petey and his group were banished to this land for various forms of rebellion. There are rumors floating about that Petey has recently acquired magic. If this is true, it could mean disaster for the Enchanted Realm.  
| Gothic attire.  

**FULL INSTRUCTIONS IN THE PURCHASED GAME**

**NAMETAGS** ✎ the player nametags are below.
The game is organized into four rounds and is structured as follows:

**OPTIONAL PRE-GAME TASKS**: these optional pre-game task sheets are to be delivered to each guest before the party or give them to the guests as they arrive. All pre-game materials are optional and do not alter the mystery and are intended to enhance the pre-game build up for the event. These tasks are not vital to solving the mystery and omission of them does not alter the mystery in any way.

**APPETIZER (COCKTAILS 4 ADULTS) HOUR / ROUND ONE**: Deliver these clues as your guests arrive.

**DINNER HOUR / ROUND TWO**: Deliver these clues while you serve dinner (optional) to your guests.
DESSERT, AND THE BIG REVEAL/ SOLUTION ROUND THREE: Deliver these clues with coffee/hot cocoa and dessert
(again, it’s optional to serve dessert)
Note: you do NOT have to serve dinner, this is only suggested and the instructions tell you ‘when’ to serve it and
what to do around the time you serve it. You also do not have to serve dessert – again, it is only a suggestion. You
can simply skip both without a problem and just serve snacks/appetizers the entire time. However, please don’t
have a party without offering some type of food – even if it’s just snacks.

For further questions, check out our FAQ web page at www.mymysteryparty.com/frasqu.html
If your question is not listed in our FAQ, contact us at the email addresses below.
   Mystery Questions: author@mymysteryparty.com
   Web based Questions: support@mymysteryparty.com

For more information on how to host, here are some helpful videos and articles for
you to view (click on the following links)
If the links aren’t working for you, go to our front page of www.MyMysteryParty.com and scroll to the middle of the
page to view them:
• How to Host a Murder Mystery Party Instructional Video
• How to Plan a Murder Mystery Party Instructional Video
• How to Host in Ten Easy Steps Article (in our FAQ)
• How to Host a Phenomenal Event Article (in our FAQ)

Optional Pre-Game Starter

FULL INSTRUCTIONS IN
THE PURCHASED GAME

Round One - Meet & Mingle Appetizer Hour

Round one – appetizer / cocktail (for adults) hour begins as the guests arrive.

DÉCOR: The party area is supposed to be the Great Hall of the Dark Castle in the Silver Tree Forest of the
Enchanted Realm. This means, any generic party area can be used. In no way are you to duplicate the map of the
Enchanted Realm or the map on the murder mystery investigation sheets of the Dark Castle– this is only used for the
story. All you need is a general party area and access to a restroom for your guests. In order to set the ambiance of
a historical castle in a gloomy forest, add touches of cobwebs and use candelabras to set the mood. Since this is a
fairytale themed party, you can go to a local party store and view the selection of fairytale décor – the sky is the limit,
but your budget for décor is really the limit. Deep purple, black and gold would be a great color scheme for a dark-
themed event such as this – but feel free to be creative and choose anything you prefer. Also, take a look at our
Pinterest Page (MyMysteryParty) for some DIY options. Optional: make a DVD of pictures of your guests to play like
a slideshow during your party on the television / projector screen (if there is one in the room).
and discuss things that they are instructed to discuss as per their clue cards.

**OPTIONAL BUT FUN:** At the conclusion of this round, play any of the bonus games (see the bonus activity instructions).

**PROP LIST:** These are props needed for this round. Collect these items in advance and have them ready.
- If any of the optional games are played, you will need to collect the items needed in advance of the game.
- Round One Clue cards printed and slipped into envelopes that are labeled and sealed for each character playing the game.

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**Round Two - Dinner Hour**

**PRE-GAME SET UP:** In the nearest bathroom, place the following items under the sink - the victim sign, scotch tape (host supplied), white non-toxic face makeup (optional and host supplied but funny and suggested), and also include the victim t-shirt and / or crime scene tape if you have purchased these items (again, optional but funny and suggested). If there is not a cabinet under the sink, place these items in any location that can be concealed within that bathroom. The victim will be instructed in their clue card for round two to look for it if there is not a cabinet under the sink. The victim will be instructed in their round two clue card – to become the victim after the pre-murder clues have been implemented (after ~ 15 minutes) to go to the nearest restroom to become the victim by applying the white face makeup on their face (optional), using Scotch tape to adhere the victim sign to their chest and if the optional victim t-shirt is available - to put that on (with the victim sign on top) and if the optional authentic crime scene barrier tape is there - to decorate themselves with it. It is hilarious when the guests see the fully decorated victim!

**FULL INSTRUCTIONS IN THE PURCHASED GAME**

**THE INVESTIGATION BEGINS:** Once the victim is discovered and the laughter dies down, read the sign on his/her chest to the group. Pass out the Murder Mystery Party Investigation Sheets (if you haven’t done so already) and give each player a pen/pencil. Encourage the guests to implement their 'post-murder reveal clues' and share truthful information and opinions that they have regarding the murder. This part of the investigation should take about 15 minutes, but don’t rush as it is important.

**FULL INSTRUCTIONS IN THE PURCHASED GAME**

**PROP LIST:** These are props needed for this round. Collect these items in advance and have them ready!
- Clue cards for Round Two in sealed and labeled envelopes.
- The forensic analysis report in a sealed envelope
- The victim sign for the victim’s clue in Round Two
- The Mystery Investigation Sheets
- Murder weapon cut out to give to Pandella
- Scotch Tape (host supplied, to adhere the victim sign and the murder weapon to the victim).
- Non-toxic white face makeup for the victim (the victim’s clue will describe what to do with it; optional, host supplied and available at the My Mystery Party Prop Emporium).
• Victim t-shirt (optional, host supplied and available at the My Mystery Party Prop Emporium) and crime scene tape to decorate the victim (optional, host supplied and available at the My Mystery Party Prop Emporium)
• Any of the optional bonus game activity props (see bonus game instructions).

**Round Three – Solution Round**

**ACCUSATIONS:** after you collect the mystery investigation sheets, allow the guests to one-by-one accuse who they believe the murderer is and how they did it. Instruct them to also tell the group their guess of the murderer’s motive. If you are having an awards ceremony using the awards certificates available on the My Mystery Party site in the mystery props section, you can use this round as the final decision maker on the best actor/actress award.

**FINAL SOLUTIONS:** After the accusation round, pass out the round three envelopes to your guests and have them sit in a circle or semi-circle in order to be able to see guests as they read their solution cards one at a time to the group. If you are in a large ballroom with a microphone and stage/podium – have each guest with a solution card come to the front of the room and use the microphone to reveal their solution (you can also do it this way for the accusation round if you so choose). At this time, serve dessert and coffee (or hot cocoa/ hot apple cider/ after dinner cocktails) for adults.

be played at the conclusion of the game (see the bonus game instructions.)

**FULL INSTRUCTIONS IN THE PURCHASED GAME**
HELPFUL HINTS ON HOW TO PLAY A MYSTERY PARTY

GUEST INSTRUCTIONS

You’ve been assigned a character and you’ve come to the party dressed in the most awesome fairytale costume and have been told to play your role. Now what?
The mystery is separated into three main rounds of party play. During the party, you will receive an envelope that contains the clues necessary for your character for the round. The clues for the characters at the party provide everything that you need to solve the mystery. However, during the investigation segment of the game, you will need to ask the right questions and pay close attention to everyone’s clues to get the whole picture of what has happened.

FULL INSTRUCTIONS IN THE PURCHASED GAME

From this point forward, you are to remain in character until the mystery is solved. If you are playing a ‘crazy hat maker,’ then that is who you are until the end! Undoubtedly, your host cast you into a character that you are comfortable playing. Some characters are designed to be played more reserved than other characters. Feel free to play your role in any manner that you feel comfortable. Embellish your character’s personality if you would like. However, if you are feeling more reserved tonight, you can opt to allow the other guests to approach you or you can simply listen in on others’ conversations to get your information.
OPTIONAL PRE-GAME STARTER CARDS  
Cut the task strips out below and slip them into envelopes. Below on the pre-game task sheets, fill in your guests’ preferred contact information (i.e. email, phone) so they will be able to contact each other. IMPORTANT: If any of the optional players are not being played in your game, write ‘DISREGARD THIS TASK’ in the contact information space.

OPTIONAL - for some pre-party fun, contact (email, phone, etc.) the following guests in the week leading up to the party:

RESPOND to the guest playing Rumble Milton and say that you do not want to be in anybody’s debt, so you will pass on his offer to help the royal army defend Gullyshire from future attacks. Your father, King Robert Charles, I, might not be cursed – he may simply have fallen ill and slipped into a coma. The king’s advisor is not convinced that dark magic was used on the king. (If Rumble fails to contact you, disregard this task.)

Contact the guest playing Petey Pen and say that you heard that Petey was banished to Spellbound Island because Queen Black sent him there, along with many other boys. You heard that it was because they failed to bow to the Queen as she passed through the countryside. In your opinion, the punishment doesn’t fit the crime. You realize that Petey has been making threats for retaliation on the entire Enchanted Kingdom, but you wanted Petey to know that the Kingdom of Gullyshire had nothing to do with the banishment of any of the boys to Spellbound Island. However, since it was a magical curse that banished them there, you cannot save them from their fate.

Please note: either contacting the guests above or deciding to skip these tasks will not alter the mystery or anyone’s ability to solve the mystery in any way. However, contacting other guests will lead to excitement about the party and will encourage other guests to read about the other characters and be prepared for serious fun!

Each character will have an optional pregame task card in the purchased game
Note: some character names are changed for this sample to prevent spoilers
Character P - Round One

CLUES TO REVEAL DURING THIS ROUND

During this round, mingle with other guests to discuss the following information with whomever you choose:

- Tell a few people that you love your skin being green. It makes people fear you and you thrive on fear. You are the most powerful witch in all of Osland (or at least you believe that you are) and hope to one day, take over the Enchanted Realm. You are not here to sign a peace treaty but rather, to gather information to help you in the future.

- Talk about how your golden shoes give you insurmountable power. You can do absolutely anything as long as you are wearing the shoes. That is, except change your skin color. You were cursed as a teenager and there is nothing that can break the curse – at least that you know of.

- Tell people that you will never find true love again, so you have given up on that and are focusing on power.

- Tell a few people that you have an army of winged baboons and bees and can get anything you want at any time. You just want to be sure that when you take over the Enchanted Realm, you won't have any problems to deal with.

- Explain to others that there are three witches, all sisters, in Osland. Two of you are naughty (you are one of them) and one witch is nice. You can't stand your nice sister. Even though your nice sister is very powerful, there is an inequality of power and evil typically wins. However, you don't like competing with your other naughty sister for power, but she is far weaker than you. You have the golden shoes, however, so you always win. That is why you claim to be the ruler of Osland, because you believe you are the most powerful. Nevertheless, Osland is in a constant state of unrest and is basically a magical warzone.

- Character G is the one that cursed you and made your skin turn green. You were both in love with a boy (Rumble Milton) when you were sixteen years old. He loved you, it made her very angry, and so she cursed you to turn green so he wouldn't love you. However, he didn't fall in love with her & you think that is what made her turn evil.

- You would do anything for your skin to be normal. You have no idea how to break a curse – you only know how to cast them. You are here at this meeting to find out how to break one. However, you can't let on that you want to break the curse or you will appear weak. Just sit back and see if anybody mentions how to break a curse.

Each character will have a round one card in the purchased game

Note: some character names are changed for this sample to prevent spoilers

During the mystery, your character must be honest and not make up any potentially mystery-altering clues in addition to those provided to you. You do not, however, have to share the clues that you collect with other guests.
ROUND TWO CLUES – cut out, slip into envelopes and label with the character and round. It is optional to cut these cards in two, separated by pre and post murder clues, and give to the guests separately. However, this is not necessary.

Character M - Round Two

Pre-Murder Clues

♥ Tell Ice White that you are certain that Queen Black put an irreversible curse on her father. King White didn’t run away, he was banished by the Queen to live out his days as a beastly creature. Ice White should speak to Bella – they might have something important to talk about.

♥ Admit to a few people that it was Queen Black that cursed your true love many, many years ago. That is how you became such a powerful (and immortal) sorcerer – you turned your back on love, forever. You could solve the problems of the Enchanted Realm, but you only care about yourself. You choose to do nothing about the turmoil here unless things affect you directly.

♥ Tell Queen Black that she should refrain from trying to take over Gullyshire if she knows what is good for her. Your palace is in Gullyshire and you like things the way they are. Tell her that she shouldn’t try to take what is not hers, or she will not like what comes to her.

♥ Tell Magnificent that Queen Black is the only one in the western side of the Enchanted Realm that could summon monsters.

♥ Tell anybody that is here from the Charmed Forest (i.e. Bella is originally from there) that it is Character L that is using the wicked witches to steal children so that she can steal their youth.

Post-Murder Evidence & Alibi (Blood Type O-)

- Anyone that has the powers of magic is less likely to have performed a physical murder.
- You should develop a time line of where everybody was during the time of the murder.
- This murder doesn’t seem to have involved magic.
- You were in the Grand Foyer during the time of the murder. As soon as the lights went off, you cast an illumination spell so you could see. You returned to the Great Hall right as the lights came back on from the backup generator.
- You don’t remember seeing the murder weapon at any time prior to the murder.

Each character will have a round two card in the purchased game

Note: some character names are changed for this sample to prevent spoilers
FORENSIC ANALYSIS FOR ROUND TWO.

INCLUDED IN THE PURCHASED GAME

VICTIM SIGN FOR ROUND TWO:
INCLUDED IN THE PURCHASED GAME

MURDER WEAPON FOR ROUND TWO
INCLUDED IN THE PURCHASED GAME
Each character will have a murder investigation sheet in the purchased game.
ROUND 3 SOLUTIONS – cut out these solutions, slip into envelopes labeled with the appropriate character and round. Pass out these envelopes to the guests to begin the final round. Ice White will read her solution card first and then the guests are to follow the order given at the bottom of each player’s solution card. For the order in which the characters are to read their solutions, you can view the answer key.

FULL INSTRUCTIONS IN THE PURCHASED GAME

Character A

FINAL SOLUTION ROUND THREE – READ WHEN YOU ARE TOLD IT IS YOUR TURN.
When it is your turn, say the following to the group:

I could have killed the victim at any time I desired. Rather, after seeing how many enemies the victim had, I preferred to see him/her suffer. It was only a matter of time before each of you got sweet revenge. Tsk, tsk. We will never see him/her experience the pain s/he has caused all of us.

The following characters are to read their solutions next in this order:
(Skip over characters that are not guests at this party and go to the next).
CHARACTER B, CHARACTER F, CHARACTER X, CHARACTER Y

Each character will have a round three solution card in the purchased game
Note: character names are changed and gender is written as neutral for this sample
MENU SUGGESTIONS

CRACKEN TOAST (TOAST SKAGEN)
URSULA’S SEATASTIC DELIGHT (SALMON DISH)
FOREST TREATS (SAUTEED VEGGIES)
THREE LITTLE PIGS PORK CHOPS WITH GRANDMOTHER’S STUFFING
HANSEL & GRETYL’S DEEP FOREST TEMPTATION (CITRUS CARAMEL PARFAIT)
TOPSY TURVY MARTINI (DISREGARD FOR TEENS)
POPPY FIELD BLISS (DISREGARD FOR TEENS)

RECIPES IN THE PURCHASED GAME
BONUS ACTIVITIES!

For 100 more party games and more party advice, recipes, themes, etiquette and more, purchase THE OFFICIAL PARTY HOST HANDBOOK by Dr. Bonnie.

Now available at my mystery party’s prop emporium, Barnes & Noble and Amazon.com as well as other online book retailers.

STICK AND WIN
Drama Kings and Queens
The Magnificent Fairytale Memory Game
So You Think You Can Dance Contest
Daring Disguise Challenge
Fairytale Rap Contest

Instructions and materials (when applicable) in the purchased game.
Map of the Enchanted Realm: Print as many copies of the map as you wish and have them available for reference during the party. It isn’t necessary to ‘solve’ the mystery, but it is necessary to make sense of the overall storyline and where the characters are from in relation to each other.
Example Timeline

7:00 PM: Guests arrive, have their pictures made and enjoy appetizers. Have the guest instructions, the Enchanted Realm map, and a character list available for the guests to view.

7:10 PM: The host goes over the instructions for the mystery game. 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.

7:20 PM: The Round One envelopes are handed out and the game begins. The guests 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. (15 minutes)

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 guests mingle about with their pre-murder clues.

9:00 PM: The victim becomes the victim, and the investigation of the crime begins. The mystery investigation sheets are handed out and the guests reveal their post-murder clues and investigate the crime.

9:15 PM: The forensic report is revealed. The guests review it and finalize their best guess of whodunit.

9:20 PM: The investigation sheets (guesses of whodunit) are turned in to the host and the host allows the guests to one at a time accuse who they believe did it.

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

9:45 PM: Another bonus game is played (15 minutes)

10:00 PM: Now it would be time for an 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 simply serve appetizers/snacks throughout, omit the accusation round &/or the awards ceremony. If you wish to extend the length of the party, simply add more bonus games!

WARNING: IN ADDITION TO THE SOLUTION BEING GIVEN WITH THE ROUND THREE SOLUTION CARDS, AN ADDITIONAL ANSWER KEY AND BACKGROUND INFORMATION TO THE FINAL STORY OF THE MURDER MYSTERY IS ON THE NEXT PAGE. DO NOT READ IT OR LOOK AT IT IF YOU WANT TO KEEP IT A SURPRISE. AT THE VERY END OF THIS DOCUMENT IS A LIST TO READ THE FINAL SOLUTION ROUND. THIS IS NOT NECESSARY TO SEE; HOWEVER, SINCE THE ORDER IS GIVEN ON THE INDIVIDUAL CHARACTERS’ ROUND THREE SOLUTION CARDS.
START ROUND THREE WITH THE PLAYER THAT HAS ‘READ FIRST’ ON THEIR CARD AND ALL WILL PLAY OUT SMOOTHLY.

Do not read if you do not want to know the solution!

THE ANSWERS LIE WITHIN:

CLUES NEEDED TO GUESS WHODUNIT – DO NOT READ IF YOU DON’T WANT TO KNOW THE OUTCOME:
ANSWER KEY IS IN THE PURCHASED GAME