



Find the spy! Ms. Crimson

Non-murder mystery for 8-12 guests, ages 12+

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#FindtheSpy, #MyMysteryParty, #CrimsonCastle on social media – no spoilers, please (see above)!

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SYNOPSIS

Ms. Cornelia Crimson has stolen something from you that you hold very dear to your heart. If you do not already miss the item, she assures you – you will figure out what she has taken in due time. She would love to return your item, but she requests that you journey to her castle on Dismal Lane to earn the right to have your special item returned.

Don't fret – you are not the only one. On this night of mystery, she will plant a spy among the invited guests and pose a series of unremitting challenges for you to conquer in order to receive clues about the spy's identity. The one who correctly guesses the spy will leave the castle as the heir of the Crimson estate – as well as have their item returned. The guests who guess incorrectly will never have their special item returned. It's a steep penalty, but you should do your best and try your best to earn it back.

Ms. Crimson has invited you to attend this exclusive event. Will you take the challenge? If no, maybe you'll change your mind once you figure out what is missing.

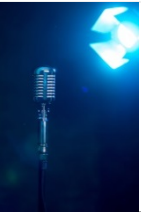




This is where your story begins.

LIST OF INVITED GUESTS FOR THE HOST

8 required - 4 optional. All characters can be played by either gender. You may play as many of the optional players as you need.

The costume suggestions are only suggestions – they can wear any costume they wish and simply wear their name tag.

GUEST NAME & OCCUPATION	BRIEF BIO	SUGGESTED ATTIRE
 <p>MIRACLE ORANGE Piano Teacher REQUIRED</p>	<p>Miracle Orange is a hyperactive piano teacher from Dreary Hollow. Miracle is an over-achiever and will stop at nothing to get what s/he wants.</p>	<p><i>Trendy party attire.</i></p>
 <p>NAT GOLD Comic REQUIRED</p>	<p>Nat Gold is a nerdy comic from Dreary Hollow. Nat tours the comedy clubs of the globe and performs hilarious standup routines for his/her adoring fans.</p>	<p><i>Funny t-shirt.</i></p>
 <p>PRAZO EMERALD Tailor REQUIRED</p>	<p>Prazo Emerald is the intolerable tailor and aspiring fashion designer. Prazo has been a personal tailor for the Crimson family for decades. Nobody is entirely sure why Prazo was invited by Ms. Crimson, but nobody's looking forward to being around this bad-mannered designer.</p>	<p><i>Over-the-top trendy party attire.</i></p>
 <p>COZ COBALT Magic Shop Owner REQUIRED</p>	<p>Coz Cobalt lights up the room when s/he bursts through the door. Everybody loves to be around Coz and s/he doesn't have an enemy in the world. Coz is a fun-loving magician who owns a local magic shop in Dreary Hollow named <i>Tricks are for Kids</i>.</p>	<p><i>Magician's costume.</i></p>
 <p>CANIS INDIGO Dog Trainer REQUIRED</p>	<p>Canis Indigo is the no-nonsense dog trainer from Dreary Hollow. Canis has an uncanny way to get dogs to mind their manners. If you have an unruly pooch in desperate need of decorum, Canis will coach their bad habits away in a matter of days! Canis is a miracle worker!</p>	<p><i>Workout attire. Optional to have a bag of dog treats as a prop.</i></p>
 <p>VEN VIOLET Hollywood Icon REQUIRED</p>	<p>Ven Violet is the notorious Hollywood Icon. Recently, Ven earned a spot on the Hollywood Walk of Fame. Those closest to Ven are already sick of hearing Ven constantly boast about the accomplishment. Ven is self-absorbed, but is a brilliant performer, nonetheless.</p>	<p><i>Trendy yet glamorous attire.</i></p>
 <p>GRANTLEY BLACK Modern Dancer REQUIRED</p>	<p>Grantley Black started performing dance when s/he was only three-years-old and nothing has changed in his/her daily routine ever since. Grantley spends the days training in the dance studio with a high-spirited competitive dance team. You could say that Grantley scored a dream job.</p>	<p><i>Hip-hop / grunge inspired attire.</i></p>

	SPICE SCARLET <i>Singer</i> REQUIRED	<p>Spice Scarlet is a mean-spirited singer who dreams of becoming rich and famous. Spice believes s/he is smarter than everybody—and might be right. Spice can be unbearable at times, so make sure Spice has whatever s/he needs.</p>	<i>Trendy and young pop-star style attire.</i>
	DOPNER GREEN <i>Librarian</i> <i>Optional guest</i>	<p>Dopner Green is the quiet librarian at Dreary High School. Dopner lingers in the shadows and stays far away from the limelight. Dopner hopes to one day sell a screenplay in order to break free from the doldrums of the library.</p>	<i>Conservative attire. Books as optional props.</i>
	ALEX PEACH <i>EDM Producer</i> <i>Optional guest</i>	<p>If you are young, you know who Alex Peach is, for sure! Alex Peach is the number one EDM producer across the globe. Alex recently purchased a mansion in Dreary Hollow next to Ms. Crimson's estate. Rumor has it that these two have been feuding lately. Ms. Crimson's not all about that bass.</p>	<i>Trendy attire worthy of an EDM producer.</i>
	BAX WHITE <i>College Student</i> <i>Optional guest</i>	<p>Bax White is a serious-minded college student. Bax is from Dreary Hollow but moved to the dorms of Cali-Tech Institute right after high school graduation. Bax shows no emotion and can sometimes give the impression of a mere shell of a human being. However, Bax is a genius and will be a rocket scientist after graduation.</p>	<i>Nerdy, conservative attire.</i>
	PARKER GRAY <i>Violinist</i> <i>Optional guest</i>	<p>Parker Gray has no filter. You never know what Parker will say next, but if you are afraid to hear the truth, stay out of earshot! Parker spews whatever comes to mind—at all costs. However, Parker does have a good side as s/he is an uber-talented violinist who performs at the Dreary Hollow symphony.</p>	<i>Semi-formal attire.</i>

***IMPORTANT INFORMATION REGARDING CHARACTER ASSIGNMENTS:**

Assign your most definite RSVPs and outgoing guests to the **required** characters and the more tentative, shy/reserved guests for the **optional** characters. To figure out who will be a 'definite RSVP', it is highly suggested to send a 'save the date' email to your prospective guests way in advance of the party date so you can either eliminate those guests from your list who can't make it (and therefore you will not assign them to a character) or you can change your party date if enough required-character guests simply cannot make it. It's suggested to invite more than the required number of players as any of the 'required' guests could cancel at the last minute and leave you *high & dry*. You can play as many optional players as you wish and in any combination that you choose. The optional players have the same materials and same participation level, but these optional characters are not 'mandatory' for the storyline to play out and therefore for the mystery to be sleuthed appropriately.

What happens if one of your required characters cancels on you at the last minute? First, take a deep breath...it's not the end of the world.

1. If you have an extra **optional** player that is coming to the party - give them a call and tell them they'll need to switch characters. Hopefully, this isn't the day of the party because no doubt, this player has his/her costume ready. However, in this game, the costumes are not much more than simple dinner party attire – with maybe a prop or two – so no biggie. However, you can allow them to wear the costume (props) that they purchased or created, as their nametag will let the other guests know whom they are playing during the party.

2. No optional characters playing the game and missing a required player? Don't panic. You will have to give us a call if you want to keep it a surprise (1-800-714-3951; M-F, 10AM -3PM Central) or email support@mymysteryparty.com (we make every attempt to monitor this email throughout the weekends and holidays) so we can tell you if your spy is still intact. **You have to play the spy in the game or it will not work.** We can tell you what to do if a certain required character cancels, and you don't have an optional character replacement. It might be all right *as it is* and if this is the case, you'll need to post the missing required character's clue on a wall for each round and just explain to the other guests what the deal is – "you're missing a required player but all of the information is available to the guests in this character's clue cards." (*Post the missing players' clue card at the designated time for each round along with the other players - not all at once!*) Unfortunately, if the spy is the one who cancels, this will give away who the spy is to you – but there's no way around it – it's better to salvage the game for the remainder of your guests – you'll just have to put your game face on and pretend you don't know. If this happens, you become the 'challenge game host' and you will not need to draw names each round (see the host instructions for more details about challenge hosts).
3. If you don't care about the surprise and / or have already looked at who the spy is by viewing the answer key, simply ensure they are still playing. (The spy is disclosed in the answer key.) You might need to switch one required character over to play the *no-show* spy. If you can, switch a few more into opposing characters so it isn't as obvious that you are simply covering for one player. If you do this, do as described in #2 and post the missing character's clue cards on the wall during each round. You can add comedy to this situation and make a stuffed dummy of this character. Post the clues to where the chest would be or in the hands! You'll be surprised as your guests might start to 'mingle' with this effigy in good humor.

NAMETAGS ✂ the player nametags are below. We suggest that you either print and place into plastic name badges (optional), laminate and punch a hole and use a lanyard to wear around the neck (optional) – or the most economical and trouble-free way is to adhere fabric-safe adhesive (i.e. double-sided Scotch tape) to the back once they are printed.



HOST INSTRUCTIONS

Get ready for an awesome night of suspense and intrigue with your purchase of the **FIND THE SPY: MS. CRIMSON** game from MyMysteryParty.com! This party is an entertaining and challenging night of mystery where the players act the roles of suspenseful personalities while sleuthing the intriguing story line and competing in fun challenges. This is an excellent choice for anytime you want to get together and have fun!

The story is set in a palatial mansion of Ms. Cornelia Crimson in a gothic, dreary town named Dead Hollow. She refers to her mansion as 'Crimson Castle.' Good news – you can host it at any location such as a home living room, backyard (weather permitting), castle, hotel ballroom, hotel suite, recreation center room, etc. The party can be set in any space!

BRIEF GAME SYNOPSIS: As you know, this is not the traditional mystery party by any means. This game is unique to the My Mystery Party collection of games. If you've ever been to a 'Panic Room' challenge before,

this is a similar experience. Ms. Crimson is 'locking' your guests into a room in her mansion. In order to get their treasured item back that she has stolen – they must figure out the spy's identity. The guests are to use everything possible to figure this out – Ms. Crimson's dossier, the guest list, clues on the guests' cards each round and by the players' actions - who is sabotaging the challenges?

FULL instructions are included in the purchased game

OPTIONAL PRE-GAME CAN BE IMPLEMENTED 1 WEEK PRIOR TO THE PARTY. THERE ARE OPTIONAL PRE-GAME TASKS AND A PREGAME GUEST SITE AT YOURMYSTERYPARTY.COM/CRIMSON WHERE YOUR GUESTS CAN STUDY THE GUEST LIST, WATCH THE GAME TRAILER, AND VIEW OTHER MATERIALS ABOUT THE GAME.

THE GAME IS ORGANIZED INTO THREE ROUNDS OF INTERACTIVE GAME PLAY AND IS STRUCTURED AS FOLLOWS:

ROUND ONE: You can serve appetizers during this round.

Guests will mingle for 15 minutes with their clues and discuss 'why' they are at Crimson Castle. Ms. Crimson's dossier (collections of documents about her) will be available for review, as well. After they have mingled, the team challenge is implemented. Each player will be given secret directions on their cards whether or not they are to try to win or throw the challenge. Some people will have a motive to throw the challenge other than being the 'spy' so if a player is told to throw the challenge, that doesn't automatically make that player the spy. At the conclusion of the round, the winners will be shown a clue of the saboteur's identity. The losing team gets nothing. On the bottom of the round card, there's a place to write in a guess who the spy is. Each guest will submit a guess and place it in a ballot box. They are not allowed to retrieve their round card later, so they should take a good look at the information on their card before they put it in the box.

ROUND TWO: This is when you can break for dinner (optional). Guests will mingle for 15 minutes and discuss the clues on the new round cards. Strange story lines will begin to evolve and the guests will have

plenty to talk about. The dossier is still available for review. After they have mingled, the intellectual trial will be implemented. Certain player(s) will secretly be instructed on their clue cards to throw the challenge (i.e. not try to win) for various reasons. The winning team(s) will receive a clue of the saboteur's identity and the losing team(s) gets nothing. Each player submits a quick secret guess of who the spy is on their round two card and slips it into a ballot box.

ROUND THREE: Deliver these clues with dessert (again, it's optional to serve dessert). Guests will mingle for 15 minutes with their clues on the new round cards. Guests should figure out why they were invited to this party and what the link is between the guests and Ms. Crimson. It is time for the physical challenge. The winners of the challenge (and challenge host) will receive a clue of the saboteur's identity and the losers get nothing. At the end, each player will submit a final guess of who the spy is at the conclusion of this round. This is the one that counts! Certain player(s) will secretly be instructed on their clue cards to throw the challenge (i.e. not try to win) for various reasons.

GAME FINALE: The host will open the solution key and announce the spy and the winners of the game. In the event of a tie, the previous guesses from round 1-2 from the ballot box will be tallied and the person who had the most correct guesses of the spy during the rounds will win. In the strange event of a double-tie, cat-mouse-human will be played with a best 2/3 to determine the winner.

FULL instructions are included in the purchased game

PREPARE YOUR KIT: The party pack (this document) needs to be printed in advance of the party. Cut out the clues 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. We offer envelope packs with four different colors for sale on the *My Mystery Party* website in the Party Props section (aka: Prop Emporium). A more economical method is to scroll the clue cards and secure with a ribbon.

Make sure to read these host instructions for each round prior to the party to ensure you have everything in place for the big day! Please note - the host instructions for each round do not disclose who the spy is, but do not read or even look at (because you may read by accident) the solution key if you want to keep the spy a surprise. Have someone else prepare your kit and handle the answer key if you absolutely don't want to know who the spy is or.....see below....

UPGRADE TO A PARTY READY PACK: For a complete surprise, you can elect to upgrade this download to the pre-printed 'party ready' party pack option from the MyMysteryParty.com site. The upgrade is located in our side navigation bar and says '[upgrade your download to a boxed set.](#)' This option will include the clues in labeled envelopes and the rest of prepared game documents - 'ready to go' (this is an additional charge since we utilize our paper, ink, envelopes, labor, etc.). This upgrade removes the original price of the download and charges you the difference between the party ready pack and download version of the game. For example, if

the Party Ready Pack is \$125, and you have already purchased the download for \$30, the upgrade would cost \$95—thereby not charging for the price you have already paid for the game. Let our staff take care of preparing this kit for you! **Note: the clue cards will be printed on professionally printed and folded mystery clue cards – they will not have the same design as this kit but the content is the same.*

OPTIONAL PROPS: We also offer mystery props on the **My Mystery Party** site in the [Prop Emporium](#) including award certificates, balloons, Bic mystery investigation pens, etc. These are all optional but are fun enhancements to your night/day of mystery.

During the party, your job as the host is to ensure the envelopes are given to the guests at the appropriate times and most of all—you and your guests are having a blast!

OPTIONAL PLAYERS: There are 4 unique optional players in this game. They can be played in any combination you wish—or if you do not have guests for the 4 optional characters, simply omit the clue cards of these guests—it will not affect your mystery. However, the optional players, when played, will not be aware they were optional to the story line. As you can see, the optional players have the same type of materials as the required players and they'll never realize during game play they were optional to your game.

FULL instructions are included in the purchased game

HOST PLAYING A CHARACTER ROLE: We definitely encourage our hosts to play along! Choose any character you wish to play. Everyone should have fun! If you do not want to know the solution, do not view the solution key. If you don't want an advantage over your guests, do not read the round cards, spy clues or solution. If you want to avoid being the saboteur, simply choose an optional player to play. For a complete surprise, get a party ready pack upgrade as discussed above and the materials will come to you, ready to go!

For further questions, check out our FAQ web page at www.mymysteryparty.com/frasqu.html

If your question is not listed in our FAQ, contact us at the email addresses below.

Mystery Questions: author@mymysteryparty.com

Web based Questions: support@mymysteryparty.com

INVITES & OPTIONAL PRE-GAME

INVITING GUESTS: Before the party, encourage your guests to view the **Your Mystery Party — YourMysteryParty.com/Crimson** website & use the [free printable My Mystery Party invitations](#) as they have the entire guest list included. This way, before the party, they can get familiar with the other characters that will be at the party, watch the game trailer, and more! There are also hidden/subtle hints about characters throughout the page so those guests who choose to be 'super sleuths' can spend some time studying the **Your Mystery Party** site prior to the party.

The [free, downloadable invitations](#) are located on the item page where you first purchased this game. Scroll to the bottom of the page and click on the link that says 'free, downloadable invitation' to download the pdf file. Fill in your information in the text fields and either print or save to your hard drive. You can email these invites 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, either email

this link or use any eVite site and simply include the link to the Your Mystery Party guest pregame site. There are no spoilers on this page for your guests.

FULL instructions are included in the purchased game

ROUND ONE – TEAM CHALLENGE

DÉCOR: Ms. Crimson has a palatial mansion in Dreary Hollow that she refers to as Crimson Castle. This means...the party can be hosted anywhere! Create an old mansion / castle ambiance with candelabras, spider webbing for an 'old' effect, and LED candle lighting. Remember to cover all bases on the senses in order to host a phenomenal event – taste (delicious food), touch (have interesting linens for tables, etc.), sight (light the room with a mystifying ambiance with LED candles, candelabras, etc.), sound (mysterious background music &/or a thunderstorm track playing, smell (have a faint distinct smell in the room such as pumpkin spice, vanilla, cinnamon) but don't place these scents around the food. Remember - the food is part of the décor! Also, take a look at our [Pinterest Page \(MyMysteryParty\)](#) for some DIY options.

GUEST ARRIVAL: Appetizers can be served (optional-cocktails for legal-aged adults). The guests' instructions and the guest list should be available for the guests to review. You will formally go over the instructions once everyone arrives. As an alternative, creatively display the clue-containing envelopes on a table for the guests to locate their own character names but **don't allow them to take clue cards from future rounds!** Don't forget to take both individual pictures of your guests and a group picture once everyone arrives - they'll all want copies of these! A great party souvenir is to print these pictures during the party on photo paper and slip into creatively designed frames (you can make them out of cardboard or purchase actual frames).

FULL instructions are included in the purchased game

ROUND ONE PROP LIST: These are props needed for this round. Collect these items in advance and have them ready.

- Ms. Crimson's dossier (documents about Ms. Crimson) – slipped into a file folder or manila envelope (folder or envelope is optional)
- Guest instructions

- Ms. Crimson's announcement #1
- Whichever challenge you decide to play – you'll need to gather the necessary items needed in advance of the game and have the instruction sheet of the challenge available as you will give it to the challenge host
- Round One Clue cards printed and slipped into envelopes that are labeled for each character playing the game

FULL instructions are included in the purchased game

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

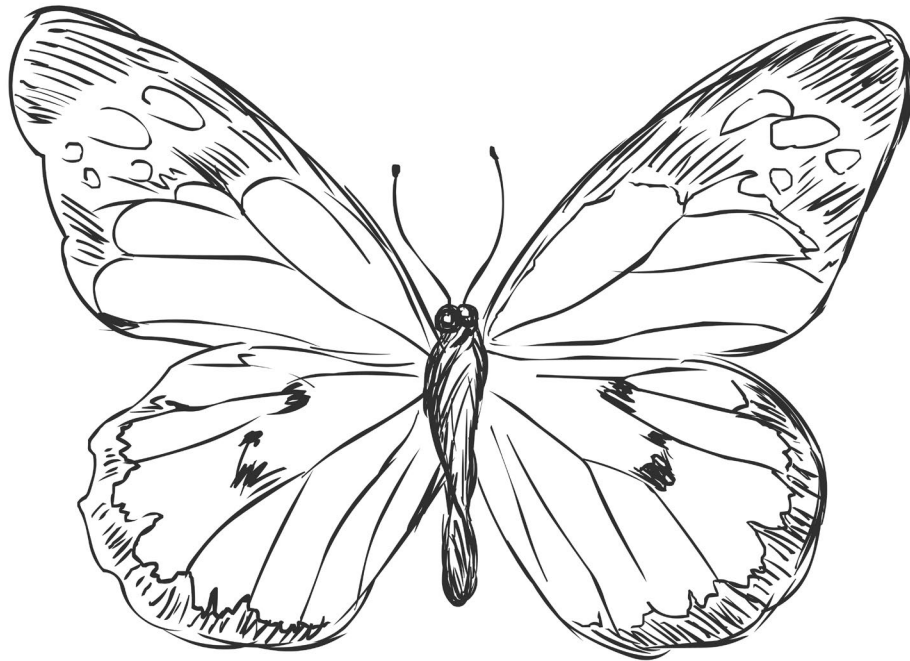
LOVE THE GAME? TRY OUT THE [YOUNG ADULT MURDER FIONA FROST MYSTERY SERIES](#) BY THE AUTHOR – DR. BON BLOSSMAN! ALL BOOKS AVAILABLE AT ONLINE RETAILERS, HOWEVER, IF YOU PURCHASE FROM OUR WEBSITE, USE COUPON CODE **FF15BB** FOR A 15% DISCOUNT ON COPIES!



**FULL instructions are
included in the
purchased game**

ROUND ONE CHALLENGE: SIGHTLESS MONA LISA

**FULL instructions are
included in the
purchased game**



**FULL instructions are
included in the
purchased game**



ROUND TWO – INTELLECTUAL TRIAL

PRE-ROUND TWO: You can serve dinner (dinner is optional). You can simply take a break and eat dinner but tell your guests to remain in character! They are allowed to mingle & discuss things during this time, but since each will likely sit with a subsection of the group, it will be limiting – and that is alright – you'll pass out the round two cards and set the timer to mingle when the round officially begins. Wait until after dinner to pass out the clue cards.

FULL instructions are included in the purchased game

At the conclusion of this round, after the winners have viewed the spy clue – everybody will submit their guess of the spy's identity and place it in the ballot box.

ROUND TWO PROP LIST: These are props needed for this round. Collect these items in advance and have them ready!

- Clue cards for Round Two in labeled envelopes.
- Materials for the selected challenge, and the instruction sheet for the challenge
- The spy clue for round two.
- Ballot box (same one from round one)

ROUND TWO CHALLENGE: FRENCH EXPRESSION CHALLENGE

**FULL instructions are
included in the
purchased game**



ROUND TWO CHALLENGE: EYEWITNESS TESTIMONY

**FULL instructions are
included in the
purchased game**



ROUND THREE – PHYSICAL CHALLENGE

PASS OUT THE ROUND THREE CLUE CARDS: and set a timer for 15 minutes. As stated in round two – if you wish to add more time to the mingle portion of this round, feel free to do so.

**FULL instructions are
included in the
purchased game**

OPTIONAL AWARD CEREMONY: After the mystery is finished, you can host an optional award ceremony. My Mystery Party has many award certificates that you can instantly download, or we can print them for you and ship them to you – your choice! You can also purchase trophies, plaques, ribbons, etc. to award your guests with – the sky is the limit! It will be up to you who will receive each award. Many people may guess the spy correctly, but as you see above, there will be one winner declared in this game. However, the My Mystery Party site has multiple awards you can give for the game – some snarky to add some humor to the night.

SOLUTION KEY: This is given to you in the event you want to know everything about the game before the party (not suggested, it's not as fun) or in case you want to squash a debate at the end of the game from a guest that believes the clues led to another player being the spy.

**FULL instructions are
included in the
purchased game**



ROUND THREE CHALLENGE: ACID RIVER CHALLENGE

**FULL instructions are
included in the
purchased game**



ROUND THREE CHALLENGE: PING PONG BALL DROPPERS

**FULL instructions are
included in the
purchased game**



HOW TO PLAY A 'FIND THE SPY' MYSTERY PARTY

GUEST INSTRUCTIONS

Before we get started, let's talk about how this game will work. You've heard the premise; now let's get down to the guts of this mystery:

There will be three rounds. Each round, you will be handed a clue card. This clue card contains information about your character that you can reveal to others as well as information you can conceal. The information you are allowed to conceal contains more details about your character.

However, you will need to 'read between the lines' as this is a game designed to keep the spy in the game without being told they are the spy. In real life, the spy would know they are the spy – that's obvious. In a fictional game that was designed to keep everybody on an even playing field, we don't tell you outright so you can sleuth along with everybody else and have fun! However, as the game progresses, you *might* figure out you are the spy because you've read your conceal clues and know what you've been directed to do each round. If you figure it out, you need to ensure it is kept a secret because the only way you can win is if nobody guesses you as the spy.

It is always best to do what your clue cards direct you to do – if you are the spy, the clue cards should keep you out of trouble. If you are not the spy, your directions help narrow down the saboteur's identity.

When a round begins, a timer is set for 15 minutes. You are to mingle about with other guests and discuss the growing story lines using the clues given to you on your round cards. You need to figure out why Ms. Crimson invited you, what you have in common, if anything, with the other guests, and of course

**FULL instructions are
included in the
purchased game**

MS. CRIMSON'S ANNOUNCEMENT #1 - She has slipped this announcement into the room without anybody seeing her. After the following has been read to the group, the game has begun!

**The announcement
will be included in
the purchased game**

OPTIONAL PRE-GAME TASK CARDS

Cut out the task cards, slip into envelopes and input your guests information in the contact info blanks – write 'disregard this task' on any contact info blank of an optional player that will not be in your game. Send these tasks about 1 week prior to the party.

TOP SECRET

MIRACLE ORANGE
PRE-GAME TASKS

CONTACT Nat Gold

_____ and say you are
very upset – you've just figured out Ms.
Crimson stole the strings out of your Grande
piano!

CONTACT Prazo Emerald

_____ are extremely upset – you just
Crimson stole the strings out
piano!

each player will
have a pregame
task card in the
purchased game

ROUND ONE CLUE CARDS

Cut out the clue cards, slip into envelopes and label with the character and round. ✂

CHARACTER NAME WAS REMOVED - ROUND ONE

This round has two stages. Stage 1 – you will mingle with the other guests and discuss the following clues for exactly 15 minutes. Your mission is to figure out who the spy is that Ms. Crimson has planted among you. Stage 2 of this round will be a team challenge.

CLUES TO REVEAL DURING THIS ROUND

- You have never met Ms. Crimson before. You have no idea who she is.
- You are a hardworking college student. You are majoring in psychology and will graduate in more semester until you graduate.
- Ms. Crimson stole a family heirloom from you. It is an antique ring that has been in your family for many generations. You have to get it back. See what others think about calling the police and having

PERSONAL CLUES - YOU CAN CONCEAL

- You are so stressed out about losing your family heirloom. You don't want to not win it back from Ms. Crimson!

At the end of this round, after the team challenge, you are to submit a guess of who you believe the spy is by writing your guess right here: _____.

Fold the card and slip into the ballot box.

**each player will
have a round one
card in the
purchased game**

ROUND TWO CLUE CARDS

Cut out the clue cards, slip into envelopes and label with the character and round. ✂

CHARACTER NAME WAS REMOVED - ROUND TWO

This round has two stages. Stage 1 – you will mingle with the other guests and discuss the following clues for exactly 15 minutes. Your mission is to figure out who the spy is that Ms. Crimson has planted among you. Stage 2 of this round will be an intellectual challenge.

CLUES TO REVEAL DURING THIS ROUND

- You have noticed that some people did not try to win in the last challenge. Could one of those people be the spy? If you were the spy, what would you do to win? You definitely wouldn't want people to win clues about the spy!
- You are feeling very anxious that you won't get your violin back. You wonder if they are about guessing the correct spy. You wonder if you should call the police and participate in this 'party' at Ms. Crimson's estate – could you call the police on her for stealing your items? See what other people think!

PERSONAL CLUES TO CONCEAL

- You should do everything in your power to win the intellectual challenge. You don't want to lose the clue because you have to guess the correct spy!

At the end of this round, after the intellect challenge, you are to submit a guess of who you believe the spy is by writing your guess right here: _____.

Fold the card and slip into the ballot box.

**each player will
have a round two
card in the
purchased game**

ROUND THREE CLUE CARDS

Cut out the clue cards, slip into envelopes and label with the character and round. ✂

CHARACTER NAME WAS REMOVED - ROUND THREE

This round has two stages. Stage 1 – you will mingle with the other guests and discuss the following clues for exactly 15 minutes. Your mission is to figure out who the spy is that Ms.

Crimson has planted among you. Stage 2 will be a physical challenge.

CLUES TO REVEAL DURING THIS ROUND

- Ask around to see if anybody has figured out why they were invited by Ms. Crimson. Does anybody have anything in common with her? She is a really wealthy besides Ven Violet (the Hollywood Icon). reason why she chose this guest list.
- You heard that Ms. Crimson is friends with the chief of p calling the cops on her to tell them she stole from you w spy so you can get your violin bow back.

PERSONAL CLUES TO CONCEAL

- Round three will be a physical challenge – you should t can be sure you are guessing the correct spy.

ONCE THE PHYSICAL CHALLENGE IS OVER, YOU WILL SUBMIT YOUR FINAL GUESS OF THE SABOTEUR'S IDENTITY:

**each player will
have a round three
card in the
purchased game**

MENU SUGGESTIONS

SPIES IN A BLANKET

INFILTRATOR MUNCH MIX

THE MOLE MILKSHAKE

NOT WHAT YOU THINK NACHOS

THE CHOCOLATE SPY (HOMEMADE HOT CHOCOLATE – YUMMY!)

MYSTERY CAKE

**RECIPES ARE INCLUDED
in the purchased
game**

EXAMPLE TIME LINE

The game can be shortened by starting promptly, not breaking for dinner &/or reducing the time to mingle to 10 minutes instead of 15 – therefore, the game can be played in ~ 2 hours and 15 minutes.

The game can be extended by adding the challenges not played each round (you are given three choices each round) to the end.

7:00 PM: **Guests arrive**, have their pictures made (optional) and receive a refreshment / cocktail for adults. The guests will view the guest instructions, Ms. Crimson's dossier, and character list while they wait for everybody to arrive. The host should build in at least a 10 minute cushion for guests to arrive late. *Hey, it happens.*

7:10 PM: The **host reads the guest instructions** to the group. It is optional to have each guest introduce their character in front of the group. Play the video game trailer on Your Mystery Party for your game &/or read the game synopsis from Your Mystery Party to the group to give the premise.

7:20 PM: The host reads the announcement #1 from Ms. Crimson to start the game.

7:25 PM: The **Round One envelopes** are handed out and the game begins. A timer is set for 15 minutes and the guests mingle and discuss the clues on their clue cards. The story lines will start to unveil.

7:40 PM: **Challenge #1: ability to work as a team** is played.

8:05 PM: Clue #1 of the saboteur's identity is shown to the winning team & everybody submits a secret guess of who the spy is in a ballot box.

8:10 PM: **Optional to serve dinner.** Dinner can be sit down or buffet – or even as simple as a pizza that's delivered! You can also just serve appetizers/snacks during the party. If you don't serve dinner, you can host one of the challenges you didn't choose to play – but there will be no additional clue of the spy given for the winners of this added challenge.

8:40 PM: The **Round Two envelopes are handed out** to the guests and a 15 minute timer is set. The guests mingle and discuss the story lines that are building – why were they invited, what do the guests have in common, if anything, what is Ms. Crimson's true motive for inviting them, etc.

8:55 PM: **Challenge #2: challenge of intellect** is played.

9:10 PM: Clue #2 of the saboteur's identity is shown to the winners and everybody submits a secret guess of who the spy is in a ballot box.

9:15 PM: The **Round Three envelopes are handed out** to the guests and a 15 minute timer is set. The guests have new clues and will mingle and discuss the story lines and possibly form allies to find the spy, etc.

9:30 PM: **Challenge #3: challenge of physical agility** is played.

10:00 PM: Clue #3 of the saboteur's identity is shown to the winners of the physical challenge.

10:05 PM: Guests are told to submit their final guess of who the saboteur is – they are allowed 5 minutes to work as individuals or with allies, etc.

10:10 PM: **Host will unveil the spy and announce the winner(s) via Ms. Crimson's final announcement and engage the cat-mouse-human tie-breaker if needed.**

10:15 PM: **Optional Awards Ceremony!**

Please don't forget to share your pics on our Facebook page (My Mystery Party) to receive a discount on your next party!

CORNELIA CRIMSON'S DOSSIER



**ms. CRIMSON'S
DOSSIER IS INCLUDED
IN THE PURCHASED
game**

SPY CLUES FOR ROUNDS 1, 2 and 3: cut out each of these clues and put into a labeled envelope (spy clue round one, spy clue round two, spy clue round three).

ROUND ONE SPY CLUE – TO BE SHOWN TO THE WINNERS OF THE TEAM CHALLENGE:

ROUND TWO SPY CLUE – TO BE SHOWN TO THE WINNERS OF THE INTELLECT CHALLENGE:

ROUND THREE SPY CLUE – TO BE SHOWN TO THE WINNER(S) OF THE PHYSICAL CHALLENGE

**SPY CLUES ARE
INCLUDED IN THE
PURCHASED GAME**

DO NOT READ THE FOLLOWING PAGE IF YOU DO NOT WANT TO KNOW THE SOLUTION

MS. CRIMSON'S ANNOUNCEMENT #2- She has slipped this announcement into the room without anybody seeing her. This announcement is made after everybody has turned in their guess of who the spy is after round three.

**MS. CRIMSON'S FINAL
Announcement IS
INCLUDED IN The
PURCHASED game**

CLUES NEEDED TO GUESS WHODUNIT

**DO NOT READ IF YOU DON'T WANT TO KNOW THE
OUTCOME. YOU DON'T NEED TO DO ANYTHING WITH
THIS - IT'S JUST HERE IF YOU WANT / NEED IT TO
CLARIFY ANYTHING AFTER THE GAME.**

**DO NOT READ IF
YOU WANT TO
KEEP THE
MYSTERY A
SURPRISE!**

**A FULL ANSWER key IS
INCLUDED IN The
PURCHASED game**

**DO NOT READ IF
YOU WANT TO
KEEP THE
MYSTERY A
SURPRISE!**

SOLUTION TO THE MYSTERY AND IDENTITY OF THE SPY

We hope you have a fabulous time at your party. If you have a fun time, please share your success story and pics on our [Facebook Page](#) (My Mystery Party) and we will be glad to show you our appreciation with a loyalty coupon code for your next party!