

# LIST OF CHARACTERS FOR THE HOST

## Expansion Pack #1

This expansion pack must be played before adding additional expansion packs, as the players will be added to the guest lists in order of occurrence.

The guest pre-game site for this game is [www.yourmysteryparty.com/sunnylane](http://www.yourmysteryparty.com/sunnylane)

(6 characters total. All are optional and may be played in any combination. All may be played by either gender.)

SUSPECT	BIO	SUGGESTED ATTIRE
<b>LONDON WILTON</b> <i>Entrepreneur</i>  <i>Optional</i>	London Wilton is new to Greenville, as London is visiting the town to determine where to build the next extravagant hotel. Everyone is growing tired of the media exposing London's troubles - especially the townspeople of Greenville.	<i>Trendy and expensive looking designer attire.</i>
<b>DR. DOCTOR DIJON</b> <i>Proctologist</i>  <i>Optional</i>	Is there a doctor in the house? Yes, of course! It's Dr. Dijon! You'll be warned to eat an apple a day, but it won't keep this physician far away, as s/he's an infamous close-talker! There is no mystery what Doctor's parents wanted for their child, as this doc's birth name is <i>Doctor</i> .	<i>Lab coat, stethoscope (toy is fine). Breath mints are suggested if you intend on really getting into character.</i>
<b>ALBY STICHEN</b> <i>Tailor</i>  <i>Optional</i>	<i>Ouch!</i> Well, that's what Alby Stichen's clients are saying nowadays! This clumsy tailor has a huge problem of turning clients into unwilling pincushions! It's a good thing Alby does impeccable work.	<i>Fashionable/trendy attire with a pincushion and measuring tape as optional props.</i>
<b>PRINCIPAL MUSTARD</b> <i>High School Principal</i>  <i>Optional</i>	Is it Principal Mustard or Principal Loony? The latter is what the kids call this stern administrator at Greenville High School. Teens beware: rumor has it that not everyone sent to the principal's office makes it back to class! Some are never seen nor heard from again!	<i>Conservative business attire.</i>
<b>CHIEF C. R. BADGES</b> <i>Police Chief</i>  <i>Optional</i>	You would never guess that such a meager self-questioning law official could climb into such a position with the police force! Chief C.R. Badges is a friendly officer who swore to serve & protect. However, the chief has zero self-esteem.	<i>Police officer uniform.</i>
<b>TELE N. EWE</b> <i>Investigative Field Reporter</i>  <i>Optional</i>	Tele N. Ewe is always on top of the latest story... sometimes before they even happen! An ambitious investigative reporter for <i>RBC Television</i> , Tele will stop at nothing to be the first to get the scoop. Tele always travels with a crew from RBC News in case a big story breaks out.	<i>Trendy business attire. Optional to bring a tape recorder, note pad and toy microphone as optional props.</i>

<p><b>RBC NEWS CREW</b>  <i>Various positions: Camera, Audio, Production Assistants</i></p> <p><i>Optional team with Tele Ewe – and a separately downloadable file</i></p>	<p>The RBC news crew is a tight-knit group of friends and colleagues that work for Tele N. Ewe. They ensure Tele hits the airwaves before any other media source. They will do anything to make sure that Tele is successful. A promotion of news anchor for Tele means studio jobs for the crew!</p>	<p><i>Casual work attire. You may bring a camera, microphone, or other news production equipment (i.e. clipboard).</i></p>
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## HOW TO HOST A LARGE PARTY WITH THIS GAME:

- 14 players from the main game (*purchased separately*)
- 6 players from expansion pack #1 (*purchased separately*)
- Up to 15 players with a team with Tele Ewe as the RBC News Crew (expansion pack #1)
- Up to 6 players with expansion pack #2 (*purchased separately*)

There are 26 unique players and an additional 15+ you can invite as duplicate team players totaling 40+ players on your guest list!

**There is an expandable player (Tele Ewe) in this expansion pack #1:**

**Expandable Teams:** Some games may have expandable players. This is denoted in the description, the product details and the character list. This means a specified player(s) is designed to have an optional team with them during the game. It's as if you were invited to a party and decided to bring along your friends/colleagues. What would you speak to the other guests about if you attended a party with your friend? You'd have the mutual acquaintance in common, so that's what you'd talk about! In other words, if the character is a magician, they can have a team of up to ~15-20 magician's assistants with them. The assistants' cards will have the information/clues of their lead player and that is what they use to play with in the game. The expandable players all have duplicate cards, but are in the game just like everybody else otherwise. This is a great way to host large events and still give everyone a role in the game. If you are hosting a party for 100-200 people, you would not want 100-200 story lines to sift through once the mystery occurs. That's a nightmare. This enables you to grow your guest list without adding chaos to your game.