



AN ESCAPE ROOM MURDER MYSTERY PARTY FOR 6-10 GUESTS, AGES 15 TO ADULT. 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.

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HOST INSTRUCTIONS: Print this file, starting with page 2. You will need to choose how many investigation

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



EXAMPLE TIMELINE

The timeline may be shortened by reducing the amount of time in the escape room and not serving dinner.

6:30 PM: Guests arrive to area #1 (foyer, front porch, adjacent room, etc.), get refreshments, review the guest list, and player instructions. This is a wonderful time to snap a photo of each player as they arrive and a group photo once everyone has arrived.

6:40 PM: Go over the player instructions with the group.

6:50 PM: Read the announcement #1, pass out the round one clue cards, and start the timer for the fifteen minute mingling session – they discuss the clues on the round one card with each other to build the story line.

7:05 PM: Players enter the escape room. Set the timer for one hour (this can be lengthened / shortened if needed). They will begin to search and collect evidence. They will start to analyze and solve puzzles, etc. Hopefully, they will solve at least 3-4 of the scenarios and get 3-4 clues of the mystery host. ****Note, if the players are struggling, you can give up to 3 hints &/or extend this time. ****

8:05 PM: If you are going to serve dinner, this is when to do it. If not, you'll go straight to the next step. A 35 minute break for dinner is built into this timeline, however.

8:40 PM: The murder occurs. Read the announcement #2 and pass out the round two clue cards and the investigation sheets. The players will now start to sleuth the murder. They use the information on their clue cards to interrogate each other and collect the evidence for the murder.

8:50 PM: Present the players with the forensic report.

9:00 PM: Ask the players to submit their guess of whodunit *and* the identity of the mystery host.

9:10 PM: Have each player accuse the character they believe is the mystery host and murderer – it may or may not be the same person.

9:20 PM: The players will read their solutions to the group, and the murderer will be last to confess (as directed by the order to read the solutions on the card). The mystery host will also reveal him/herself during this round.

9:40 PM: Host an **optional** award ceremony and dessert.

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

ROBIN RED

Pre-Game Round

Contact the following guests at any time before the escape room party:

Contact Bobby Blue and say you will sue for defamation if Bobby keeps accusing you of switching out the Nebra Sky Disk (an artifact from 1,600 BC) for a fake after Bobby sold it to you for 2 million dollars. Bobby tried to pass off the artifact as real to swindle you. The jury has spoken; the lawsuit was ruled in your favor, and Bobby had to give your money back. End of story.

Contact info: _____

Contact Grayson Green and say thanks for not running the story that Bobby Blue tried to fabricate about you switching out an ancient artifact for a fake to avoid paying \$2 million dollars. You would never do such a thing. Bobby is a con artist. It's sad; you used to be best of friends.

Contact info: _____

Check out the pregame site for more information about your escape room party:
www.yourmysteryparty.com/escape

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 Y ROUND ONE

CLUES TO REVEAL TO OTHERS:

- CHARACTER W has threatened to take your blog down many times. You received a letter yesterday that said you had 48 hours to remove the stories about CHARACTER W or the entire site will be removed, and a lawsuit will be filed against you.
- You've done a couple of stories about some people in this room on your blog. They probably don't like you very much, but you don't care. You report the news as you investigate it - it is all factual.
- You did a story about how CHARACTER H and CHARACTER S sued CHARACTER G for selling a fake artifact from 1,600 B.C. However, CHARACTER G claims they plotted a plan to switch out the artifact with a fake, get the 2 million dollars back that s/he paid CHARACTER G, and then sell the real artifact at a private overseas auction. This is scandalous!
- Ask CHARACTER Q if CHARACTER U has a ghost singer. You heard a rumor and need to know if it's true.

CLUES YOU MAY CONCEAL:

- You believe in freedom of the press. As long as your stories are 100% factual– and you can prove you've done your research checked facts – there is nothing CHARACTER W can do to you. However, s/he may have a way to remove your site temporarily. If this happens, you may lose a ton of your followers!

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 D-ROUND TWO

THE FOLLOWING IS THE EVIDENCE IN THE MURDER THAT YOU KNOW:

- The victim began to act strangely soon after the group entered the escape room. You knew something was wrong. You didn't care for the victim, however, so you didn't offer assistance. That doesn't make you a murderer.
- As people arrived at this event, they gathered in the foyer and enjoyed refreshments. Once everybody was accounted for, the group entered the escape room.
- The murderer obviously had to have scientific &/or medical knowledge to pull off a crime like this. A background in science &/or medicine should be included as something to consider as part of the investigation.
- The victim already had finished a drink and placed the glass down on a table by the time you arrived at the event. If your fingerprints are on the victim's glass, you'll have no explanation.
- You remember seeing CHARACTER N having an argument with the victim before the group entered the escape room.
- If a suspect arrived at the event after the victim finished drinking their beverage, that person is unlikely to be the killer.

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 announcements for each round will be printed for you. The forensic report will be in an envelope.

The six pieces of evidence for the mystery host will be printed for you – whether or not you have us do a DIY printed escape room for you.

The host instructions are within a 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**](#)