



(8-15 Guests Electronic Version).

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SYNOPSIS

It's the height of Prohibition in 1920s Chicago, and there's a mob war brewing between the South Side Gangsters and the Northern Chicago Mob Outfit. The two ruthless crime leaders Hal Sapone and Beanie O'Dannon have finally reached an agreement on bootlegging practices in Chicago and have decided to pull together resources to undergo a collaborative effort with criminal endeavors.

On the surface, this strategy seems similar to bailing out a sinking ship with tin cups, nevertheless.

Recently, gangsters from the north and south have been spotted together at various speakeasies throughout Chicago, but the tension in the air is always thick enough to be cut with a knife. However, this newfound relationship between the opposing mob bosses has served, thus far, to inhibit gratuitous bloodshed as in the past. Part of the success of this truce is that both crime bosses have found new dames, thereby intertwining more mutual relationships between the two factions.

The two gangs have set an official date to meet at Hal Sapone's Grand Gatsby Speakeasy to resolve all remaining differences. Will these two underground organizations resolve their disputes or will a massive melee erupt, rekindling the fatal flames between them?

This is where your story begins.

CHARACTER LIST FOR THE HOST

SUSPECT	BIO	SUGGESTED ATTIRE
MAIN GAME PLAYERS. PLEASE NOTE: THE FIRST EIGHT ARE REQUIRED PLAYERS. THE OPTIONAL PLAYERS CAN BE PLAYED IN ANY COMBINATION.		
<p>Zetta Zarbo <i>Silent Film Star</i></p> <p>REQUIRED FEMALE</p>	<p>The stunning Zetta Zarbo is the quintessential '20s Hollywood silent film star. She is gracious and charming on the big screen, and in real life she's a live wire. As a celebrity, she's no stranger to blackmailers and deceivers but she hopes her personal life will take a turn, as she's recently become the doting girlfriend of the notorious mobster, Hal Sapone.</p>	<p>Flapper Dress, long strand of pearls, long dress gloves, fishnet stockings and '20s style shoes. A sequined headband with a feather and a feather boa as optional accessories.</p>
<p>Hal Sapone <i>Crime Boss South Side Chicago Gang</i></p> <p>REQUIRED MALE</p>	<p>Hal Sapone is the infamous organized crime leader of the South Side Gangsters in Chicago. It's the height of Prohibition and this mobster is one of the leading bootleggers in the United States. Hal is a smooth operator and owns the popular speakeasy, <i>The Grand Gatsby</i>. This menacing lawbreaker is never seen without his faithful right-hand man, Tommy 'Four Guns' Beagle.</p>	<p>A fedora and a zoot suit and wing-tipped shoes. A pocket watch on a chain and a plastic Tommy gun as optional accessories.</p>
<p>Mona Crawfish <i>Marathon Dancing Champion</i></p> <p>REQUIRED FEMALE</p>	<p>Mona Crawfish is the national marathon dancing champion in the United States. On the dance floor, nobody can come close to beating her endless supply of energy. Mona is known for her frenzied personality, but as the new girlfriend of the notorious crime boss known as Beanie O'Dannon - some question if this prior 'girl next door' is involved in criminal activity.</p>	<p>Moll suit (gangster girl) fishnet stockings and '20s style shoes. A fedora hat and a plastic Tommy gun as optional accessories.</p>
<p>Kara Low <i>Nightclub Singer</i></p> <p>REQUIRED FEMALE</p>	<p>This lighthearted flapper is a performer that hits on all sixes at <i>The Grand Gatsby Speakeasy</i>. This dame is a real canary, as a sizeable crowd gathers in the club on a regular basis to hear her sing. She's an angel by a piano, but if you double cross this doll, she's likely to turn into a bearcat.</p>	<p>Flapper Dress, long strand of pearls, long dress gloves, fishnet stockings and '20s style shoes. A sequined headband with a feather and a feather boa as optional accessories.</p>
<p>Beanie O'Dannon <i>Crime Boss Northern Chicago Mob Outfit</i></p> <p>REQUIRED MALE</p>	<p>Beanie O'Dannon is the ruthless leader of the Northern Chicago Mob Outfit. His organization is known for bootlegging, running protection rackets, and illegal gaming. He is the formidable enemy of Hal Sapone. However, the two outfits have recently agreed to work together in their criminal endeavors. Everyone says this truce won't last and someone will pull first blood. The only questions are <i>when</i> and <i>who</i>.</p>	<p>A fedora and a zoot suit and wing-tipped shoes. A pocket watch on a chain and a plastic Tommy gun as optional accessories.</p>
<p>Haddie Drinx <i>Speakeasy Waitress</i></p> <p>REQUIRED FEMALE</p>	<p>The emotional Haddie Drinx is a long-time waitress at <i>The Grand Gatsby</i> and best friend of Mona Crawfish. Haddie dreams of becoming a night club singer and is deeply envious of Kara Low for stealing the vacant lounge singer position from her at Hal's speakeasy months ago.</p>	<p>Flapper Dress, long strand of pearls, long dress gloves, fishnet stockings and '20s style shoes. A cloche hat and a flask secured to the thigh with a garter belt as optional accessories.</p>
<p>Tommy 'Four Guns' Beagle <i>Right hand man to Hal Sapone</i></p> <p>REQUIRED MALE</p>	<p>Tommy 'Four Guns' Beagle is the elusive right-hand man to Hal Sapone. This gangster is keen on making up rhymes about his victims before he bumps them off. So, if you hear Tommy Beagle rhyming, start running!</p>	<p>A fedora and a zoot suit and wing-tipped shoes. A pocket watch on a chain and a plastic Tommy gun as optional accessories.</p>

<p>‘Handsome Sam’ McWarthy <i>Right hand man to Beanie O’Dannon</i> REQUIRED MALE</p>	<p>Handsome Sam is the ultimate ladies’ man and right-hand man to Beanie O’Dannon. Sam has not always made the appropriate choices of women, however, and this may land him into a sticky situation one day if he is not careful.</p>	<p>A fedora and a zoot suit and wing-tipped shoes. A pocket watch on a chain and a plastic Tommy gun as optional accessories.</p>
<p>Hershey Bar <i>American Baseball League Outfielder Jazz Musician</i> Optional Male</p>	<p>The talented Hershey Bar is a record-breaking American Baseball League outfielder. He is the brother of Handsome Sam McWarthy and a part time saxophone player at <i>The Grand Gatsby</i>. He is very talented and performs the sax to fulfill his childhood dreams of becoming a Jazz performer.</p>	<p>Any vintage-style baseball uniform. A baseball cap as an optional accessory. OR can wear a wild color zoot suit (yellow, purple) and carry a saxophone (real or fake) as a prop.</p>
<p>Wyleen Black <i>Tabloid Newspaper Reporter</i> Optional Female</p>	<p>This tabloid newspaper reporter is the most scandalous journalist in the history of Chicago. It is hard to find a soul in the city who isn’t stressing under the spell of blackmail by Ms. Black. Wyleen’s nosy and conniving ways will certainly get her into major trouble one day - and it cannot come soon enough for most.</p>	<p>Flapper Dress, long strand of pearls, long dress gloves, fishnet stockings and ‘20s style shoes. A cloche hat and a long cigarette holder with a fake cigarette as optional accessories.</p>
<p>Harry Looper <i>Silent Film Actor</i> Optional Male</p>	<p>Harry Looper is the long-time best friend of Zetta Zarbo. These two are preparing for a new silent film, ‘The St. Patrick’s Day Massacre.’ Harry is a sweet and sensitive man who would never hurt a flea. Unfortunately for Harry, Hal Sapone is quickly growing tired of Harry and Zetta’s friendship and so he should watch his back if he continues to be Zetta’s best friend.</p>	<p>A fedora, 2 piece suit with matching vest and bow tie.</p>
<p>Jazzy Fringe <i>Flapper Night Club Singer</i> Optional Female</p>	<p>The egotistical Jazzy Fringe is a regular performer at Beanie O’Dannon’s club, <i>The Two Aces</i>. However, this club is not nearly as popular as Hal Sapone’s <i>Grand Gatsby</i> - so Jazzy’s openly been after Kara Low’s job at Hal’s speakeasy. Jazzy Fringe will stop at nothing to get what she wants.</p>	<p>Flapper Dress, long strand of pearls, long dress gloves, fishnet stockings and ‘20s style shoes. A cloche hat and a long cigarette holder with a fake cigarette as optional accessories.</p>
<p>Chuck Limberger <i>American Pilot</i> Optional Male</p>	<p>Chuck Limberger is the loveable but airheaded American pilot and brother to Mona Crawfish. He is planning to fly a solo non-stop Trans-Atlantic mission but is being delayed by the skeptics around him. This determined alcohol-loving pilot will try anything to show that he can take his metal wings to the skies.</p>	<p>Any vintage aviator outfit – leather bomber jacket, leather flight helmet, knee high boots. Goggles and a scarf as optional accessories.</p>
<p>Marlie Maplin <i>Silent Film Star Mime</i> Optional Male</p>	<p>Marlie Maplin is the greatest comedic mime of all times. He is the best silent film comedy star in Hollywood, and everyone loves to be around him as he constantly performs humorous mimes. Just don’t get on his bad side, as his mime-mockery sessions can be brutal.</p>	<p>White shirt, black suspenders, oversized pants and a derby hat.</p>
<p>Fay Stingray <i>American Novelist</i> Optional Female</p>	<p>Fay Stingray is peculiar and quite conservative flapper girl. Working diligently on a new novel, she has been relentless with her research on the rival mobster gangs in Chicago. It is impossible to determine what this writer is thinking, as she lingers in the shadows to soak in the scene around her.</p>	<p>Flapper Dress, long strand of pearls, long dress gloves, fishnet stockings and ‘20s style shoes. A sequined headband with a feather and flask secured to the thigh with a garter belt as optional accessories.</p>

GENERAL INSTRUCTIONS FOR THE HOST

The party pack (this document) needs to be printed in advance of the party. Cut out the clues, slip them into envelopes labeled with the appropriate round and character for each round of the party. It is optimal to choose different colored envelopes for each round and you can purchase the exact amount needed for your game on the mymysteryparty.com/party-props/ site. For economy's sake, an alternative is to scroll the clues and fasten with a ribbon. Be sure to label the outside of each scroll with the character/round. In these instructions, however, we will assume you are using the envelope method for each character, each round.

During the party, your job as the host player is to make sure the rounds flow properly. As the host, you may choose to play any character you wish – and we encourage our hosts to play the game! The game will unfold as the night goes along. As the game progresses, check on your guests to see if they are implementing the clues on their clue cards and encourage them to mingle with all of the other guests and to take their time and not rush anything. It's all about gossiping! As the host, give the clue card envelopes to the guests at the appropriate times and make sure that everyone is having a blast! You'll need to hide the victim items (i.e. victim sign) in the nearest restroom prior to the party. This is outlined in the host instructions. **Make sure to read these host instructions for each round prior to the party** to ensure that you have everything in place for the big day!

Full instructions in the purchased game

For a complete surprise, you can elect the pre-printed 'party ready' party pack option from the <http://mymysteryparty.com/upgrade-your-download/> site, and we will send you the clues in labeled envelopes and the rest of prepared game documents –'ready to go' (this is an additional charge since we utilize our paper, ink, envelopes, labor, etc.). We also offer mystery props on the [My Mystery Party](http://mymysteryparty.com) site in the Prop Emporium including a thunderstorm ambiance 10 minute sound wav to play in the background, authentic crime scene barrier tape, crime scene balloons, mystery investigation pens, white face makeup for the victim, victim t-shirts, and even instrumental rap beats as a downloadable mp3 for the optional but highly suggested bonus game rap contest. There is a 'Do You Think You Can You Dance' mp3 track for the *Do You Think You Can Dance* challenge as well.

The game is organized into four rounds and is structured as follows:

OPTIONAL PRE-GAME TASKS & GUEST WEBSITE: these optional pre-game task cards are to be delivered to each guest before the party or give them to the guests as they arrive (but not optimal to wait the day of the party). 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.

Another pre-game starter is located on the <http://yourmysteryparty.com/speakeasy> guest site. The guests will read about the characters, watch the game trailer and be able to hunt for the perfect costume. Note: if you add expansion packs, the YourMysteryParty site will add those players, so be on the lookout for the new web address – it's located on the expansion pack page & on the new invite for the expansion pack, as well.

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.

Full instructions in the
purchased game

SAMPLE

Character Name

PRE-GAME TASKS

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

Contact the guest playing Character Name Removed, your boyfriend, and tell him that he is the best thing that ever happened to you.
(Contact info : _____)

Contact the guest playing Character Name Removed and tell her you can't wait to read her novel when it comes out. Now you're a gangster's girl, maybe she'll want to interview you for her book?
(Contact info : _____)

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 anyway. However, you'll be the bee's knees if you do!

Each player has
an optional
pregame card in
the purchased
game

*Character names removed
to prevent spoilers, but
don't read if you want to
keep the mystery a surprise

ROUND ONE CLUES BEGIN ON THE FOLLOWING PAGE – CUT OUT, SLIP INTO ENVELOPES AND LABEL WITH THE CHARACTER AND ROUND. ✂

CHARACTER NAME – ROUND ONE

CLUES TO REVEAL DURING THIS ROUND

- Watch the two crime bosses very closely (Hal Sapone and Beanie O'Dannon.) You are writing a book about rival gangs in Chicago, and that is why everyone believes that you are here - to observe their behavior.
- Watch the two right-hand men to the crime bosses (Sam McWarthy and Tommy Beagle.) Take notes on anything unusual or out of the ordinary.
- Character Name Removed is Character Name Removed dame. However, she seems like she is hiding something, as she's been an emotional wreck since her arrival to this get-together. Ask around to see if you can get any information about what is going on with her.
- Talk about how *The Two Aces*, the club owned by Beanie O'Dannon, is far superior to the *Grand Gatsby* owned by Hal Sapone.
- You have no idea why a famous Hollywood actress is dating the mobster, Hal Sapone. You'd think she'd hook up with the Hollywood types.

CLUES TO CONCEAL DURING THIS ROUND

- You are writing this book and doing research on rival gangs in Chicago because you secretly are in love with Character Name Removed. This is your only way to get close to him, since you don't know him personally at all. You've fallen in love with his 'ruthless bad boy image' from the newspapers.

Each player has a
round one card
in the purchased
game

*Character names removed
to prevent spoilers, but
don't read if you want to
keep the mystery a surprise

ROUND 2 CLUES – CUT OUT, SLIP INTO ENVELOPES AND LABEL WITH THE CHARACTER AND ROUND. ✂

Character Name - ROUND TWO

PRE-MURDER CLUES:

- Tell Character Name Removed that you would do anything to be his dame. The real reason you are writing the book on rival gangs in Chicago is just to get near him. You found out that his girlfriend Character Name Removed is having an affair with Character Name Removed and you think he should know about this. You'll be right there for him when he is on the rebound.
- Tell Character Name Removed that you are not interested in interviewing her for your book. Tell her the real reason why you are writing it in the first place. You don't really care about the southern mob – your book is more about the northern outfit and how they are superior to the southern thugs.

POST-MURDER CLUES:

- You were in the southwest corner when the lights went out.
- Character Name Removed was to your east and you saw her turn the lights back on.
- The murderer is the one with the biggest reason to get rid of the victim.
- Everybody was present in the room when the lights went off. Anybody could be the killer. Well, not anybody – maybe you should find out where everybody was when the lights went off?

Each player has a
round two card
in the purchased
game

*Character names removed
to prevent spoilers, but
don't read if you want to
keep the mystery a surprise

SAMPLE

ROUND THREE SOLUTION CARDS: Cut the cards out below and place in labeled envelopes

CHARACTER NAME

Final solution

READ WHEN YOU ARE TOLD IT IS YOUR TURN.

Read the following solution to the group:

"I did see what a snake CHARACTER NAME REMOVED is. S/He was messin' around with my CHARACTER NAME REMOVED, and then she also had CHARACTER NAME REMOVED and CHARACTER NAME REMOVED on the side too. The snake got what s/he deserved, but I didn't do it."

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)

Intentionally
Left
Blank

**Each player has a
solution card in
the purchased
game**

***Character names removed
to prevent spoilers**

ZETTA ZARBO

SILENT FILM STAR



Each player has a
name tag in the
purchased game

Example timeline:

The game can be shortened by excluding the optional activities or lengthened by adding more bonus games.

7:00 PM: **Guests arrive**, have their pictures made (optional) and receive a refreshment / cocktail for adults. The guests will view the guest instructions and character list while they wait for everybody to arrive. The host should build in at least a 10 minute cushion for guests to arrive late. Hey, it happens.

7:10 PM: The **host reads the guest instructions** to the group. It is optional to have each guest introduce their character in front of the group. Play the video game trailer on Your Mystery Party for your game &/or read the game synopsis from Your Mystery Party to the group to give the premise.

7:20 PM: The **Round One envelopes** are handed out and the game begins. The guests mingle and reveal the clues on their clue cards. It's just like a normal party, but the guests remain in character and gossip about each other's characters. The motives & story lines will start to unveil.

7:50 PM: An **optional bonus game is played**. Bonus activities keep the energy flowing and the guests have a blast. They are optional, but highly suggested. The players must remain in character.

8:05 PM: **Optional to serve dinner**. Dinner can be sit down or buffet – or even as simple as a pizza that's delivered! You can also just serve appetizers/snacks during the party. During dinner (or immediately after), host the required challenge for round two (see host and bonus game instructions).

8:35 PM: The **Round Two envelopes are handed out** to the guests and pre-murder clues are discussed.

8:55 PM: The results of the challenge are presented to the group and the victim becomes the victim and the host passes out the investigation sheets to the players. The guests interrogate each other to determine whodunit. The full story is in the player clue cards, but the guests will have to be skilled at asking the right questions of each other, etc.

9:15 PM: The guesses of whodunit are collected and the **optional accusation round is implemented** – the guests can take turns formally accusing who they think did it, and why. You'll be surprised at how everybody's inner actor will surface during this activity.

9:30 PM: Dessert and coffee (**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 of the guests and the murderer will confess at the conclusion of the round. The murderer is notified in their round three solution card that they are the murderer. They will not know or have any advantage over anybody of knowing whodunit before this round. **If you do not opt to have the optional expansion pack players read their final solutions in front of the group, give them a few minutes to mingle & share their solutions with each other.*

9:50 PM: An **optional bonus game is played**.

10:10 PM: An **optional award ceremony**. [My Mystery Party](#) has award certificates of all kinds that you can choose from in the [Prop Emporium](#). The host can determine who receives the awards while the bonus game is being played. Some awards are traditional and some are snarky but hilarious!

10:30 PM: **Game over!**