

HALLOWEEN HOMICIDE IN THE TOWN OF DARK CLOUD

(7-12+ Guests Electronic Version, Ages 13+. Can be played as co-ed, all female, or all male)

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persons or events are purely coincidental.

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SYNOPSIS (THIS OUTLINES THE FLOW OF THE PARTY EVENTS).

The Shade Hallow Manor is a 17th-century mansion in Dark Cloud, which is an isolated town covered in dense fog. Built in 1670 by a legendary author named Shade Hallow, the estate is now an unkempt eyesore. In his day, Mr. Hallow was beloved and treated as royalty, as his literary works were loved by all.

Shade Hallow Manor has elegant architectural features, albeit they have been weathered throughout the years. Weeds have replaced the flowering shrubs and ornamental trees that once adorned the property. The final members of the Hallow lineage passed away in the early 1700's, leaving Shade's estate in the hands of the townspeople. The people have neglected the place, mostly due to the legend that Shade Hallow's ghost roams the corridors at night.

A majority of the townspeople have banded together and hope to remodel and reinstate the property as a historical bed and breakfast. They believe the old estate can generate tourism and income for Dark Cloud. Most people stand behind the idea, although a few are adamantly against the pursuit – claiming the manor's haunted and should be left alone.

Most of the dusty cobwebs have been swept away, and the Halloween bash is underway. You live in Dark Cloud and are on the fence with whether or not you support the idea of hosting an event there. You have been invited to attend, and this is where your story begins...

New hosts: check out our instructional videos at www.mymysteryparty.com/videos. We walk you through how to plan and host a murder mystery party.

LIST OF CHARACTERS FOR THE HOST

(7 required, 5 optional – all may be played by either gender)

CHARACTER	BRIEF DESCRIPTION	SUGGESTED ATTIRE
MICA MEURTE <i>Coroner</i> REQUIRED Either	Mica is the coroner of Dark Cloud. Some people are afraid of this medical examiner, as Mica mysteriously appears in a room without warning. Some think Mica may have magical powers, whereas others believe Mica's mastered the art of being stealth.	Either dress in a lab coat with <u>Dark Cloud Morgue</u> on the pocket (dark circles under your eyes with makeup), or wear any Halloween costume.
ENTO BUGSMAN <i>Forensic Entomologist</i> REQUIRED Either	Ento Bugsman is a hardworking forensic entomologist. Aside from having a creepy-crawly day job, Ento runs the only pest control business in Dark Cloud. Ento controls the town's infestations, but some say this bug sprayer may have caused them in the first place. Ento lives with Jeck Needles, and the siblings spend most of their free time working on a top-secret research project.	Either dress in a lab coat with toy insects in the pockets, or wear any Halloween costume.
TARANT U. LAWE <i>Arachnologist</i> REQUIRED Either	Tarant U. Lawe is the antisocial arachnologist at the Dark Cloud Exotic Animal Rescue. Tarant suffers from anger management problems and is often judgmental of others. For these reasons, Tarant only has a handful of friends. Tarant's also a germaphobe, so getting too close to this spider wrangler is out of the question!	Either dress in a lab coat with toy spiders in the pockets, or wear any Halloween costume.
DR. FREEZE <i>Cryonics Technician</i> REQUIRED Either	Dr. Freeze is the head cryonics tech at Dark Cloud Cryonics and the most annoying one-upper in town. If you've done anything amazing lately, get ready to hear a long winded story about how Dr. Freeze has done it better. This doc's new to Dark Cloud and not many people truly know the <i>real</i> Dr. Freeze.	Either dress in a lab coat with <u>Dark Cloud Cryonics</u> on the pocket, or wear any Halloween costume.
DECO TAMINATION <i>CTS Decon Technician</i> REQUIRED Either	Deco Tamnation is the peculiar Crime/Trauma Scene (CTS) Decontamination Technician. A constant whistler, Deco gives uncomfortable stares which lead to periods of awkward silence during a conversation. This decon tech also bakes cakes on the side and is garnering attention in Dark Cloud as an upcoming pastry chef.	Either dress in a lab coat or hazmat suit with <u>Dark Cloud Decon</u> on the pocket, or wear any Halloween costume.
DIRTÉ GRAVES <i>Cemetery Watchman</i> REQUIRED Either	Dirté Graves is the late night cemetery watchman at the Dark Cloud Cemetery. Dirté is a friendly person but often rants about government conspiracies. Dirté is rumored to have insulated his/her home in aluminum foil, so the government's listening devices are rendered useless.	Overalls, unkempt hair (or wig) or wear any Halloween costume. Aluminum foil as an optional prop.
JECK NEEDLES <i>Pharmaceutical Trial Subject</i> REQUIRED Either	Jeck Needles is a committed pharmaceutical trial subject. Rumor has it that Jeck has been participating in multiple pharmaceutical trials without notifying the researchers he's on several experimental drugs. Jeck's health may be at risk. Jeck is the sibling of Ento Bugman and spends countless hours in a home laboratory researching a top secret project.	Casual attire. Draw marks on your arm with a red pen where you've been injected with things. Alternatively, wear any Halloween costume.

HANKIE SWINE <i>Pig Butcher</i> Optional Either	Hankie Swine is the arrogant pig butcher at the Dark Cloud Pig Market. Hankie Swine owns the only pig farm in town and charges far above market prices for meat. Nobody's seen the inside of the Swine Mansion on the hill, and the curious townspeople often wonder what Hankie is hiding.	White apron with blood splattered on it. A toy butcher knife as a prop. As an alternative, wear any Halloween costume.
WYLIE DIGGS <i>Gravedigger</i> Optional Either	Wylie Diggs is the bossy gravedigger at Dark Cloud Cemetery. Since high school, Wylie has lived up to the title of <i>Town Bully</i> , as this gravedigger lives to intimidate the weak. Wylie is always looking for new ways to terrorize the people of Dark Cloud.	Very dirty overalls. A toy shovel as an optional prop. As an alternative, wear any Halloween costume.
ALEX M. PALMER <i>Embalmer</i> Optional Either	Alex M. Palmer is the intellectual embalmer at the Dark Cloud Morgue. A dependable hard worker, Alex is a genuine friend to many people in town. Alex has many personality quirks and is very superstitious. Rumor has it that Alex has been questioned by the director of the morgue as to why it takes Alex longer than normal to embalm bodies. Alex refuses to comment when asked about this issue.	Either dress in a lab coat with <u>Dark Cloud Morgue</u> on the pocket, or wear any Halloween costume.
OFFICER NELSON <i>Police Officer</i> Optional Either	Officer Nelson is one of the most highly decorated officers at the Dark Cloud Police Station. This cop lives to protect the streets of Dark Cloud, and hardly ever stops working. Dark Cloud is a grim town full of hardened criminals, so this officer has more than a full-time job. The Dark Cloud police officers are a tight knit group who always has each other's backs. <i>(Can have multiple players in this role)</i>	Police uniform. Optional to have fake guns, handcuffs, as props.
PAT COURIC <i>Reporter, CBC News</i> Optional Either	Pat Couric is always on top of the latest story - sometimes before the story happens! Pat's an ambitious investigative reporter for CBC-TV and will stop at nothing to be first to get the scoop. Pat is rarely seen without a troupe of colleagues from CBC News. <i>(Can have multiple players in this role)</i>	Casual business attire (i.e. oxford shirt, pants). An optional microphone and notepad as props

NAMETAGS

NICA MEURTE

CORONER



**EACH PLAYER WILL HAVE
A NAME TAG IN THE
PURCHASED GAME**

MURDER MYSTERY GAME HOST INSTRUCTIONS

BY MYMYSTERYPARTY.COM

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Thank you for purchasing a My Mystery Party murder mystery game. Read these host instructions thoroughly to get ready for your big day.

PREPARING YOUR KIT: This file needs to be printed in advance of the party. Cut out the clue cards, and 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 <http://mymysteryparty.com/props/> site in the Mystery Prop Emporium section. 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. We demonstrate how to do this in our instructional videos at www.mymysteryparty.com/videos. In these instructions, however, we will assume you are using the envelope method for each character, each round. Also, if you do not want to print the entire file, you don't have to – you just need to print the materials for the game (i.e. everything besides the instructions, answer key, and final page of additional information).

GENERAL HOSTING: During the party, your job as the host player is to make sure the rounds flow correctly. As the host, you may choose to play any character you wish. You will pass out the clue cards to the guests at the appropriate times. Everyone will have a blast as the story unfolds. As the mystery progresses, check on your guests to see if they are discussing the clues and implementing tasks on their clue cards (some players may have tasks to perform). Encourage them to mingle with the other players, and not to rush anything. It's all about gossiping and sharing secrets! They should speak to every other player at least once during each round. They are to ask questions, spill secrets, and have fun! Hardly any character in a mystery party has integrity, so tell your guests not to be themselves and keep their word – they are to share the information extracted from others! With that said, if you opt to do the optional money challenge, you can instruct the guests to hold back secrets for money (see the bonus activity instructions for more details). Again, the characters aren't known for integrity – they can accept bribes for information!

FULL INSTRUCTIONS IN THE PURCHASED GAME.

UPGRADE YOUR DOWNLOAD IF YOU WISH TO KEEP THE MYSTERY A SURPRISE: 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 prepare your game for you. We send you the clues in labeled envelopes and the rest of prepared game documents –'ready to go.' For a chart that explains the differences between the two versions of this game: [Click here or to go the Party Ready Pack page on our site to find the link](#)

OPTIONAL PLAYERS: This mystery comes with both required and optional characters. There are optional characters in this mystery. If you do not have guests for these optional characters, omit the optional player cards from your game. The optional players may be played in any combination. See the host character list for which characters are required and optional.

EXPANDABLE TEAM PLAYERS: The game can be expanded (potentially to an unlimited number, but recommended is up to 15 additional) by including police officers and news reporters to play with their lead characters Officer Nelson and Pat Couric. The characters in each of these groups will play as a team during the party. This is great for expanding your party guest list, last minute guests, shy/reserved guests or guests who are tentative and might not show up to the party. There are two separate files to download with your game (they're on your account – simply log in to your account on our website to download at any time). Make copies of the file for as many players as you'll have on either team. Again - the additional players will not have unique clue cards describing information about their own character, but rather will have information about their team leader on their clue card. Their role in the game is to talk about their team leader with others (gossip) and extract information from other characters for their team's use. The 'teams' actually have an advantage since they have multiple players that are able to talk to everyone and gather information. In any group of party guests, there are typically a number of players who prefer to play the game in the spotlight and a number who prefer to play the game in a group with the most guests' desires lying somewhere in between. It's great to have an option for everybody's needs on your guest list.

OPTIONAL PROPS: We offer mystery props on the My Mystery Party site in the Prop Emporium (www.mymysteryparty.com/props) including a thunderstorm ambiance 10 minute sound wav to play in the background, a Crime Scene Décor Pack, mystery investigation pens, Victim's Kit, and 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.

After the victim reveal, use the Crime Scene Décor Pack to set up a mock crime scene using the crime scene tape, body silhouette mat, crime scene balloons (this is a party, so make it festive) and evidence marker cards available at our prop store. However, only set up the crime scene after the victim is unveiled and do not use for sleuthing – it's just for a fun effect and photo opportunity for your guests.

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

OPTIONAL PRE-GAME TASKS: 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 pre-game build up for the event. These tasks are not vital to solving the mystery. The omission of them does not alter 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). The link to this site for your game is <http://yourmysteryparty.com/darkcloud> If you are playing with an expansion pack, you'll need to use the invite/guest website that includes those players. This information is always given in the expansion pack file and on the expansion pack game page.

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.

You're not required to serve appetizers, dinner, & dessert. It is only suggested. You can skip them and just serve snacks during the party. Don't host a party without snacks, however! Hungry guests are not happy guests – no matter what!

For further questions, check out our FAQ webpage at <http://mymysteryparty.com/how-to-host-faq/> or our author's blog for more DIY and hosting help: <http://mymysteryparty.com/murder-mystery-blog/>

If your question is still not addressed in the FAQ/blog or these instructions, contact us via email: support@mymysteryparty.com Responses are guaranteed within 24 hours.

For more information on how to host, here are some helpful videos and articles for you to view (click on the following links):

- [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](#)
- [How to Host a Phenomenal Event Article](#)

OPTIONAL PRE-GAME STARTER

ASSIGNING CHARACTERS: The host assigns the character roles from the host character list. Do not send your guests the invites or link to the guest pre-game site and have them choose their characters. This is far too much work, confusing for everyone, and nearly impossible for the guests to pick a separate character and fill in your required player spots.

First, fill in your required spots with your most outgoing and dependable players. Then, use the optional players in any combination. They won't know they were optional, so no worries. If you have time, it's great to send a 'save the date' email/text/card at least a month before your party. That way, you can see if your intended date will work to have enough players. No time for that? No problem! Just text your closest invitees and ensure they're able to attend so you can assign them to a required player. If you are hosting this for an event and will not be familiar with the guests, you will likely have enough players to play, so this is a moot point.

INVITING GUESTS: Before the party, encourage your guests to view this mystery on the free guest pre-game site at YourMysteryParty.com, and use the free downloadable invitations, as they have the character descriptions included. The Your Mystery Party guest pre-game site will have a synopsis of the mystery, a game trailer video, the list of characters, costume suggestions, and more. Before the party, the players can get familiar with their character role and with the premise of the mystery.

The free, printable invitations are located on the page where you purchased this game at <http://mymysteryparty.com/halloween-homicide-in-dark-cloud-murder-mystery/> click on the link that says 'free, printable invitation' to download (it's under *Helpful Links* on the website). Download the PDF file. It is important to first save to your hard drive. Reopen with the most current version of Adobe Reader, or you may face issues. Use the text fields to fill in your information. Either print or save to your hard drive. You can email these invites as attachments to your guests to save paper costs. You will need to enter your information in the text field and save one on your hard drive for each player, changing the character to be played on each invitation. Alternatively, use any eVite site or social media event page to invite the guests and direct them to the Your Mystery Party guest site for further information by using the link above. You are not required to use the free invitations.

**FULL INSTRUCTIONS IN
THE PURCHASED GAME.**

SAMPLE

ROUND ONE - MEET & MINGLE WITH APPETIZERS

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

DÉCOR: The party area is supposed to be a generic ballroom of the Shade Hallow Manor called the *Darkness Ballroom*. Optional: make a sign to put in front of your home out of cardboard and PVC pipe for a fun effect. 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). Because the game setting is in a generic ballroom of a mansion, any general party area is suitable. You can make this as elaborate as you wish by creating an authentic 'entrance' to your home with a sign that says 'Welcome to the Shade Hallow Manor' or simply decorate the room as if you are having any type of party with balloons, etc. Since this is an old, abandoned mansion, make sure to go heavy on the cob webs (we have them at our prop store). Candelabras always are great to set the mood. Put white sheets on the furniture for a fun effect (optional). If you wanted to add legitimacy to the event, make a placard out of any material (i.e. paper, etc.) and write or have printed 'Darkness Ballroom' on it - this is where the party takes place in the story. On an adjacent room door (that you'll never even need to open) do the same and write or print 'Melancholy Ballroom.' This is entirely optional and will simply add a fun effect.

**FULL INSTRUCTIONS IN
THE PURCHASED GAME.**

ROUND TWO – DINNER & MURDER

**FULL INSTRUCTIONS IN
THE PURCHASED GAME.**

SAMPLE

ROUND THREE – SHOCKING SOLUTIONS

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 also to tell the group their guess of the murderer's motive. If you have 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 award.

**FULL INSTRUCTIONS IN
THE PURCHASED GAME.**

Don't forget to share your photos and post a testimonial on our Facebook page. We will enter you into our Loyalty Program and issue you a coupon code for your next party!

[Facebook.com/MyMysteryParty](https://www.facebook.com/MyMysteryParty)

SAMPLE

EXAMPLE TIMELINE

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

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 in private/semi-private conversations. 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, as 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.

9:05 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 as eyewitness accounts, etc.). Each guest should interview every player in the game at least once.

9:15 PM: The forensic report is revealed. The host goes over it with the group. The guests consider the information with their tentative guesses and finalize their best guess of whodunit.

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

9:30 PM: Dessert and coffee (both optional) are served, and the solution cards 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. Allow a few minutes for the guests to mingle at the end to discuss the mystery.

9:45 PM: Another bonus game is played.

10:00 PM: 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!

**READ THE FOLLOWING INSTRUCTIONS TO YOUR GUESTS BEFORE YOU PASS
OUT THE ROUND ONE CARDS TO START THE GAME:**

How to play a mystery party:

**FULL INSTRUCTIONS IN
THE PURCHASED GAME.**

OPTIONAL PRE-GAME TASKS:

CHARACTER X

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

Contact the guest playing **Character H** and say you will not tolerate Character H bringing any special tarantula pets to the Shade Hollow Manor Halloween party. You are afraid of only one thing in life . . . spiders.

(Contact info: _____)

Contact the guest playing **Character G** and say that you'd like to take his/her fitness class. You are sick of boring work outs in the gym.

(Contact info: _____)

Contact the guest playing **Character T** and say you ate a piece of their cake the other day at Chief Gray's retirement party. You didn't want to alarm anyone, but you saw a roach inside of your slice of cake. As a friend, you want to tell him/her about this roach problem. Maybe s/he shouldn't bake cakes at home until Dark Cloud Pest Control comes out to take care of the issue?

(Contact info: _____)

EACH PLAYER WILL HAVE
AN OPTIONAL PRE-GAME
CARD. NAMES REMOVED
TO MINIMIZE SPOILERS,
BUT DO NOT READ IF
YOU WISH TO KEEP IT A
SURPRISE.

ROUND ONE

EACH PLAYER WILL HAVE
A ROUND ONE CARD.
NAMES REMOVED TO
MINIMIZE SPOILERS,
BUT DO NOT READ IF
YOU WISH TO KEEP IT
A SURPRISE.

Character S - ROUND ONE

CLUES TO REVEAL:

- You're tired of the accusations that your pig meat prices are too high. If you are the only supplier in town – it's about supply and demand. You have the supply, and the customers have the demand. Everyone needs to deal with the prices, as they don't have a choice in the matter.
- You are not in that good of shape. You've seen your fitness level decline over the last year. You would like to join a sports team for recreation or purchase a gym membership, but you simply don't have time.
- Keep an eye on Character K, as something strange is going on. You don't trust a spider 'zookeeper.'

CLUES TO CONCEAL:

- You are the arrogant and aggressive pig slaughterer.
- Your family owns a mansion in town. You never invite anybody over since you are a 'pig' and never clean house. Heck, the name fits – your last name is Swine, and you live like a pig! Go figure! You come from a long line of slobs, and that's why your family has never allowed anyone into the mansion.
- In addition to overcharging for your pig meat at your butcher shop, you supplement your income by charging extra on your customers' credit cards.
- You heard there is a blackmailer at this party, so you need to be quiet, not draw attention, and not make anybody angry. You do not want to get in the crosshairs of this blackmailer.

ROUND TWO

EACH PLAYER WILL HAVE
A ROUND TWO CARD.
NAMES REMOVED TO
MINIMIZE SPOILERS, BUT
DO NOT READ IF YOU
WISH TO KEEP IT A
SURPRISE.

CHARACTER Y - ROUND TWO

- **Character B** just secretly whispered into your ear that s/he has been watching you through a secret nano-camera at the morgue. S/he knows you embalm bodies seven times, but you cannot help it – you're superstitious. It takes you longer to prepare bodies, and your supervisor has been angry with you, but you've claimed it just takes that much time. Your job may be in jeopardy if s/he tells your supervisor why you go through so much embalming fluid and why it takes you so much time!
 - You heard that **Character B** is blackmailing other guests. Find out details about this!
 - Talk about your superstitions. You believe bad luck comes in threes and something bad is about to happen.
- POST-MURDER: (BLOOD TYPE AB-)**
- You saw the victim exit the *Darkness Ballroom* from the northern doorway about 3.5 minutes before the body was discovered.
 - You left the *Darkness Ballroom*, but don't remember exactly when you left. You went to the restroom sometime before the body was discovered.
 - The one with the largest motive is typically the killer.
 - The killer is definitely in top physical shape to pull off a murder like that.

FORENSIC ANALYSIS FOR ROUND TWO. You may make more than one copy so more than one guest at a time can review the report – or go over it as a group. See the host instruction for further details.

FORENSIC ANALYSIS IN THE PURCHASED GAME.

VICTIM SIGN: place with the victim's items (i.e. the sign below and the optional items) in the nearest restroom prior to the party. See the host instructions for further details.

VICTIM SIGN IS IN THE
PURCHASED GAME.

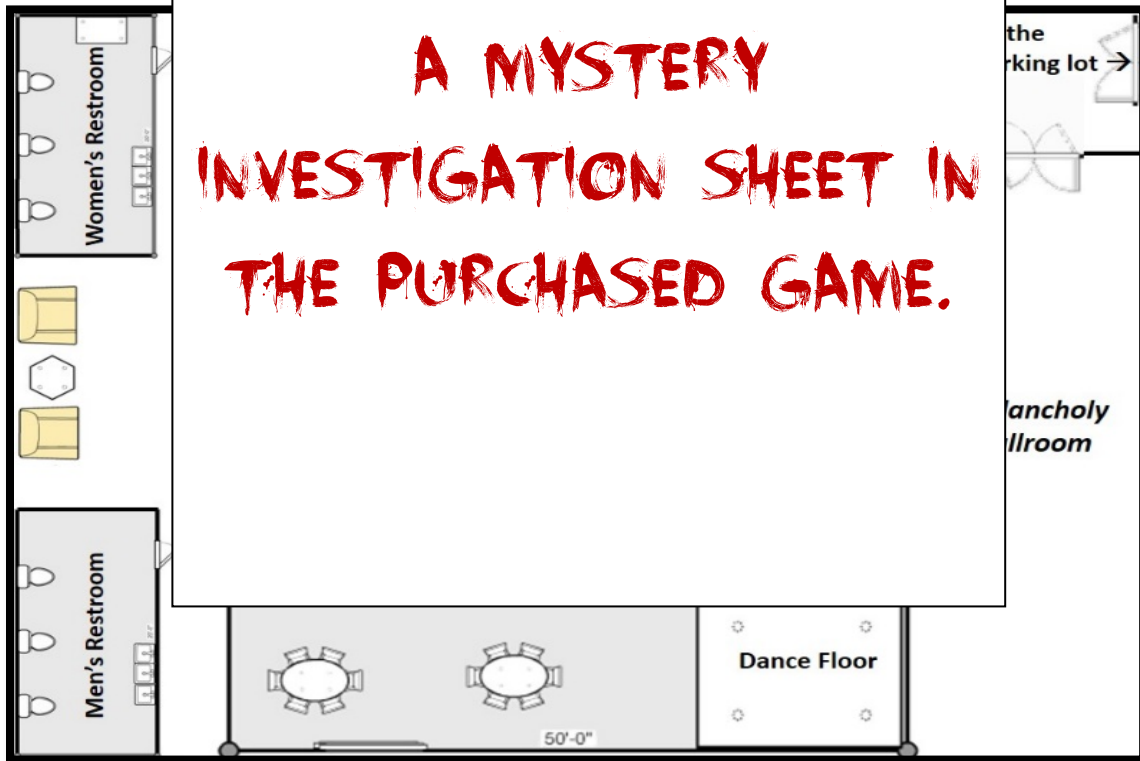
MURDER MYSTERY INVESTIGATION

Investigator: _____

SUSPECT	MOTIVE	EVIDENCE

MYSTERY INVESTIGATION DO NOT CROSS

**EACH PLAYER WILL HAVE
A MYSTERY
INVESTIGATION SHEET IN
THE PURCHASED GAME.**



WHODUNIT

ROUND THREE SOLUTION CARDS

Do not view these cards if you wish to keep the murderer a surprise.

EACH PLAYER WILL HAVE
A ROUND THREE
SOLUTION CARD. NAMES
REMOVED TO MINIMIZE
SPOILERS, BUT DO NOT
READ IF YOU WISH TO
KEEP IT A SURPRISE.

Character K

Final Solution Round

READ WHEN YOU'RE TOLD IT'S YOUR TURN

When it is your turn, say the following to the group:

Character B installed cameras at the morgue and knew I was wasting embalming fluid and time when I prepared dead bodies because of my superstitions. I have this thing where I must embalm 7 times, as 7 is a lucky number. Therefore, I was about to join the list of people being blackmailed, but I'm not a murderer. A *gigantic thanks* to whoever murdered that corrupt jerk.

THE FOLLOWING PEOPLE ARE NEXT TO READ THEIR SOLUTIONS. SKIP OVER ANY WHO ARE NOT PRESENT:

**CHARACTER H, CHARACTER I, CHARACTER P,
CHARACTER S, CHARACTER A**

MENU SUGGESTIONS

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

**RECIPES ARE IN THE
PURCHASED GAME.**

APPETIZERS:

MYSTERY STUFFED MUSHROOMS

ARTI'CHOKE' AND KALE DIP

FIRST COURSE:

SUPER SLEUTH SALAD

ENTREE:

GET A CLUE STUFFED CHICKEN

SIDES:

SHERLOCK & WATSON CASSEROLE

AGATHA'S ASPARAGUS RISOTTO

DESSERTS:

PLAUSIBLE PUMPKIN DELIGHT

CRIME SCENE CAKE

COCKTAILS FOR ADULTS:

THE AGATHA CHRISTIE (omit for minors)

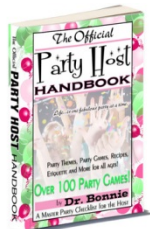
THE HAUNTED HALLWAY (omit for minors)

THE BUTLER DID IT (omit for minors)

THE DIRT NAP (omit for minors)

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.



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BOTH AVAILABLE AT MY MYSTERY PARTY'S PROP EMPORIUM, BARNES & NOBLE, AND AMAZON.COM - AS WELL AS OTHER ONLINE BOOK RETAILERS.

NOW AVAILABLE AT MY MYSTERY PARTY'S PROP EMPORIUM, BARNES & NOBLE AND AMAZON.COM AS WELL AS OTHER ONLINE BOOK RETAILERS.

BLACK CAT & HER KITTENS

PASS THE MINI PUMPKIN

THE MAGNIFICENT MEMORY GAME

FULL INSTRUCTIONS IN THE PURCHASED GAME.

DO YOU THINK YOU CAN DANCE CONTEST

DARING DARK CLOUD DISGUISE CHALLENGE

DARK CLOUD RAP CONTEST

MONEY CHALLENGE

BALLOON BEDLAM

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 BEGINS ON THE FOLLOWING PAGE. DO NOT READ IT OR LOOK AT THE REST OF THIS FILE 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.

SAMPLE

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

THE ANSWERS LIE WITHIN:

**ANSWER KEY IS IN
THE PURCHASED
GAME**

THIS PAGE DOESN'T NEED TO BE PRINTED.
FOR MORE INFORMATION ABOUT YOUR GAME:

- Send your guests to the Your Mystery Party guest invite at YourMysteryParty.com/DarkCloud
- Pinterest page: <https://www.pinterest.com/mymysteryparty/halloween-homicide-in-the-town-of-dark-cloud-murde/> 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. Please do not ruin the game for others ;-)
- [YouTube Game Trailer](#) is located on the game page and Your Mystery Party page.
- Want a discount on your next game? After the party, head over to our Facebook page at www.Facebook.com/mymysteryparty and leave a testimonial with photos of your big night. We love for you to share your experiences and will show our appreciation by creating a loyalty code for a % off your next party!

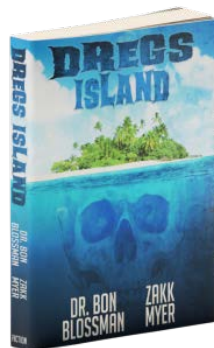
**THIS GAME WAS CREATED BY: DR. BON BLOSSMAN – AUTHOR OF THE AWARD-WINNING
FIONA FROST YOUNG ADULT MYSTERY SERIES**

Love the game? Please check out our author's line of Young Adult (YA) award-winning mystery novels! Take advantage of a discount on signed copies by using the code: FF15BB



<http://mymysteryparty.com/bon-blossman>

And, check out the newest release: Dregs Island – a young-adult thriller!



Books are available on the My Mystery Party site at <http://mymysteryparty.com/bon-blossman>, as well as all online book retailers.