

Find the spy before you die!

Mr. Peabody

Copyright © Mymysteryparty.com © 2015. All rights reserved. Worldwide copyright laws and conventions protect all mymysteryparty.com printed materials. This document may not be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, scanning or by any information storage and retrieval system without express written consent from Mymysteryparty.com. This includes posting all or a portion of any and all content from the game in any form – electronic or mechanical such as character lists, solutions, clue cards, the synopsis, or any and all other content in this game. The buyer has purchased this as a single use game and is hereby entitled to use these materials **for one event only** in a

private setting for a non-profit use. Multi-Use (Commercial) licenses shall be purchased from mymysteryparty.com by the buyer in the event this game is intended to be utilized for profit (no exceptions) and / or for multiple events in private, commercial and / or public settings. All graphics associated with this game are protected under copyright laws and remain the property of My Mystery Party. You do not have the right to use these graphics for personal gain in any manner.

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

DISCLAIMER: Because we have no control over the application and production of this game, Mymysteryparty.com cannot guarantee results and will not be responsible for any personal injury, death and/or loss to participants. No use of this production other than the stated entertainment use is implied or intended. Such use is the sole responsibility of the user. The subject matter contained here is fiction and is intended purely for entertainment. The names and actions carried out by the characters are not intended to represent or imply the behavior of any person, living or dead. Any likenesses to real persons or events are purely coincidental.

TABLE OF CONTENTS

List of invited guests for the host	2
Nametags	4
Host Directives (Instructions	6
Guest Instructions – How to play a find the spy mystery party	27
Mr. Peabody's announcement – this commences the game	29
Optional pre-game task cards	30
Round One Clue Cards	33
Round Two Clue Cards	39
Round Three Clue Cards	45
Menu Suggestions	51
Example Time Line	55
Mr. Peabody's dossier	56
Spy Clues for Round One, Two and Three (do not look if you are playing – have someone else cut out and put into 3 labeled envelopes)	62
Answer Key (do not look if you are playing along – have someone else put this in an envelope)	63-69



SYNOPSIS

Dr. Percy Peabody has invited you to his mansion in Dead Hollow for a VIP dining experience. On this night of mystery, he will plant a saboteur among the dinner guests and pose a series of unrelenting challenges the guests will have to conquer in order to receive clues about the spy among them. The one who correctly guesses the saboteur's identity will leave the mansion unscathed with a piece of the Peabody fortune. The guests who guess incorrectly...well...let's just say the stakes are high on this night. Dr. Peabody has invited you to attend this exclusive event. Will you take the challenge and risk everything for a life of luxury? 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

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>SAGE ABBEY Art Collector REQUIRED</p>	<p>Sage Abbey is the infamous millionaire and art collector who hails from Italy. Sage is currently traveling the country in search of rare pieces of art. This Italian hothead has difficulty controlling bursts of anger when things don't go as planned. Following a road rage incident, this enraged moneybag is temporarily stuck in the dreary town of Dead Hollow for court-mandated anger-management sessions.</p>	<p><i>Upscale semi-formal / formal dinner party attire.</i></p>
 <p>DEVYN BANKS Pharmaceutical Chemist REQUIRED</p>	<p>Devyn Banks is a philanthropic pharmaceutical chemist. This scientist works around the clock in search of a treatment for Cotard Delusion – otherwise known as 'Walking Corpse Syndrome.' Devyn puts in more hours than the CEO of the company and is determined to find the cure for this rare and awful disease.</p>	<p><i>Lab jacket over semi-formal dinner party attire.</i></p>
 <p>JAIDEN CANE Romance Novelist REQUIRED</p>	<p>Jaiden Cane is a famous romance novelist from southern Louisiana. Jaiden moved to Dead Hollow about eight months ago to gain inspiration for a new project. However, the project didn't pan out, and now Jaiden is doing everything possible to break a severe case of writer's block.</p>	<p><i>Trendy yet whimsical semi-formal / formal dinner party attire.</i></p>
 <p>BRITT DANSON Competitive Eater REQUIRED</p>	<p>Britt Danson is a competitive eater who was born and raised in the gloomy town of Dead Hollow. Now, Britt leads an exciting life traveling the globe in search of the most challenging food competitions. Britt is a familiar face on the <i>Foodie Network</i> and is an infamous food critic on social media food sites such as <i>YumYum</i> and <i>NomNosh</i>.</p>	<p><i>Terry cloth headband and wristbands with semi-formal dinner party attire.</i></p>
 <p>CAMERON EVE News Anchor REQUIRED</p>	<p>Every day at 7 PM, Cameron Evergreen's face is front and center of television screens across Dead Hollow. Cameron is a determined news anchor for RBC TV who suffers from a severe case of social anxiety. However, Cameron doesn't let that get in the way—if ambition were money, Cameron would be the world's first trillionaire.</p>	<p><i>Semi-formal / formal dinner party attire and a toy microphone &/or notepad to 'get the story'</i></p>
 <p>ROWAN FARSON Hollywood Icon REQUIRED</p>	<p>Rowan Farson is one of the most well-known celebrities in Hollywood. This haughty celeb's home town is Dead Hollow and when s/he's not filming a big budget film or living it up in a penthouse in Las Vegas, s/he retreats to the 'Farson Mansion' on the outskirts of town—far away from the paparazzi.</p>	<p><i>Upscale and trendy formal dinner party attire.</i></p>

	AVERY GOBE <i>Unemployed</i> REQUIRED	Avery Gobe was a former blackjack dealer in a glamorous Las Vegas casino on the strip. However, Avery grew tired of having to work long hours, so s/he moved back home to Dead Hollow. Avery currently lives in the basement of his/her parent's home and is searching for a job.	<i>Semi-formal dinner party attire. Bring a fake resume / Curriculum vitae with you.</i>
	PAZ HATLEY <i>Blogger</i> REQUIRED	If you haven't visited Paz's website – you have no idea what's going on in the world of celebs. Paz is famous for uncovering juicy gossip about celebrities, business icons, and politicians. Paz's blog has reaped negative attention over the years and some claim Paz only writes about people who do not benefit him/her. Take a moment to read the blogs, follow the tabloids and you be the judge.	<i>Very trendy semi formal / formal dinner party attire. Notepad to take 'notes' on people – you're always looking for a story.</i>
	JUDE IDLEBIRD <i>Casino Dealer</i> <i>Optional guest</i>	Jude Idlebird is an intolerable craps dealer from the beautiful Wizard Towers Resort on the Las Vegas strip. Jude is intolerant of bad behavior and does not believe in the motto 'the customer is always right.' When players get boisterous at the craps table, Jude has them escorted out by security. Jude is definitely not worried about the casino making money!	<i>Semi-formal / formal dinner party attire with a green dealer's visor or other casino/gambling props.</i>
	CRESS JONES <i>Writer, New York Daily Post</i> <i>Optional guest</i>	Cress Jones is the lovestruck writer for the New York Daily Post. Cress has an insatiable crush on the Hollywood Icon, Alex Blade, and has been known to use a media pass to gain entry to events where Alex is attending. Cress is essentially a stalker in a paper-thin disguise.	<i>Semi-formal / formal dinner party attire with a fake 'press pass.'</i>
	PARKER KING <i>Chief Financial Officer</i> <i>Optional guest</i>	Parker King is the go-getting CFO for <i>Gym Time</i> – a global chain of high-tech gymnasiums. Parker has done a fine job over the last decade of keeping the company profitable. However, since the global expansion—the corporation is slowly sinking and has been forecasted by <i>Business Trends Weekly</i> to collapse by the second quarter of next year.	<i>Semi-formal / formal dinner party attire.</i>
	TORY LIVELY <i>Record Label Executive</i> <i>Optional guest</i>	Tory Lively is the long-winded record label executive from P2 Records – an Indie record label. Long ago, Tory landed the lucrative position as the top exec by signing the legendary '90s rock group – <i>Bang a Gong</i> . Since then, Tory couldn't discover new talent if they were performing in his/her living room.	<i>Semi-formal / formal dinner party 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.

FULL INSTRUCTIONS IN THE PURCHASED GAME

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.

SAGE ABBEY
Art Collector



DEVYN BANKS
*Pharmaceutical
Chemist*



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

HOST DIRECTIVES

Get ready for an awesome night of suspense and intrigue with your purchase of the **FIND THE SPY BEFORE YOU DIE: MR. PEABODY** 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 mansion of Mr. Percy Peabody in a gothic, dreary town named Dead Hollow. 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!

FULL INSTRUCTIONS 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 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 and cocktails for adults during this round.

Guests will mingle for 15 minutes with their clues and discuss 'why' they are at the Peabody Mansion. Mr. Peabody's dossier will be available for review, as well. After they have mingled, the group is split in half and the team challenge is implemented.

FULL INSTRUCTIONS IN THE PURCHASED GAME

ROUND TWO: This is when you can break for dinner (optional). Guests will mingle for 15 minutes with their 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, they will be split into 3 or 4 different teams of 2-3 players and the intellectual trial will be implemented.

FULL INSTRUCTIONS IN THE PURCHASED GAME

ROUND THREE: Deliver these clues with dessert (again, it's optional to serve dessert) & a nightcap/hot cocoa/coffee. Guests will mingle for 15 minutes with their clues on the new round cards. Guests will figure out why they were invited to this party and what the link is between the guests. It is time for the physical challenge.

FULL INSTRUCTIONS IN THE PURCHASED GAME

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 each round 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 – rock, paper scissors - best 2/3 will determine the winner.

FULL INSTRUCTIONS IN THE PURCHASED GAME

ROUND CHALLENGES & PROPS: The game is designed for you to host a challenge (team, intellect and physical) during each of the rounds. In some of the challenges, you will need to gather certain props (typically household items) for the challenge to be hosted. However, you 'can' play this game with what is in this kit – that is why you have three options for each round and you only need to select one challenge per round. The materials for the games that need props are typically common household and inexpensive items, however.

Take time to review the challenges and determine which is best for you. If you are hosting this last minute and don't have time to gather props for any games, there are options for you – no worries!

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!

FULL INSTRUCTIONS 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/Peabody 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.

IMPLEMENT YOUR PRE-GAME: This optional pre-game round is to be implemented approximately one week before the party. Please note that this round is designed to generate pre-game excitement and is not necessary to solve the mystery. However, it will encourage your guests to read about the party and get excited for the big day! You'll need to input your guests' information on the contact info blanks on the pre-game task cards. Write 'disregard this task' on any blank next to an optional player not being played in your game. The ways to deliver these starters are as follows:

FULL INSTRUCTIONS IN THE PURCHASED GAME

ROUND ONE — TEAM CHALLENGE

DÉCOR: Create an old mansion 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 IN THE PURCHASED GAME

ROUND ONE CHALLENGE: When the timer is up, make the announcement it is time for Mr. Peabody's first challenge. This round, it is a test of whether or not you are able to work as a team. Explain the winners will be shown a clue to the saboteur's identity and the losers will get nothing. Review all three challenges for this round and select one to host. (If you happen to fall in love with all three challenges – wait until after your game is over and host the other two for fun!)

FULL INSTRUCTIONS IN THE PURCHASED GAME

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

- Mr. Peabody's dossier (documents about Mr. Peabody) – slipped into a file folder or manila envelope (folder or envelope is optional)
- Guest instructions
- Mr. Peabody's announcement
- 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
- The spy clue for round one – in an envelope so it cannot be seen
- Every player's name on a folded sheet of paper in any container (for you to draw for challenge hosts and guests to sit out of challenges).

ROUND ONE CHALLENGE: CAPTURE THE LIGHTNING ROD

FULL INSTRUCTIONS IN THE PURCHASED GAME

ROUND ONE CHALLENGE: PICTURE THE PIECES

FULL INSTRUCTIONS IN THE PURCHASED GAME

ROUND ONE CHALLENGE: BUNGLING SECRETARIES

FULL INSTRUCTIONS 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 / talk about things during this time, but since each will likely sit with a subsection of the group, it will be limiting – and that is all right – 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.

PASS OUT THE ROUND TWO CLUE CARDS: Pass out the envelopes for round two to the guests and set a timer for 15 minutes.

FULL INSTRUCTIONS IN THE PURCHASED GAME

CHALLENGES: Choose one of the 'intellectual-based' challenges provided in this round. You will divide the guests into 4 teams by splitting the existing team A (from round one) into two teams and the existing team B into two teams. You must do it this way to keep the story flowing properly. It is alright if one or more teams have an extra player. Having an extra brain on the team can go either way – it can muddy the water, add chaos &/or add brain power – we're not here to split hairs – it is what it is. If you are playing with the minimum of 8 players, you will have 3 teams (2, 2, 3) and 1 player will be the challenge host.

FULL INSTRUCTIONS IN THE PURCHASED GAME

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.

ROUND TWO CHALLENGE: FIND THE FLAG

FULL INSTRUCTIONS IN THE PURCHASED GAME

ROUND TWO CHALLENGE: A NIGHT AT THE IMPROV

FULL INSTRUCTIONS IN THE PURCHASED GAME

ROUND TWO CHALLENGE: ENIGMA

FULL INSTRUCTIONS IN THE PURCHASED GAME

ROUND THREE – PHYSICAL CHALLENGE

PASS OUT THE ROUND THREE CLUE CARDS: Pass out the envelopes for round three to the guests 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 IN THE PURCHASED GAME

CHALLENGES: Choose one of the physical challenges for this round. These challenges are individual challenges. Only one player of the game will receive the spy clue this round – as well as the designated challenge host.

FULL INSTRUCTIONS IN THE PURCHASED GAME

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

- Clue cards for Round Three in labeled envelopes.
- Materials for the selected challenge, and the instruction sheet for the challenge
- The spy clue for round three
- Optional award certificates

ROUND THREE CHALLENGE: MARSHMALLOW MADNESS

**FULL INSTRUCTIONS
IN THE PURCHASED
GAME**

ROUND THREE CHALLENGE: BALLOON BEDLAM

**FULL INSTRUCTIONS
IN THE PURCHASED
GAME**

ROUND THREE CHALLENGE: STEALTH HAWKS

**FULL INSTRUCTIONS
IN THE PURCHASED
GAME**

HOW TO PLAY A 'FIND THE SPY' MYSTERY PARTY

GUEST INSTRUCTIONS

**FULL INSTRUCTIONS
IN THE PURCHASED
GAME**

MR. PEABODY'S ANNOUNCEMENT - He has slipped this announcement into the room without anybody seeing him. After the following has been read to the group, the game has begun!

**ANNOUNCEMENT IS
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

SAGE ABBEY
PRE-GAME TASKS

CONTACT Devyn Banks

_____ and ask him/her
why s/he believes s/he was invited to Mr.
Peabody's exclusive dinner. You are starting

ask him/her
terior

motives for hosting this interesting dinner
party.

**EACH PLAYER WILL HAVE A
PREGAME TASK CARD IN THE
PURCHASED GAME**

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

CHARACTER'S NAME HAS BEEN REMOVED- ROUND ONE

CLUES TO REVEAL DURING THIS ROUND

- ## PERSONAL CLUES - YOU CAN CONCEAL IF YOU WISH

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

Page 17

ROUND TWO CLUE CARDS

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

CHARACTER'S NAME HAS BEEN REMOVED - ROUND TWO

CLUES TO REVEAL DURING THIS ROUND

- You applied for a position at a celebrity tabloid called Star Celebrity. They called you for an interview and you are meeting with them next week. You hope you get the job so you can have a better excuse to follow Mr. Peabody. Mr. Peabody owns the New York Daily Post and all of the favors he has done for you. He has been caught in Alex Blade's dressing room during the performance! You were arrested for camping out on the stage while you were there. And, Mr. Peabody has been on you. He takes care of his employees.

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

So, when you leave your job for a tabloid company – he will be so angry with you!

PERSONAL CLUES TO CONCEAL

- You would never throw a challenge – you have to win the money from Mr. Peabody and finally meet Alex Blade – your soul mate. Try to win the intellectual challenge!

At the end of this round, after the intellect challenge, you are to submit a guess of who you believe the saboteur is by writing your guess right here: . Fold the card and slip into the ballot box.

ROUND THREE CLUE CARDS

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

CHARACTER NAME HAS BEEN REMOVED - ROUND THREE

CLUES TO REVEAL DURING THIS ROUND

- Confide in a few people about the trouble you are in and why you need to win this money from Mr. Peabody's company. You are feeling nervous because the police may rush in here to arrest you because of your connection to Mr. Peabody's company. You are feeling nervous because the police may rush in here to arrest you because of your connection to Mr. Peabody's company.
- You are feeling nervous because the police may rush in here to arrest you because of your connection to Mr. Peabody's company.
- You are feeling nervous because the police may rush in here to arrest you because of your connection to Mr. Peabody's company.
- You are feeling nervous because the police may rush in here to arrest you because of your connection to Mr. Peabody's company.

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

PERSONAL CLUES TO CONCEAL

- You will do well in the physical challenge. You expect to win the clue of the saboteur's identity – you are pretty sure the money will be yours.

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

MENU SUGGESTIONS

STUFFED FULL OF SPY GEAR MUSHROOMS
SABOTEUR SALAD
STUFFED FULL OF SECRETS CHICKEN
DOUBLE AGENT CASSEROLE
MOLELICIOUS MASHED POTATOES
ROASTED TURNCOAT FUNGI (MUSHROOMS)
SPYTASTIC CAKE
SWEET ENDING
THE GREAT INFILTRATOR
UNDERCOVER SHAKE DOWN
SABOTEUR PUNCH

RECIPES 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, Mr. Peabody'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 from Mr. Peabody to start the game.

7:20 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.

7:35 PM: **Challenge #1:** *ability to work as a team* is played.

8:00 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.

8:05 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.

8:35 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 Mr. Peabody's true motive, etc.

8:50 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.

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) and engage the 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!



PERSEUS PEABODY'S DOSSIER

DOSSIER IN THE PURCHASED GAME

SAMPLE

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).

INCLUDED IN THE PURCHASED GAME

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



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

FULL ANSWER KEY 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!



[HTTP://WWW.MYMYSTERYPARTY.COM/FIONA](http://www.mymysteryparty.com/fiona) 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 25% loyalty coupon code for your next party!