

# **EAST SIDE STORY...A 1950S MURDER MYSTERY**

**8-16+ GUESTS ELECTRONIC VERSION**

## **SAMPLE GAME**

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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.**

# 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: XXXXXXXXXXXXXXXX. 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, 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:** The forensic report is revealed. The players review it 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!

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



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

**CHARACTER I**

**Contact the following people before the Friendship Sock Hop!**

**Contact** the guest playing **Character S** and say you are looking forward to the sock hop at Frosty's Diner. However, you're frosted you were outvoted, and that Character Y will officially join the *Pink Chicks* at the sock hop. You can't believe Character S and the others allowed that 'closet case' to be part of your hip clique, as s/he is a total fream!

**(Contact info : \_\_\_\_\_ )**

**Contact** the guest playing **Character T** and say you heard about what s/he said – 'there should only be one gang in Fontaine City.' If that is the case, it *will* be the *D-Birds*. If s/he doesn't watch his mouth, the *Pit Vipers* will be run out of Fontaine City for good! Your boyfriend, Character W, is the toughest cat in town!

**(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 P - ROUND ONE**  
**CLUES TO DISCUSS WITH OTHERS**

- ✍️ Talk to a few people about gang violence. In 1951, there was a rumble in town and twelve people died – an equal amount from both sides of the city - so both gangs lost. Such a shame!
- ✍️ Character H was nominated for prom queen this year. You were the junior prom queen last year, but it's more important to win this year. You're going to the prom committee to find out if she's still eligible since she just became a member of the *Pink Chicks* – which is a gang! Prom queens should be role models.
- ✍️ Talk to Character B about how you do not want Squigmon to be a D-Bird and to leave Squigmon alone (see below).

**PERSONAL CLUES TO CONCEAL**

- ✍️ You heard your boyfriend, Squigmon (also a senior at Ryder High), wants to become a *D-Bird* behind your back. You're furious!
- ✍️ You'd do anything to be prom queen again this year. You'd not be able to stand it Character H took your title from you without being at Ryder High for four years to earn it as you did! She shouldn't be eligible, as she's in a hooligan street gang (the *Pink Chicks*.) You are very angry about this situation.
- ✍️ You're the super smart Student Class Representative from Ryder High on the east side of Fontaine City. You are not affiliated with teenage street gangs, and you do what you can to stop them. You disapprove of all violence. You are here to help them make peace.

**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 S - ROUND TWO

#### CLUES TO REVEAL: (PRE-MURDER CLUES)

- Tell Character N you're disappointed in her for quitting your cheer squad to become a gang member. This really makes your cheer squad look bad since you are the founders of *Campus Crew* – a group that is focused to clean up gang activity at Ryder High. If the rest of the student body found out that one of your squad members is now a *Pink Chick*, they'll never take your club serious again. There might be more gangs popping up all over school! Character G will be responsible for this town going down the toilet!
- You've got to do something about Character M – stop her from being a *Pink Chick* in any way possible. Ask around for advice how to make her quit the gang.
- Ask Character Q why he doesn't seem to get along with Character V. That surprises you, since she is such a nice girl. If he doesn't like her, maybe you can work with him to get Character M to quit the *Pink Chicks*?

#### POST-MURDER CLUES:

- There are three to five clues here for each player.
- They will mingle about and discuss them, collecting the full story from each other as they go.
- Each player will turn in their guess of whodunit, and then accuse who they believe is guilty before moving on to the final solution cards.

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

**character K**  
**Final Solution Round**

**READ AFTER Character L**

The solution is here. Each player will read their solution to the group and the murderer will confess at the end.

***Character L IS NEXT***

SAMPLE

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

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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 will be placed into a graphically labeled envelope. The forensic report will be in an envelope.

The 50's slang dictionary will be printed for you, as well as the movie challenge game sheets (optional bonus game).

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](#)**