



## Sample Game

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**This file represents the format of the download version. The final page of this file breaks down how the party pack (boxed set) differs.**

**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, a printable file, and a solution key. Be sure to download all files.**

**Use Adobe Reader (free software from Adobe.com) to open, view, and print all PDF files, as PDF files are Adobe products.**

**The party pack does not include anything to download except the free invitation, which is accessible prior to purchase under 'helpful links' on the game page.**

## SYNOPSIS

Doomsday is coming—fast. NASA has confirmed that a rogue cluster of asteroids is hurtling toward Earth, set to impact in just ten days. Humanity faces its darkest hour with a global catastrophe imminent and top scientists out of options.

In a shocking turn of events, the vampire, sorcerer, and werewolf factions have emerged from the shadows, revealing their existence to humanity for the first time in history. Believing their combined powers may be Earth's last hope, they've agreed to meet the humans for an unprecedented summit to forge an alliance—and stop the sky from falling.

The meeting point? The infamous Dauphine Place in New Orleans—a once-dreaded mansion in the heart of the French Quarter, steeped in dark history. If the three factions unite with humans, the world may be saved. If not... well, the apocalypse might arrive a little ahead of schedule.

This is where your story begins.

## DOWNLOADABLE VERSION – PRINTABLE FILE:

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**This is the maximum number of pages to print with the 12-player game.**

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**With the downloadable version, you will have the following files to download:**

- Host instructions (doesn't need to be printed)
- Printable Game Materials file
- Solution File
- Free invitation
- Optional Factions Challenge materials

# HOST CHARACTER LIST

**MAIN GAME CHARACTERS #1-12** 8 required (4m, 4f), 4 optional (2m, 2f)

Optional characters may be played in any number/combo.

CHARACTER	BRIEF BIO	SUGGESTED ATTIRE
<b>MAGDALENE LEBEAU</b> Vampire <b>REQUIRED   Female</b>	Magdalene LeBeau is the secretive matriarch of the Northern Hemisphere's vegetarian vampires. She's kept her bloodline under wraps for centuries, feeding only on animal blood and living in harmony with humans—well, mostly. Behind her serene facade? A ruthless queen who doesn't play well with others and always gets what she wants.	Vintage velvet dress (preferably dark red or plum), faux fangs, a dramatic cloak. Carry a wine glass filled with tomato juice and glare at meat-eaters.
<b>FRANCOIS TUSSAND</b> Vampire <b>REQUIRED   Male</b>	Francois Tussand is the wild card of the vampire world and the leader of the Southern Hemisphere bloodsuckers. While humans hunted "serial killers," they were unknowingly tracking his hungry horde. Francois's vampires never gave up the taste for human blood—and he sees no reason they should start now.	Victorian-era suit or thrifted formal wear with ruffled shirt, long dark coat, and blood-red cravat. Pale makeup, fake blood at the corner of the mouth.
<b>CYRENA CRYPT</b> Sorcerer <b>REQUIRED   Female</b>	Cyrena Crypt reigns as one of the most powerful witches in the Royal Ravenblood Coven—Order One, to be exact. Though she's sworn by the 1353 Treaty of Crimea only to use magic for self-defense or secrecy, Cyrena's been known to bend the rules to pursue her desires. Her day job? Austin's most unsettling psychic.	Long black flowy outfit, lots of silver jewelry, and a crystal ball prop or tarot deck. Add a scarf around the head and some glittery eye makeup.
<b>KADIR EVILIAN</b> Sorcerer <b>REQUIRED   Male</b>	Kadir Evilian, head warlock of Order Thirteen, is every bit as rebellious as his title suggests. Reckless and power-hungry, he dreams of coming out to the humans—not to connect, but to conquer. He's not going to attend to make alliances. He's attending for domination.	All-black attire with a mystical rune drawn on your hands or neck, a tattered book labeled "Humans: How to Rule Them." Bonus points for fake glowing contacts.
<b>CIAR CLENNAN</b> Werewolf <b>REQUIRED   Male</b>	Ciar Clennan is the noble Alpha of Europe's werewolf clan and firmly believes in doing what's right. Known for his integrity and strict pack rules, he has ensured werewolves remain nothing more than myths to the humans—until now.	Rugged flannel shirt, faux fur-lined vest, and boots. Smear a little mud or face paint like war stripes. Add wolf ears or a tail if you dare.
<b>CORREEN DEVANY</b> Werewolf <b>REQUIRED   Female</b>	Correen Devany is the ultimate lone wolf. A rogue werewolf from Rome who never bonded with a pack, Correen now leads a ragtag crew of outcasts. Rules? She doesn't follow them. And she hasn't seen Ciar—her would-be Alpha—since bolting as a cub.	Tattered black leather jacket, messy hair. Temporary tattoos and dog tags. Wolf ears/tail. Optional: carry a bag of "stray pups" (plush wolves or socks).
<b>JUNE GRACE</b> Human <b>REQUIRED   Female</b>	June Grace is the no-nonsense head of the National Security Advisement Committee. Earth's survival is her top priority, and while she's uneasy about mingling with the supernatural, she's the one person who just might pull off a four-faction alliance.	A military-style coat with brass buttons, high-waisted trousers or a pencil skirt, lace-up boots, and a leather utility belt. Steampunk goggles.
<b>CALEB CANE</b> Human <b>REQUIRED   Male</b>	Caleb Cane, the UK's Secretary of State for the Ministry of Defense, is a brilliant theoretical physicist with an ego big enough to orbit. Arrogant, impossible, and undeniably genius, Caleb is part of the global human task force working to save Earth from the Cluster of Keres—a deadly asteroid swarm.	Tweed blazer over a ruffled high-collared shirt, striped trousers. Top hat with gears and round, wire-rimmed glasses.
<b>JULIEN TREMBLAY</b> Vampire <b>Optional   Male</b>	Julien Tremblay is Francois Tussand's fiercely loyal second-in-command. Southern Vampire royalty with a short fuse and a big thirst for human blood, Julien's devotion borders on fanatical. He's ready for a fight, with tensions rising between the North and South.	Sleek black jeans, a leather jacket, and a crimson undershirt. Wear fangs and have a flask (or IV bag) labeled O+ with grape juice. Eyeliner.

<b>ROWAN SKYE</b> Sorcerer <i>Optional   Female</i>	Rowan Skye is the formidable head witch of Order Seven, known for her electric temper—literally. Born with the power to control electricity, her might is unmatched... though thunderstorms have recently made her magic a bit, well, unpredictable.	<i>Lightning bolt earrings, a dark hoodie with metallic or neon accents, and static-y teased hair. Carry a skinny flashlight, pretend it's your wand.</i>
<b>PAXTON RAZOR</b> Werewolf <i>Optional   Male</i>	Paxton Razor is the rugged Alpha of the American werewolf clan and a secret U.S. National Security Advisement Committee member. He's been living undercover among humans for years, hiding his claws under gloves—until now. His best friend? None other than June Grace.	<i>Military-style jacket over casual wear, dark sunglasses, and subtle werewolf clues like claw marks or furry cuffs. Carry a fake ID labeled: Definitely Not a Werewolf.</i>
<b>VICTORIA GLAMINTON</b> Human <i>Optional   Female</i>	Victoria Glaminton is married to Montfort Glaminton III, the billionaire real estate mogul with suspiciously deep pockets. The Glamintons have their hands in everything—and their names in every headline. Victoria's motto? If the spotlight isn't on her, she'll break it and buy a brighter one.	<i>Corset over a ruffled blouse, layered bustle skirt with lace and satin, and Victorian-style boots. Add a tiny top hat perched at an angle.</i>

**NAME TAGS** Each player will have a name tag in the printable file. All expansion pack players (purchased separately from the main game) will also have a name tag.



Vampires have a M/F Vampire icon, Sorcerers have a M/F (female pictured above) Sorcerer icon, Humans have a M/F Steampunk Human icon, and the Werewolves have a Werewolf icon

**PRE-GAME TASK CARDS** Each player will have one in the printable file. Character names were removed to minimize spoilers. All expansion pack players (purchased separately from the main game) will also have a pre-game task card.

### CHARACTER E PRE-GAME TASKS

**Contact** Character S and say: It's time to shelve the drama. Our bloodlines are on the brink of war, and meanwhile, Earth's about to get pancaked by space rocks. Let's unite, or we all go extinct—together.

**CONTACT INFO:**

**Contact** Character P and say: I get it—cauldron clowns like you and refined immortals like me don't exactly braid each other's hair and gossip about cute boys. But unless you want the Earth turned into asteroid pâté, it's time to play nice and team up.

**CONTACT INFO:**

**Contact** Character M and say: Hey, rumor has it you've been hoarding lightning. If that's true, now's the time to unleash it. Earth kinda needs a hero before it's asteroid confetti.

**CONTACT INFO:**

**Respond to** Character K and say: Yes, it's haunted, and don't bother to bring salt – it won't do anything but make a mess. *(If Character K doesn't contact you, skip this task.)*

**Respond to** Character V and say: Yes, I've received your bribe. You can attend the meeting, but be cool. *(If Character V doesn't contact you, skip this task.)*

The Cluster of Keres is a group of deadly asteroids headed for Earth. The meeting in New Orleans will unite Sorcerers, Vampires, Humans, and Werewolves to devise a plan to stop them.

**FOR CONTENT**, there is no foul language, sexual innuendos/content, romance, or alcohol abuse. This would be considered clean content. This game's difficulty level is rated for 14 and up, but it will be at a maximum challenge level for that age group.

The story makes a couple of scattered references to ghosts. Still, it's not graphic or too scary – it's just a sidebar of some backstories so you can make a spooky ambiance in your party room. Plus, this game (obviously) includes paranormal content by having the Sorcerers, Vampires, Werewolves as characters.

**ROUND ONE CARDS:** Each player will have one in the printable file. Character names were 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. All expansion pack players (purchased separately from the main game) will also have a round one card.

## **CHARACTER H ROUND ONE**

### **CLUES TO REVEAL**

- The Southern Hemisphere Vampires feed on Humans under the Treaty of Crimea (1353), signed with the Sorcerers. It allows Vampires to feed as needed and Sorcerers to use magic to protect themselves or conceal their kind. You believe the Sorcerers have strayed from the treaty, though you admit your Faction may have killed more Humans than necessary, and occasionally hunted Sorcerers too. You believe they all deserved it, though.
- The Sorcerers dislike Vampires but have no proof that Vampires were behind witch hunts like those in Salem. If Vampires did hunt them, it was revenge for the Black Death, which Sorcerers unleashed to wipe out Humans and starve Vampires.

### **CLUES YOU MAY CONCEAL**

- Character Y wants to rule the Earth after the asteroid threat is gone. You support that.
- You believe Vampires are superior, especially the Southern Faction, who plan to destroy the Northern Vampires (the moral ones), eliminate the Sorcerers, and control Humanity. The Southern Vampires are the ones who have hunted the Sorcerers throughout history.
- Werewolves are a problem: their blood is toxic to Vampires by sight, smell, and taste. You can't harm them. Your Faction recently learned of their existence and is scrambling to figure out a strategy against them.



**ROUND TWO CARDS:** Each player will have one in the printable file. Character names were 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. All expansion pack players (purchased separately from the main game) will also have a round two card.

## **CHARACTER H ROUND TWO**

### **PRE-MURDER CLUES**

- Admit that Werewolves have attacked Humans during full moons in the forests, but have no control over it, since their brains become primal. Otherwise, you cannot harm Humans. If you tried, you'd lose your strength and possibly pass out for an extended amount of time. You could attack a Human under a full moon, in the forest, while shifting (albeit you go primal and lose control), and if your fur is bathed in moonlight. But that's not the case right now.
- See if Vampires and Sorcerers will consider an alliance to remove the Human Faction after the Earth is safe. You're tired of trigger-happy Humans killing your kind without consequences. When a Werewolf is killed, no one cares. But if a Werewolf kills a Human by mistake in a forest under the full moonlight because they have no control of it, they are the bad guys and go to prison. You've just decided to discuss how Character J killed your brother in Italy. You want revenge! Ask for advice.

### **POST-MURDER CLUES**

- There will be 2-5 clues here about the murder.
- They might be about the character's location during the murder.
- Or, they might be about the murder weapon.
- They could also be eyewitness accounts.
- Also, it could be general advice on how to investigate.

**ROUND THREE CARDS:** Each player will have one in the printable file. The character names and solution for this character were removed to minimize spoilers.

## **CHARACTER L**

### **ROUND THREE**

#### **PRESENT AFTER CHARACTER B**

Here, each player will have their character's version of the solution. It could just be final thoughts, reasons they weren't guilty, or an interactive story ender, but eventually, the murderer will have a confession to present last in front of the group.

The confession is a fun way to cap off the night—or you can hold an awards ceremony after this!

The solution cards will direct the order in which they present their solutions/final thoughts to the group.

#### **CHARACTER G IS NEXT**



# TIMELINE OF EVENTS

Put your time(s) in the blanks so you can use this during your party.

- \_\_\_\_\_ **0:00 hrs. Guests arrive.** Take photos and serve refreshments. Have the guest list (suspect list) available for the players to view as they trickle into the party. Once everybody has arrived, snap a group photo!
- \_\_\_\_\_ **0:10 hrs.** Go over the **players' instructions** for the mystery game (or play the video: **given with the purchased game** ) It's **optional** for each character to introduce themselves to the group (it adds ~1 minute per player). If you are playing The Factions side quest challenge (**optional**), you can review the instructions for it (add 10 minutes). But the side quest won't start until the investigation begins.
- \_\_\_\_\_ **0:20 hrs.** Pass out the **round one clue cards**. The players mingle and discuss the clues to be revealed in private/semi-private chats, speaking to every character at least once. They can withhold or share their concealable clues.
- \_\_\_\_\_ **0:50 hrs.** An **optional bonus game** is played.
- \_\_\_\_\_ **1:05 hrs.** An **optional dinner** is served. Snacks can be served throughout the party instead.
- \_\_\_\_\_ **1:35 hrs.** **Round two cards** are presented, and the **pre-murder** section is discussed by mingling and speaking to every player.
- \_\_\_\_\_ **1:55 hrs.** The victim player will sneak to the nearest restroom to **become the victim** - their card instructs them to do this 15-20 minutes after the round begins, or once they've spoken to everyone.
- \_\_\_\_\_ **2:00 hrs.** The **murder investigation** is launched, and round two clues must be shared and discussed. Back in the party room, pass out the murder investigation sheets and have the layout of Dauphine Place available. **Post-murder clues are discussed** by mingling in private chats, as they did before in round one. Players should speak to everyone at least once. **The Faction Challenge** is also implemented (**optional**). If you add the Faction Challenge, add 5 minutes for factions to have a strategy session and 10 minutes to account for the additional 'covert' interactions.
- \_\_\_\_\_ **2:25 hrs.** An **optional bonus game** is played.
- \_\_\_\_\_ **2:45 hrs.** The **forensic report** is presented to the group via the script in the host instructions. After five minutes, take up their guesses of whodunit.
- \_\_\_\_\_ **2:55 hrs. Optional:** After collecting the guesses, players may take turns accusing those they believe did it.
- \_\_\_\_\_ **03:10 hrs.** Dessert and coffee are served (**optional**), and the **round three solution cards** are handed out. Each player presents their solution, and the murderer will confess. **If you are playing the Faction Challenge**, you'll do the count and then ask the winning faction to select a number between 1 and 6. Choosing 3 or 4 means their faction's strategy worked, and they saved the Earth. Any other number – it's the end of times. Instead of them choosing a number, you can roll a die and let fate decide. Add ~ 8 minutes to your timeline if you add this.
- \_\_\_\_\_ **03:35 hrs. Optional:** allow the players to mingle to discuss the mystery. If you have the expansion pack players in the game, they will share their round three dialogue (final thoughts/resolutions) at this time by mingling in private/semi-private chats. This is an ideal time to plan your awards ceremony.
- \_\_\_\_\_ **03:45 hrs.** Another **optional** bonus game may be played, and/or an **optional** awards ceremony may be hosted! (~ 15-20 minutes for each.)
- \_\_\_\_\_ **04:00 hrs.** Party over!
- To shorten the mystery party**, omit all **optional** activities. You can shorten the game even more by having only the required players read their solutions (or even just the murderer). If you wish to extend the party's length, add more bonus games, and do all the optional activities!

## BOXED SETS (PARTY PACKS)

### THE BOXED VERSION HAS VARIOUS KIT SIZES, A - L.

The larger kit sizes contain expandable, non-suspect, duplicated team players who each report to a designated suspect-player.



The party pack version of this game will be prepared on double-sided parchment-style paper. All clue cards are foldable and will be slipped (in the party-ready/spoiler-free version) into graphically labeled envelopes.

This cannot be accomplished at home with the DIY download version.

The nametags will be on adhesive-backed paper, and the victim and forensic reports will be placed in graphically labeled envelopes.

The host instructions are within a professionally printed/bound booklet, and the investigation cards are double-sided and professionally printed on a 6 by 9" cardstock.

Since the party pack has investigation cards instead of the sheets printed in the downloadable, you'll also receive two copies of the Dauphine Place layout for the investigation – they'll use it for reference.

**You will also receive 16 Faction Challenge game cards and instructions for the optional side quest.**

Here is a video that shows you the party pack: <https://www.youtube.com/watch?v=a7cXFXc18R8>

For all differences between the download and party pack versions, go here: [Chart that describes party pack vs download](#)

## HOW TO HOST A LARGE GROUP \* All packs are purchased separately. The teams come with expansion pack #3.

Main game 12 suspects (characters #1-12)

Expansion pack #1 8 suspects (characters #13-20)

Expansion pack #2 8 suspects (characters #21-28)

Expansion pack #3 8 suspects (characters #29-36)

- Up to 41+ team players: Northern Vampires – Planetary Defense staff under Esme Willow (expansion #3)
- Up to 41+ team players: Rogue Sorcerers led by Plague Redwood (expansion #3)
- Up to 41+ team players: Greenland Werewolf Clan members led by Ulrich Lynx (expansion #3)
- Up to 41+ team players: Human NASA Rocket Scientists led by Holly Nox (expansion #3)

**36 suspects and up to 164 non-suspect, duplicated team members = covers 200 players when all four packs are purchased.**

**There is a + because you can go over ~ 200 players, but don't go much further than that.**

## WHAT ARE EXPANDABLE TEAMS AND HOW DO THEY DIFFER FROM EXPANSION PACK PLAYERS?

Expansion packs contain unique suspect character roles to add to the game, primarily seamlessly with the main game players. Some of our games will be able to cover large groups by using expandable teams. The expandable games will be designated within the description, the additional information section, and the host character lists for the main game and expansion packs. Doomsday Diaries has four expandable teams and can cover up to 200 players.

### How it works:

A specified player(s) is designed to lead the (optional) team(s) during the game. Or, these characters may be played as solo players – adding any number of teams is entirely optional. But if you add teams – it's as if the team leader got the invitation and decided to bring along friends, family, or colleagues (this varies). Assume (in the story) that these tag-along guests don't know anyone at the party. What would they speak to the other partygoers about? Well, they have a mutual friend (their team leader), so these players have game cards that contain their team leader's story.

For example, Esme Willow brings her staff members to the meeting with her. These can be players of either gender. The team players under Esme will have information regarding Esme's storyline in their materials, which they can use to mingle and discuss with others (or they can play strictly as a team and stay with Esme).

The expandable players have duplicated cards, as you will download a file from your account and make copies for each team member with the downloadable version.

With the boxed version, you will receive teams prepared with the same type of materials as the rest of the players. However, the content on their cards will be duplicated, including instructions on how to play as their team and having information about their lead character and the story from their point of view. They are second-tier players because they do not have unique character names or stories, but play the game like everybody else. It's best to assign your most shy/reserved players to these roles or players who are last-minute or unsure RSVPs. Do not assign your most outgoing and dependable players to these roles.

## DO EXPANDABLE TEAM MEMBERS GET UNIQUE CHARACTER NAMES?

No, they will wear a name tag that has their general team name on it. We do not assign character names because once you do, they will be investigated during the investigation round, and this will eventually draw more attention to their second-tier status when you must instruct the players not to consider these characters – which you will inevitably have to do, as there's not time to investigate 100+ suspects. If you tried that, your players will rage quit.

Therefore, it's best to come clean from the start that they are non-suspect team members. On the other hand, they receive all the same game materials as everyone else; they investigate as individuals and submit guesses of whodunit, just like all the other players. They differ in that they don't input new information into the game, except perhaps some insight into their lead character, who is a suspect in the murder.

## BOXED KIT SIZES

**Kit A:** 12 main game suspects (minimum of 8 to play)

**Kit B:** 20 suspect players - this includes the main game and expansion pack #1

**Kit C:** 28 suspect players– this includes the main game and expansion packs #1-2

**Kit D:** 36 suspect players– this includes the main game and expansion packs #1-3

The boxed kits below (E-L) contain all available suspects above (36) plus the expandable teams.

- **Northern Vampires – Planetary Defense staff under Esme Willow**
- **Rogue Sorcerers (The Covenant of the Cracked Stone) led by Plague Redwood**
- **Greenland Werewolf Clan members led by Ulrich Lynx**
- **Human NASA Rocket Scientists led by Holly Nox**

**Kit E: 48 players:** 36 suspects, 12 team members (3 per team)

**Kit F: 64 players:** 36 suspects, 28 team members (7 per team)

**Kit G: 80 players:** 36 suspects, 44 team members (11 per team)

**Kit H: 104 players:** 36 suspects, 68 team members (17 per team)

**Kit I: 120 players:** 36 suspects, 84 team members (21 per team)

**Kit J: 160 players:** 36 suspects, 124 team members (31 per team)

**Kit K: 176 players:** 36 suspects, 140 team members (35 per team)

**Kit L: 200 players:** 36 suspects, 164 team members (41 per team)