

12-18 PLAYERS, AGES 16+.

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SYNOPSIS

Sherlock and Watson are hosting a dinner party with an intriguing group of guests at their flat on Baker Street. Londoners were shocked recently when the infamous Lord Blackstone assisted Scotland Yard with the capture of the depraved serial killer, Victor von Vacher. Has Lord Blackstone turned a new leaf and abandoned his cult of followers? Or, is this all a ruse to gain the trust of those he seeks to destroy?

Alas, you have been invited to the party and wouldn't miss it for the world. This is where your story begins.

LIST OF CHARACTERS FOR THE HOST

18 characters. 12 required (6M, 6F), and 6 optional (3M, 3F).

CHARACTER	BRIEF BIO	SUGGESTED ATTIRE
<p>SHERLOCK Consulting Detective</p> <p>REQUIRED male</p>	<p>Sherlock is a renowned private investigator from London with an intellect that borders superhuman. Sherlock understands the minds of criminals more than they know themselves. Courteous and considerate to others, Sherlock often puts self-care on the backburner. Sherlock's flatmate is a physician that goes by the name Watson, but their relationship has been strained ever since William proposed marriage to Mary Birdwhistle.</p>	<p><i>Sherlock costume, or a knee-length frock coat, waistcoat and pants. Deerstalker hat.</i></p>
<p>WATSON Physician</p> <p>REQUIRED male</p>	<p>A retired military man now working as a physician and part-time private investigator, William Watson is a good friend to Sherlock. Accustomed to thorough documentation with his medical practice, Watson has taken on the role as the official record keeper for Sherlock's investigations. This adventure seeking doc also serves as a counselor for Sherlock, as he's the only one who can force reason into Sherlock's head.</p>	<p><i>Knee-length frock coat, waistcoat, pants. Pocket watch, walking cane as optional props. Bowler hat.</i></p>
<p>ADA ADLER Opera Singer</p> <p>REQUIRED female</p>	<p>Ada Adler was born in London, England, but travels around Europe to perform in the Opera of Windsor. She is a talented singer who has performed for royalty on multiple occasions. A five-time widow, members of high society believe she poisoned her late husbands for their money. Scotland Yard also has Ada Adler on their radar, as there have been many reports of expensive jewels that went missing after Ada was around.</p>	<p><i>Late Victorian/Edwardian era glamorous dress, wide-brimmed hat with feathers. Lace-up boots.</i></p>
<p>LORD RODERICK BLACKSTONE Illusionist</p> <p>REQUIRED male</p>	<p>Lord Blackstone is Sherlock's intellectual twin but on the dark side of things. Accused of practicing dark magic, founding a cult, and being a murderer, Lord Blackstone has surprisingly made amends with Sherlock and Scotland Yard, as he proved crucial to the capture of the notorious Victor von Vacher – a serial killer who plagued the streets of London and poisoned over twenty young girls. Watson has cautioned Sherlock about trusting Lord Blackstone, but Sherlock claims to have it under control.</p>	<p><i>Velvet or faux leather (real if you have it), knee-length long coat with a thick collar. Hair slicked back.</i></p>
<p>DEVON FERGUSON Banker</p> <p>REQUIRED male</p>	<p>Devon Ferguson is a banker at the new Barclays Bank in London, England. Surrounded by leather-bound ledgers stamped in gold with pages filled with copperplate writing, Devon spends the days taking care of his customer's bank accounts. Scotland Yard has recently received reports that Devon might be smuggling rare artifacts from Bulgaria and using the bank vaults to store them until time for the drop-off. Devon denies the accusations and calls it an outrageous scandal.</p>	<p><i>Double-breasted waistcoat over a white button up. Matching pants, tie. Top hat.</i></p>
<p>MARY BIRDWHISTLE Nurse</p> <p>REQUIRED female</p>	<p>Mary Birdwhistle met Watson at the Baker Street Hospital, where both of them are employed. Mary refuses to speak about her past and claims to be the last survivor of her family. Watson recently proposed marriage to her, and she accepted. Sherlock is apprehensive about their wedding that is scheduled in six months. Sherlock warned Watson that Mary might not be who she claims to be – a nurse from Luton, England. Sherlock is usually right about people, so Dr. Watson should be careful.</p>	<p><i>Late Victorian/Edwardian era nursing uniform. White collared dress, floor length. Nursing hat.</i></p>

<p>ELLIE BERRYCLOTH Schoolteacher</p> <p>REQUIRED female</p>	<p>In recent years, Queen Victoria made schools free for children. Ellie teaches arithmetic, writing, and reading to students up to ten years old. She has up to eighty pupils on her roster and runs a strict regimen in the classroom. Ellie is intolerant of nonsense. Ellie has become good friends with Mary Birdwhistle ever since she moved to London seven months ago.</p>	<p><i>Late Victorian/Edwardian era conservative dress, wide-brimmed hat. Lace-up boots.</i></p>
<p>THEODOSIA CULPEPPER Nurse</p> <p>REQUIRED female</p>	<p>Theodosia Culpepper is a nurse at Baker Street Hospital and friend of Mary Birdwhistle. Theodosia is not a fan of Watson and has encouraged Mary to stay far away from the doc – to no avail. Theodosia is a gossip and loves to stir up trouble. Theodosia doesn't care for Ellie Berrycloth. Maybe she is the jealous type and doesn't want Mary to have other friends?</p>	<p><i>Late Victorian/Edwardian era nursing uniform. White collared dress, floor length. Nursing hat.</i></p>
<p>VICTORIA VILLAIN Laundry Maid</p> <p>REQUIRED female</p>	<p>Victoria Villain is a laundry maid at the Baker Street Hospital. This housekeeper is a sweet, kindhearted, and loving person. Victoria is an advocate for prisoners and believes the conditions of the London jails and prisons should undergo reform, including the prison at the Tower of London. Having two brothers serving life sentences, she knows what the prison life is like.</p>	<p><i>Late Victorian/Edwardian era dress (nothing too fancy), wide-brimmed hat. Lace-up boots.</i></p>
<p>GRACE EDEVANE Cook</p> <p>REQUIRED female</p>	<p>Grace Edevane is a cook for Spencer Primrose, an aristocrat of London. Grace snoops on conversations between her employer and his upper-class dinner guests. Grace knows all the high society gossip in the city and is currently blackmailing many people that she has dirt on due to her eavesdropping endeavors.</p>	<p><i>Late Victorian/Edwardian era housekeeping/servant uniform. Bonnet style chef hat. Lace-up boots.</i></p>
<p>HARLAND GASTRELL Train Conductor</p> <p>REQUIRED male</p>	<p>Harland Gastrell is a conductor at the City & South London Railway – the first underground railway in the world. Harland helped design the tube-style railway that was the first to use electric traction. The railway has six stations and runs for over five kilometers, passing under the River Thames. Some say that Harland is a wicked mastermind who works as a conductor to hide his criminal activities and transport illegal things around London. With a genius-level intellect that nearly rivals that of Sherlock, Harland has excellent skills of deduction.</p>	<p><i>Vintage train conductor costume. Real/fake handlebar mustache, pocket watch as an optional prop.</i></p>
<p>OSCAR BREGDAN Rat Catcher</p> <p>REQUIRED male</p>	<p>Known as the <i>Slayer of Plagues</i>, Oscar is a rat catcher who keeps the streets of London free of vermin. A brave soul who will go where no others wish to go, Oscar uses his loyal companions (three dogs and a ferret) to help find the rats who have invaded the city. Many say that Oscar raises the rats who roam the streets to keep his job with the city.</p>	<p><i>Topcoat, waistcoat, breeches with a huge leather sash decorated with rats. Top hat. (Look up 'her majesty's rat catcher' for inspiration).</i></p>
<p>LOTTIE URWIN Heiress</p> <p>OPTIONAL female</p>	<p>Lottie Urwin is a famous author of beloved poems but has published her works under a penname, Norman Browning. She keeps her identity a secret so that her bound collections of poetry will continue to sell out on the shelves, for she believes if she published as a woman, she wouldn't keep her fan base.</p>	<p><i>Late Victorian/Edwardian era glamorous dress, wide-brimmed hat. Lace-up boots.</i></p>

<p>ROWENA BEECHWORTH Governess</p> <p>OPTIONAL female</p>	<p>Rowena Beechworth is a governess for the Blackstone family. She teaches and trains Lord and Lady Blackstone's five children in reading, writing, and arithmetic. Rowena lives at the Blackstone Castle, but some have said she might be a prisoner or possibly a member of Lord Blackstone's cult.</p>	<p><i>Edwardian era glamorous dress, wide-brimmed hat. Lace-up boots.</i></p>
<p>FANNY FORGE Telephone Operator</p> <p>OPTIONAL female</p>	<p>Fanny Forge works every day at the National Telephone Company connecting cords to circuits at the switchboard. She has a soothing, calm voice and is a dependable hard worker. Fanny follows a strict schedule every day and never strays off the course. Fanny is the final heir of a wealthy family from Scotland. One day, she will inherit the estate and be able to retire.</p>	<p><i>Vintage Victorian/Edwardian style blouse. Asymmetrical Steampunk/Victorian/Edwardian floor length skirt and lace-up boots.</i></p>
<p>FRANKLIN WRAITH Detective</p> <p>OPTIONAL male</p>	<p>Inspector Wraith is a hardnosed sleuth from Scotland Yard. Franklin is often at odds with Sherlock but realizes he's necessary for the more complex investigations in the city. This detective is determined but has insufficient skills of deduction when the facts are staring back at his face. When Inspector Wraith is stumped, he reluctantly calls for Sherlock.</p>	<p><i>Victorian/Edwardian Metropolitan police uniform.</i></p>
<p>CHARLES CHATTOWAY Editor</p> <p>OPTIONAL male</p>	<p>Charles Chattoway is the editor for The Daily Graphic, a day-to-day newspaper in London, England. Charles includes news events, notable personalities, illustrations, and poems in the widely distributed publication. Charles is the primary news source in London but is also a notorious blackmailer who pays footmen, housekeepers, and other servants for dirty laundry on his victims. It is best to stay off of Charles' radar.</p>	<p><i>Double-breasted waistcoat over a white button up. Matching pants, tie. Top hat.</i></p>
<p>RUFUS KENWARD Chimney Sweep</p> <p>OPTIONAL male</p>	<p>With knees and elbows continually scraped raw from climbing through narrow chimneys, Rufus Kenward is the town's most popular chimney sweep. Rumors are lurking about that Rufus has a part-time position as a grave robber working to provide the medical school with cadavers. Rufus denies all accusations regarding the resurrections but admits to selling leeches to the school. Where there is smoke, there is fire.</p>	<p><i>Victorian/Edwardian era chimney sweep costume. Button up shirt, necktie, vest, and sweeper as an optional prop. Newsboy cap. A few black smudges on your face (optional).</i></p>

HOST INSTRUCTIONS ARE INCLUDED IN THE PURCHASED GAME.

GAME STRUCTURE: the game is organized into four rounds and is structured as follows:

OPTIONAL PRE-GAME STARTER these optional pre-game tasks 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. They are intended to enhance the build-up for the event. These tasks are not vital to solving the mystery. Also, encourage your guests to view the Your Mystery Party guest pre-game website to get them excited about your game (this is highly encouraged).

ROUND ONE Deliver the round one clue card envelopes as your guests arrive. It is optional to serve cocktails for adults and appetizers.

ROUND TWO Deliver the round two clue card envelopes. It is optional to break for dinner either before or after this round.

SOLUTION ROUND THREE Deliver the round three solutions. It is optional to serve coffee/hot cocoa and dessert. Don't host a party without some type of food/beverage offering - hungry guests are not happy guests.

EXAMPLE TIMELINE

7:00 PM: Guests arrive. Take guest photos and serve refreshments. Have the invited guest list (guest list) available for the guests to view as they trickle into the party. Once everybody has arrived, snap a group photo!

7:10 PM: The host goes over the guest 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 clue cards 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.

8:05 PM: An optional dinner is served. Snacks can be served throughout the party instead.

8:35 PM: The round two envelopes are handed out, and the guests mingle about with their pre-murder clues.

9:00 PM: The victim is revealed, and the investigation of the crime begins. The mystery investigation sheets are handed out, and the guests interrogate each other (using the post-murder clues). Each guest should interview every player in the game. Encourage them to spill secrets and discuss all storylines. The players can also work on the coded message together or separately – let it play out organically. If they don't solve it, that's fine – they can still solve the case.

9:15 PM: The forensic report (aka: Sherlock's Observations Report) is revealed.

9:25 PM: The guests are given a few minutes before the investigation sheets (guesses of whodunit) are turned in to the host. After the sheets are collected, the guests may take turns accusing who they believe did it.

9:40 PM: Dessert and coffee may be served at this time. The round three solutions are handed out to the guests. Each player presents their solution, and the murderer confesses at the end. Allow a few minutes for the guests to mingle at the end to discuss the mystery.

10:00 PM: Another optional bonus game may be played &/or host an optional awards ceremony!

To shorten the mystery party, omit the bonus games, don't stop for dinner, omit the accusation round, and don't host an awards ceremony. Also, you can shorten the game even further by only having the required players read their solutions (or even just the murderer). If you wish to extend the length of the party, add more bonus games!

SHERLOCK

Consulting Detective



EACH PLAYER WILL HAVE A NAME TAG IN THE PURCHASED GAME. THE PARTY READY PACK NAMETAGS ARE PRINTED FOR YOU ON ADHESIVE BACKED PAPER.

CHARACTER Y

OPTIONAL: FOR SOME PRE-PARTY FUN, CONTACT THE FOLLOWING GUESTS:

Contact the guest playing Character B and say the following: I know you don't think this dinner party is a good idea, but I have my reasons. I need to smoke out the story about the Vauquelin Chalice, and this is the only way.

CONTACT INFO:

Contact the guest playing Character G and say the following: I have invited you to my dinner party to make amends for the past. I was out of line for accusing you of working with Character N.

CONTACT INFO:

Contact the guest playing Character P and say the following: I have invited you to my dinner party to reinforce our newfound working relationship and alliance. Please accept my invitation and gratitude for giving us the information about Victor von Vacher. Your assistance led to his capture.

CONTACT INFO:

EACH PLAYER WILL HAVE A PRE-GAME TASK CARD AND THESE ARE OPTIONAL BUT FUN.

NAMES REMOVED TO MINIMIZE SPOILERS.

The clue cards in the boxed set are printed on double-sided, parchment style, traditional themed cards and placed into graphically labeled envelopes and bundled per round – ready to go.

These are the instant download cards with minimal graphics to save you money on printing. To spice it up, print on a parchment themed paper.

**EACH PLAYER WILL
HAVE A ROUND ONE
CARD IN THE
PURCHASED GAME.**

**NAMES REMOVED TO
MINIMIZE SPOILERS.**

Character O – ROUND ONE

DISCUSS THE FOLLOWING WITH OTHERS:

- Tell Character S you didn't steal anything from her, and she will regret it if she ever says you did.
- Tell Character B that you might not be able to make the weekly payment this week, as you are running low on money. Ask that he remain patient. When you marry Character L, you'll have plenty of money.
- You would never join ****removed for spoilers****.

PERSONAL INFORMATION:

- You pretended to be a nurse and got a job at the hospital so you could meet a doctor to marry. Your plan worked, but you need money until you are married, so you steal things to make enough to support your lifestyle (you pretend to be from a wealthy family). You broke into Character V's flat and stole all of her jewelry. She is hardly ever home, so you believed you could get away with it. However, Character T is her neighbor and saw you leaving her home with a bag of goods in the middle of the night. You pay him weekly to stay quiet, but this just means you have to steal more to pay him. You are in a pickle. Character L will call off the engagement if he learns the truth about your past.
- Character N is your cousin. Your real name is ****removed for spoilers****. You're from the poor side of town in London. Character N has agreed not to tell Character L who you really are.

**EACH PLAYER WILL
HAVE A ROUND TWO
CARD IN THE
PURCHASED GAME.**

**NAMES REMOVED TO
MINIMIZE SPOILERS**

CHARACTER U – ROUND TWO

DISCUSS THE FOLLOWING BEFORE THE MURDER:

- Admit to others that you have a gambling problem. Ever since Character S opened the rat gambling pit, you've sunk all of your hard-earned money into making losing bets. You don't think that gambling should be legal, as it's quite addicting.
- Speak to Character T. You know she saw you leaving the cemetery holding a burlap bag with a body inside. She didn't say anything, but you don't want her to tell on you to anyone. You need to sell fresh cadavers to the medical school to make ends meet – to keep a roof on your head and bread on your table. You are at her mercy. If she decides to snitch on you, you'll go to jail. The medical school believes you have a deal with the hospital and families of the deceased. You do not.

POST-MURDER FACTS TO DISCUSS:

- You don't think Character W and Y ever left the main room during the party. They were having an intense conversation about something during the time of the murder. You're unsure if they noticed you, but you were in there with them.
- Character B was not in the main room when the victim was murdered.
- If someone lacks an eyewitness to corroborate their alibi, they are suspicious.

CHARACTER M

Solution Round

READ FIRST

**The solution is given here.
Each player will stand and
read their solutions to the
group and the murderer will
confess.**

CHARACTER L IS NEXT

**EACH PLAYER WILL
HAVE A SOLUTION CARD
IN THE PURCHASED
GAME.**

**NAMES AND SOLUTION
REMOVED TO MINIMIZE
SPOILERS**

MENU SUGGESTIONS (RECIPES ARE INCLUDED IN THE PURCHASED GAME. THE PARTY READY PACK WILL HAVE THE TRADITIONAL MURDER MYSTERY MENU. THESE ARE THE DOWNLOAD RECIPES.

Always ask for nutritional requirements of your guests with the RSVPs to determine if they have any allergies or objections to particular ingredients.

Recipes courtesy of the Halloween Party Host Handbook

APPETIZERS:

TALMOUSES

CARROT SOUP

SUMMER SALAD

ENTREE:

FILLETS OF BEEF WITH MIXED VEGETABLES

BAKED HADDOCK

DESSERTS:

VICTORIAN SPONGE CAKE

LEMON BUNS

ALMOND CAKES

COCKTAILS FOR ADULTS:

GIN SLING – A DICKENS RECIPE

APPLE TODDY

APPLEJACK SOUR

THE SHERRY COBBLER - A DICKENS RECIPE

BONUS ACTIVITIES – WILL BE INCLUDED WITH BOTH VERSIONS OF THE GAME, ALBEIT THE BOXED SET WILL HAVE OUR TRADITIONAL BONUS GAMES INCLUDED.

FOR 100 MORE PARTY GAMES AND MORE PARTY ADVICE, RECIPES, THEMES, ETIQUETTE AND MORE, PURCHASE THE OFFICIAL PARTY HOST HANDBOOK BY DR. BONNIE.



FOR 200+ PARTY GAMES, HALLOWEEN DIY COSTUMES, PARTY ADVICE AND MORE, SNAG YOUR COPY OF THE HALLOWEEN PARTY HOST HANDBOOK BY DR. BONNIE BOTH AVAILABLE AT MY MYSTERY PARTY'S PROP EMPORIUM AND MOST ONLINE BOOK RETAILERS.

SAMPLE

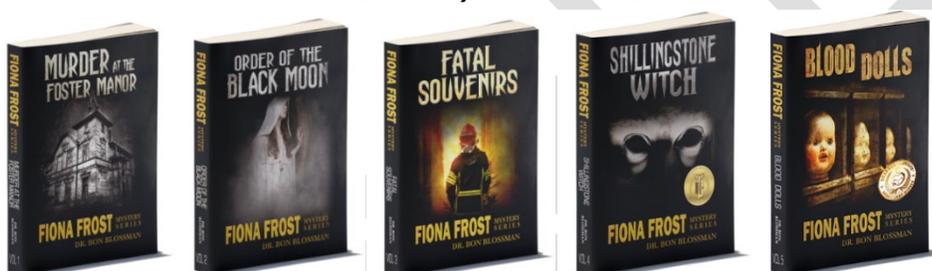
FOR MORE INFORMATION ABOUT YOUR GAME:

- Send your guests to the Your Mystery Party guest pre-game site at <https://www.yourmysteryparty.com/bakerstreet>
- Pinterest page: <https://www.pinterest.com/mymysteryparty/sherlock-and-watson-murder-mystery-game/> We have created a board for all of our games that includes theme-specific DIY party food and décor. To find the direct link to the Pinterest page, go back to the webpage where you purchased the game and scroll to the bottom of the page – you'll see the Pinterest board there. Click on it to enlarge and view the pins.
- Social media posts: #MyMysteryParty – no spoilers, please! Spoilers include any pictures or text of who the victim/murderer is, such as a decorated victim wearing their name tag in the photo – or any other spoilers in the game. Please do not ruin the game for others.
- The game trailer video is located on the Your Mystery Party page.

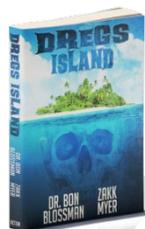
THIS GAME WAS CREATED BY DR. BON BLOSSMAN – AWARD WINNING AUTHOR

Please check out our author's line of Young Adult (YA) award-winning mystery novels!

For a discount, use: FF15BB

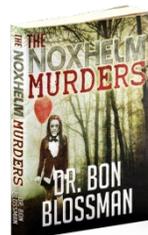


2017 RELEASES:



**Dregs Island -
YA Thriller**

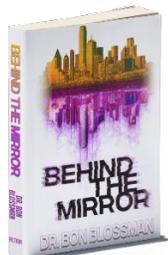
This book won a silver medal at Reader's Favorite, won the Beverly Hills Young Adult category, and was a solo medalist winner for New Apple Book Awards for the YA Mystery/Thriller category.



**The Noxhelm
Murders - YA
Mystery
Thriller**

This book won the Indie Brag Medallion, and two gold medals with Literary Classics Book Awards in Young Adult Mystery and Supernatural

2019 RELEASE:



Behind the Mirror (Book One) – YA Fantasy

A four-part series about a teen girl who thought she was ordinary.