

VIRTUAL VS. FACE-TO-FACE (IN PERSON) MYSTERY PARTIES:

ITEM	IN-PERSON	VIRTUAL
STORY LINE	Same	Same
OVERALL GAME FORMAT	It is a hybrid of clues and scripted sections of the game, arranged in three rounds (Round 1, 2, and 3: Solution). This format has been <i>extensively</i> tested to be optimal for in-person games.	More scripted, less open clues (as you cannot mingle about to discuss). Some games will have bulleted clues, however. There are group challenges each round. Solution read by host or presented via a video – <i>round three</i> is not a round of play.
OPTIONAL PRE-GAME ROUND	Same (electronic)	Same (electronic)
LENGTH OF GAMEPLAY	Average is 2.5-3.5 hours but may be played in 1.5 or extended to over 4 hours.	Average is 2 hours. With only 4-6 players, could easily be played in 1 hour, 15 minutes. With optional bonus games, 2.5 hours maximum. <i>Note: virtual escape varies from 1.5 to 4.5 hours.</i>
HOW-TO VIDEO(S)	https://mymysteryparty.com/videos	https://rb.gy/6bzfb4
OPTIMAL NUMBER OF PLAYERS	10-15 is a great number to play an in-person game. But you could play with only 4 up to 250+ players – it all works great. Do not host a party with 100+ participants without a co-host.	6-8 is optimal. Two games have expansion packs up to 15/16 players (Miles Randolph and Murder in 1985), but feedback showed the experience is best with 10 or under players as characters. You can include spectator players, but video chats can be chaotic, so be careful adding too many.
INFORMATION FOR EACH PLAYER	Clue based cards for each round. Might have items to reveal <i>and</i> conceal on the cards. Cards are electronic and must be printed/prepared with electronic version. With a party pack, they are professionally printed, double-sided detective themed cards.	Character packets (PDF) are emailed to each player with all information needed for that character for the game – no printing is needed. The packets tell players where to stop for each round.
HOST INSTRUCTIONS	Electronic with download, booklet with party pack (boxed set).	Separate host instruction PDF file on your account.

PLAYER INSTRUCTIONS	Included with the host instructions.	Included with the host instructions. With murder games, there is a player instruction video to view before playing.
GAME VIDEOS	Some games will have a required video to play as an introduction &/or round two (or solution). This is available via download with electronic and with a party pack, you'll be given a private link to YouTube &/or Vimeo.	Most of the virtual games will have video components and these are given to the host as downloads & private links.
ANYTHING REQUIRED OUTSIDE OF GAME?	No. Everything is included with your game. With downloads, you'll need to print and prepare the materials, however.	Yes, you will need to set up an account with the video chat platform of your choice (i.e. Zoom, Google Hangout, etc.). We only provide the game – not the expertise or technical support with any of this software. Each platform will have a technical support, however.
BONUS ACTIVITY INSTRUCTIONS AND MATERIALS	Electronic. <i>Bonus games will vary between downloads and boxed sets.</i>	Electronic and designed for virtual – but most could be adapted for home play.
PRINTED MATERIALS	<u>Not</u> included with electronic version, but the full kit is printed and prepared (party ready option) with the boxed set.	<u>Not</u> included – and no printing is needed.
NAME TAGS	Electronic	Not included. People should label their video chat box with their character name.
VICTIM <i>(When applicable)</i>	With murder games, most will have a casted victim. <i>(A few games do not.)</i> This format is optimal, as it builds tension, etc. and the victim has a lot of fun playing the role. The victim sign must be printed with the electronic version, and it is printed by our staff and put into envelope (labeled) with boxed set.	No casted victims in the virtual games. The murder or crime has already happened, and the group comes together to investigate.
MYSTERY INVESTIGATION SHEETS/CARDS	Included with the electronic version to be printed with the kit, and on 6" by 9" cardstock in the detective theme with the boxed set.	Not included. Each player is responsible for having scratch paper and a writing utensil before the game.

MENU SUGGESTIONS	Electronic	<u>Not</u> included.
FREE THUNDERSTORM MP3 – 10 MINUTES OF AMBIANCE	<u>Not</u> included with the electronic but included with the party pack version by using the code FREETHUND and putting the track in your shopping cart during purchase.	<u>Not</u> included.
PARTY HOST CHECKLIST / GUEST LIST WORKSHEET	Separate, downloadable for free with instant download, included in booklet with party pack.	Separate, downloadable for free. But virtual games also have an optional check list that lists everything needed for you to play along with a check list during hosting.
FORENSIC REPORT <i>(When applicable)</i>	Included with the download to print or prepared for you in the party pack in a labeled envelope.	Some games have the host only having access to be shared via the video chat platform, and others have it in the character packets.
ANSWER KEY <i>(When applicable)</i>	Included with the download to print or prepared for you in the party pack in a labeled envelope.	Electronic file – separate on your account to prevent spoilers. Some games will have a solution video for you to play to end the game.
ANY OTHER GAME MATERIALS SUCH AS SCAVENGER HUNTS, ETC. <i>(When applicable)</i>	Included with the download to print or prepared for you in the party pack in a labeled envelope.	Any extra materials will either be given to the host as a separate download or included in the player packets.

<p style="text-align: center;">INTERCHANGEABLE BETWEEN FORMATS?</p>	<p>The answer is 'kind of.' If you purchase an in-person game to be played via virtual, you will need to prepare the materials just like the instructions tell you to do, and send them to the players in advance of your game, instructing them not to view them before the game. You'll need color-coded envelopes for ease of instruction during the game. If there is a victim in the game, you'll need to view who it is and work out how to present the victim at the right time. Hosting an in-person game via virtual venue is NOT optimal but do-able. <i>Kid/Tween games will have scavenger hunt sections of the game, and this will pose a challenge on how to present.</i></p>	<p>Yes, you can play a virtual format in a face-to-face venue. However, it won't be the same mingling format as with the traditional games – you'll play it how the *virtual game instructions tell you to play. You can also play a combo with half of your participants in the same location and some virtual. The virtual format is designed for virtual but does 'work' in a home venue. <u>It's not the optimal format</u>, however, for an in-person game. It will flow much quicker and is less interactive. <i>*Some games will have both sets of instructions (i.e. home, virtual) in case you wish to play in-person.</i></p>
<p style="text-align: center;">VIDEO GAME TRAILER <i>(When applicable)</i></p>	<p style="text-align: center;">Accessible</p>	<p style="text-align: center;">Accessible</p>
<p style="text-align: center;">YOUR MYSTERY PARTY GUEST SITE at http://yourmysteryparty.com that includes game trailer (when applicable), synopsis, list of suspects, costume suggestions and often more materials about your game.</p>	<p>Accessible, free. Link is located on the page where you purchase the game under 'helpful links' or on expansion pack pages if you are adding an expansion pack.</p>	<p style="text-align: center;">Accessible, free.</p>
<p style="text-align: center;">FREE, PRINTABLE INVITATIONS</p>	<p>Available for free download on the page where you purchased the game from and included with the download materials</p>	<p>Available for free download. Accessible where you purchased the game from under 'helpful links.'</p>
<p style="text-align: center;">PINTEREST BOARD WITH DIY PARTY HOSTING TIPS</p>	<p style="text-align: center;">Accessible</p>	<p style="text-align: center;"><u>Not</u> included, as it's not needed.</p>

COMMERCIAL LICENSING

Available for a three-year term if you plan to host for profit &/or in public &/or for benefit other than private use. Never transferable to another end-user, and licensee must always be physically present each time the game is hosted.

Available for a one-year term if you plan to host for profit &/or in public &/or for benefit other than private use. Never transferable to another end-user, and licensee must always be digitally present (visually) each time the game is hosted.

