



SAMPLE GAME

A My Mystery Party Game by Dr. Bon Blossman. Copyright © 2007 by Mymysteryparty.com All rights reserved. Worldwide copyright laws and conventions protect all mymysteryparty.com printed materials. This document, including all associated materials with this kit, may not be reproduced or transmitted in any form or by any means, electronic or mechanical including but not limited to emailing, photocopying, photographing, recording, scanning or by any information storage and retrieval system without express written consent from MyMysteryParty.com. The buyer has purchased this as a single-use game and is hereby entitled to use these materials for one event only in a non-profit, private setting. Non-transferable commercial licenses shall be purchased from mymysteryparty.com by the buyer in the event this game is intended to be utilized for profit &/or multiple events and /or for profit in private, commercial and/or public settings. Venues requiring a commercial license include but are not limited to events that charge for admission, host the game as a benefit of membership, for fundraising (non-501-C organizations), or other public/private venues in

which the host will earn a profit &/or charge for taking part in the event. We will donate commercial licenses to 501-C organizations if you give us your federal ID of the 501C upon purchase and the event is held to raise funds for the 501-C organization. If you did not purchase this kit from MyMysteryParty.com, please contact us at support@mymysteryparty.com to report where you purchased the kit from, so that we may pursue legal action against the seller. My Mystery Party is the only authorized seller of My Mystery Party Games.

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 product 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.

Note: this file represents the format of the download version. For a breakdown of how the party pack differs, see the final page of this file.

With the download version, you will have access to four downloadable files upon purchase. A free invitation (optional and available on the game page under helpful links), host instructions, printable file, and a solution key. Be sure to download all files.

The party pack does not have anything to download beside the free invitation that is accessible prior to purchase under 'helpful links' on the game page.

EXAMPLE TIMELINE

7:00 PM: Guests arrive. Take their individual photos and serve them appetizers. Have the guest list available for the players to view as they trickle into the party.

7:10 PM: The host goes over the player instructions via the script on the following page or stream from YouTube: XXXXXXXXXXXXXXXX. It is optional to have each character stand up and introduce themselves to the group. You can play the game trailer video for an introduction to set the mood and give the premise.

7:20 PM: The Round One envelopes are handed out, and the game begins. The players mingle and discuss the clues on their clue cards. Motives will start to unfold during this round.

7:50 PM: An optional bonus game is played.

8:05 PM: Dinner is served. (*Dinner is optional – appetizers/snacks can be served throughout the party instead of serving a formal dinner.*)

8:45 PM: The Round Two envelopes are handed out, and the players mingle about with their pre-murder clues.

9:05 PM: The victim is revealed, and the investigation of the crime begins. The mystery investigation sheets are handed out, and the players reveal their post-murder clues and investigate the crime.

9:15 PM: The forensic report is revealed. The players review it and finalize their best guess of whodunit.

9:20 PM: The investigation sheets (*theories of whodunit*) are turned in to the host. Players take turns accusing who they believe is guilty and why.

9:30 PM: Dessert and coffee (*both optional*) are served, and the Round Three envelopes are handed out. The players sit in a circle and one-by-one, the solutions are revealed by each suspect, and the murderer confesses at the end. Allow a few minutes for the players to mingle at the end to discuss the mystery.

9:45 PM: Another bonus game is played

10:00 PM: Optional awards ceremony! (*5-10 minutes*). *Please note: if you want to shorten the mystery party, omit the bonus games, don't stop for dinner and serve appetizers/snacks throughout, omit the accusation round &/or the awards ceremony. If you wish to extend the length of the party, add more bonus games!

Table of Contents for the Printable file – please note the number of pages. This will print materials for all 75 players. You can easily omit printing some of the pages if you aren't playing all 75.

GUEST LIST TO HAVE AT THE PARTY FOR REFERENCE	2
NAME TAGS	12-21
PRE-GAME TASK CARDS	21-40
ROUND ONE CLUE CARDS	40-60
ROUND TWO CLUE CARDS (SPOILER ALERT – WILL REVEAL THE VICTIM)	61-81
FORENSIC REPORT (SPOILER ALERT)	81
VICTIM SIGN (SPOILER ALERT)	82
ROUND THREE SOLUTION CARDS (SPOILER ALERT – WILL REVEAL THE KILLER)	83-96
OPTIONAL STORY ENDER FOR THE MURDERER	96
MYSTERY INVESTIGATION SHEETS <i>Note: print the number of sheets you need by changing the print dialogue box number to print. You'll need to print at least one for each player.</i>	97

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



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

Character O

OPTIONAL - FOR SOME PRE-PARTY FUN, CONTACT THE FOLLOWING GUESTS IN THE WEEK LEADING UP TO THE PARTY:

Contact the guest playing **Character G** and say that s/he left trashcans out on the curb again. You are growing darned tired of living next door to a slob!

(Contact info

: _____)

Contact the guest playing **Character D** and say that you heard s/he has a gambling problem and bets on every sporting event. That type of behavior will lead to trouble, in your opinion. Maybe s/he should seek help.

(Contact info : _____)

ROUND ONE CARDS each player will have one in the printable file. Character names removed to minimize spoilers. You are cautioned to read this if you are trying to keep everything a surprise, but it will give you an idea of some storylines.

Character Y – Round One

CLUES TO REVEAL DURING THIS ROUND

- 🦋 Talk to a few people about how psycho Character O seems to be. You took his/her fitness class and had to quit.
- 🦋 You've never cared for Character B. You think Character B's roller rink is in shambles and needs to be demolished.
- 🦋 Talk to Character C about what s/he is working on in the lab now. You know that s/he formulated the newest diet pill on the market, *Dietalis*.
- 🦋 Character J owes some people for bets that s/he has made. Warn everybody not to make bets with him/her on anything!
- 🦋 Character Q is so nosy; you can't stand to be around him/her. Stay clear of him/her if you want to gossip, because s/he will spill your secrets!
- 🦋 You find Character H's videos to be strange but interesting. How s/he can turn a beautiful summer wedding video into a gothic, haunted piece of work - you'll never know. But for some reason – it works and people love it.

PERSONAL CLUES TO CONCEAL

- 🦋 You broke three of your fingers at *Pandora on Wheels* last year.
- 🦋 Your character is the young, charming nanny that has a very high, shrill cartoon-like voice. You are also an incessant *know it all* and cannot take anybody's advice.

ROUND TWO CARDS each player will have one in the printable file. Character names removed to minimize spoilers. You are cautioned to read this if you are trying to keep everything a surprise, but it will give you an idea of some storylines.

CHARACTER S - ROUND TWO

Pre-Murder Clues

- Ask either Character S or Character L why they do not seem to like each other. You would think that two people that had to work together to save lives would get along.
- Talk to a few people about what is going on with Character I. You have no idea what Character I does or how s/he earned her/his money and why s/he is famous.
- Speak to a few people about why Character B is angry with Character N. You have no idea and are curious.
- Talk about how you wished your reality show cameras would have been filming you while you skated at *Pandora on Wheels* – a skating rink that should be condemned! Had you aired your experience on television, that place would be finished!

Post-Murder Evidence & Alibi

- There are three to five clues here for each player.
- They will mingle about and discuss them, collecting the full story from each other as they go.
- Each player will turn in their guess of whodunit, and then accuse who they believe is guilty before moving on to the final solution cards.

ROUND 3 SOLUTION CARDS – there will be one for each player – the top one represents the required players' solution cards. The bottom one is what the optional players will receive. You can opt not to print those for the optional players.

character K
Final Solution Round

READ AFTER Character L

The solution is here. Each player will read their solution to the group and the murderer will confess at the end.

Character L IS NEXT

**CHARACTER NAME - SOLUTION
ROUND**

**YOU ARE NOT THE
MURDERER.**

**NOT ONLY WERE YOU CLEARED BY
EVIDENCE, BUT YOUR MOTIVE ALSO
WASN'T STRONG ENOUGH FOR MURDER.**

Here are the table of contents for the host instructions:

LIST OF CHARACTERS FOR THE HOST	2
EXAMPLE TIMELINE	17
PLAYER INSTRUCTIONS	18
MENU SUGGESTIONS	19
ADDITIONAL BONUS GAMES	24
ADDITIONAL INFORMATION – LINK LIST AND ABOUT THE AUTHOR	27

And there is a game solution file that you can open after the mystery is resolved if there are any lingering questions.

This file is representative of the download version. The party pack version of this game will be prepared on double-sided; parchment style paper and all clue cards are foldable and will be slipped (in the party ready version) into graphically labeled envelopes. It's not something that can be accomplished at home with the DIY download version.

The nametags will be on adhesive backed paper and the victim's sign will be placed into a graphically labeled envelope. The forensic report will be in an envelope.

The optional game story ender will be placed into the murderer's round three card whether you opt to have the kit 'party ready' or not.

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

For all differences between the download and party pack versions, go here:

[Chart that describes party pack vs download](#)