



(8-12 Guests Electronic Version)

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purely coincidental.

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SYNOPSIS (THIS OUTLINES THE FLOW OF THE PARTY EVENTS).

Madeline Broussard hosted a Royal Court party for the Krewe of Pantheon, a long-standing Carnival organization in New Orleans, Louisiana. The guests hit the scene at The Arnaud Lounge – a posh VIP event space in the French Quarter. The red carpet was lined with *to die for* fashion! The guests kicked off the party with a relaxing appetizer hour full of challenging party games. With the exception of a few scuffles between catty guests, the party was entirely divine! Madeline Broussard got the party rolling by serving a delicious meal as she hosted another fun party challenge. The great food mixed with fun got the guests into an enjoyable, competitive state of mind. Then, the room was shocked when a body was discovered! To minimize negative media attention, the guests avoided calling the police immediately so they could figure out whodunit! Following intense interrogations, each guest accused who they believed the murderer was other over a delectable dessert and coffee. Seeing no other option... the murderer confessed! After a daring escape attempt, the guests ended the night with another exciting party game. This was definitely the most memorable Royal Court party this krewe has ever witnessed!

FIRST TIME HOSTS: CHECK OUT OUR INSTRUCTIONAL VIDEOS WHERE WE WALK YOU THROUGH, STEP-BY-STEP ON HOW TO PLAN AND HOST TO HOST A MYSTERY PARTY AT [HTTP://MYMYSTERYPARTY.COM/VIDEOS](http://mymysteryparty.com/videos)

LIST OF CHARACTERS - FOR THE HOST

8 required (4f, 4m) and 4 optional (2f, 2m)

SUSPECT	BIO	SUGGESTED ATTIRE
MADELINE BROUSSARD <i>Beauty Salon Owner and Mardi Gras Queen, Krewe of Pantheon</i> REQUIRED Female	Madeline Broussard is the krewe member you can always count on to keep promises! A hairstylist by trade, she is outgoing and quite talkative! Because she is a <i>ray of sunshine</i> in everyone's day, her beauty salon appointment calendar is booked solid for months! Sometimes, her clients skip the cut-n-style and book an appointment to grab coffee and beignets in the French Quarter!	<i>Semi-formal party attire with a queen's crown. A feather mask as an optional prop.</i>
MARC BOUDREAUX <i>Fisherman and Mardi Gras King, Krewe of Pantheon</i> REQUIRED Male	Sometimes referred to as <i>Captain Dictator</i> , Marc Boudreaux lacks compassion for others. He was recently voted as the #1 seafood supplier in New Orleans but let the honor go to his head by tripling his prices on shellfish! So why did he win Mardi Gras King this year? Good question! Jeanne Trudeau is Marc's longtime girlfriend. Most people feel sorry for her!	<i>Semi-formal party attire with a king's crown. An optional Mardi Gras mask as a prop.</i>
REMY CASTILLE <i>Defense Attorney and Mardi Gras Maid, Krewe of Pantheon</i> REQUIRED Female	On the surface, Remy Castille appears to be a patient attorney who cares about doing an excellent job for her clients. However, those closest to this litigator know she would rather tell a lie...even when the truth is better! Deceit is Remy's middle name!	<i>Semi-formal party attire. A feather mask as an optional prop.</i>
SABINE DORIOCOURT <i>Physician's Assistant and Mardi Gras Maid, Krewe of Pantheon</i> REQUIRED Female	If you ever walk into the Nola Emergency Room, you'll hear the not-so-soothing sounds of Sabine Doriocourt's voice. She is the loud-talking physician's assistant with an unfriendly altered ego. You never know which version of Sabine you'll be speaking to, so keep your fingers crossed it's her good side.	<i>Semi-formal party attire. A feather mask as an optional prop.</i>
SEBASTIENNE THIBODEAUX <i>Owner of Cajun Cavern and Member of the Board of Directors, Krewe of Pantheon</i> REQUIRED Male	Easily the highest IQ scorer in any room, Sebastienne Thibodeaux is the quirky owner of the Bourbon Street hot spot - <i>Cajun Cavern</i> . Sebastienne always gets what he wants, as he's more than persistent when his mind is set on something. Sebastienne has an irritating habit of snapping his teeth when he gets angry, and everyone wishes he would stop it.	<i>Semi-formal party attire. A feather mask as an optional prop.</i>
JEANNE TRUDEAU <i>Swamp Tour Owner and Member of the Board of Directors, Krewe of Pantheon</i> REQUIRED Female	Jeanne Trudeau is the fun-loving prankster with a great sense of humor. Many of her friends are worried about her, as she's becoming unpredictable with recent mood swings and public fits. Nevertheless, tourists rave about her bayou swamp tours. Jeanne is the longtime sweetheart of Marc Boudreaux.	<i>Semi-formal party attire. A feather mask as an optional prop. A pad of post-it notes and a pen as optional props.</i>

VINCENT CHAUVIN High School Football Coach and Royal Court Jester, Krewe of Pantheon REQUIRED Male	New Orleans has a modern day superhero named Vincent Chauvin! If you've got the time, he'll fill your ears with stories of where he's fought off lions, saved children from burning buildings, and even lifted a car off an elderly lady! Vincent can get things done, and doesn't hesitate to face difficulty in spite of fear. Don't let his arrogance and egocentric attitude offend you – he means well overall.	<i>Jester's costume or semi-formal party attire with a jester's hat.</i>
TOUSSAINT LE BRETON New Orleans City Manager REQUIRED Male	Toussaint Le Breton is the ultra-conservative New Orleans City Manager. He is straightforward and dedicated to his goals. A civil servant who is accountable for his actions, he always follows through with what he says he will do! However, this city manager can be rather impolite at times.	<i>Semi-formal party attire - very conservative and slightly nerdy.</i>
MARGOT ROUQUETTE NFL Cheerleader and Member of the Krewe of Pantheon Optional Female	Margot Rouquette is a cheerleader for the New Orleans Angels football team. She's a persistent motivator of the krewe who constantly encourages others and builds the spirit of Mardi Gras. Margot would rather sing or chant a cheer than speak normally, and her friends find this refreshing. Everyone loves to hang around Margot for a quick spirit boost!	<i>Semi-formal party attire. A feather mask as an optional prop.</i>
THEODORE FORTIER French Quarter Jazz Musician and Member of the Krewe of Pantheon Optional Male	Take a stroll down Bourbon Street and you'll run into the smooth melodies of Theodore Fortier. This enthusiastic jazz musician is all about maintaining the New Orleans tradition! With a strong affinity towards people, he's eager to please ... especially with his saxophone!	<i>Semi-formal party attire. A saxophone (real or fake) as an optional prop. An optional Mardi Gras mask as a prop.</i>
PIERRE GAUTREAUX French Quarter Mime and Member of the Krewe of Pantheon Optional Male	If you need some quiet time with giggles, spend a few moments with the entertainer - Pierre Gautreaux. To those closest to him, this mime is a loyal and devoted friend. To his enemies, he is one to be reckoned with, as he can be quite malicious behind the scenes!	<i>A French mime costume.</i>
SIMONE DUBOIS Showgirl - Barrah's Hotel & Casino and Member of the Krewe of Pantheon Optional Female	Simone Dubois is the catty showgirl from <i>Barrah's Hotel & Casino</i> . She is ill-mannered, argumentative, and most of the Krewe of Pantheon avoids interactions with her. During conversation, she'll take the opposite stance and argue it into the ground. Why is she a member of the krewe? Her father's business is the sponsor, so everyone is forced to put up with her bad attitude.	<i>A showgirl costume or semi-formal party attire.</i>



GENERAL INSTRUCTIONS FOR THE HOST

This party is an entertaining and comical mystery where the players act the roles of hilarious Mardi Gras krewe personalities while sleuthing the intriguing story line.

During the party, your job as the host is to ensure that the envelopes are given to the guests at the appropriate times and most of all – that you and your guests are having a blast! Make sure to read these host instructions for each round prior to the party to ensure that you have everything in place for the big day! Please note - the host instructions for each round do not disclose who the murderer or the victim is.

SO WHODUNIT? We do not disclose whodunit in the host instructions in case you wish to play along. Please have someone prepare your round two and three cards and the answer key so you don't view these items. The victim is disclosed in the round two cards and the murderer is revealed in the round three cards. Do not view the solution key if you wish to keep the surprise. We provide a solution key in case there are end of the night questions as to why a certain player is or isn't guilty. You may not even need it.

PREPARE YOUR KIT: You will need to print and prepare your kit prior to the party. Cut out the clue cards for each round and slip them into labeled envelopes. It is best to color code your envelopes so you can easily determine which round they are in (also, label them with the round on the outside with the character name). Another way to prepare the clue cards is to scroll them and write the character name and round on the outside and secure with a ribbon. Both methods are shown in our how to host video on our home page. We'll assume you prepare the kit with envelopes for purposes of the instructions.

OPTIONAL PROPS: We also offer mystery props on the My Mystery Party site in the Prop Emporium including crime scene barrier tape, crime scene balloons, Bic mystery investigation pens, white face makeup for the victim, victim t-shirts, victim's halo, etc. These are all optional but are fun enhancements to your night/day of mystery.

You can also set up a mock crime scene after the victim is revealed by using the evidence marker cards, crime scene tape and body silhouette mat – these are all optional and setting up a crime scene is entirely optional and should not be used to sleuth the crime. You can just do it for a fun effect and photo opportunity and for this reason – you can do it at anytime, anywhere in your party space. It may make the most sense to set it up once the victim is revealed, however.

During the party, your job as the host is to ensure that 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 ARE 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 final round of clues. If you want to avoid being the victim or murderer, simply choose an optional player to play. For a complete surprise, get a party ready pack upgrade as discussed above and the clue cards will come to you, ready to go!

UPGRADE YOUR DOWNLOAD INTO A BOXED SET (PARTY READY PACK): You may decide that you'd rather have us prepare your kit. No worries! We can still do that! Head over to this site:

<http://mymysteryparty.com/upgrade-your-download-to-a-boxed-set/> and we will prepare your kit for you. This option charges you the difference between the boxed set and what you've already paid for the download. For example: if the boxed set is \$135.00 and you paid \$35.00 for the download – the upgrade will cost \$100.00. Having us prepare your kit will ensure you can keep the mystery a surprise. [Here is a link](#) to a chart that describes the differences between the download and party ready pack.

THE GAME IS ORGANIZED INTO FOUR ROUNDS AND IS STRUCTURED AS FOLLOWS:

OPTIONAL PRE-GAME TASKS: these optional pre-game task cards are to be delivered to each guest before the party or give them to the guests as they arrive. You also have the guest pregame site at YourMysteryParty.com/beadsdrop. All pre-game materials are optional and do not alter the mystery and are intended to enhance the pre-game build up for the event. These tasks are not vital to solving the mystery and omission of them does not alter the mystery in any way. However, you'll find that your guests will be more prepared for game play if they are exposed to the mystery video trailer, synopsis, and character lists in advance. Note: you'll need to enter your guests' contact information on these task cards before sending them out.

ROUND ONE: Deliver these clues as your guests arrive. You can serve appetizers and cocktails for adults.

ROUND TWO: Deliver these clues while you serve dinner (optional) to your guests.

SOLUTION ROUND THREE: Deliver these clues with coffee/hot cocoa and dessert (again, it's optional to serve dessert)

Note: you do NOT have to serve dinner/dessert, this is only suggested and the instructions tell you 'when' to serve it and what to do around the time you serve it. You can simply skip both without a problem and just serve snacks/appetizers the entire time. However, please don't have a party without offering some type of food—even if it's just snacks.

For further questions, check out our FAQ web page at <http://mymysteryparty.com/how-to-host-faq/>

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

Questions: support@mymysteryparty.com

OPTIONAL PRE-GAME ROUND

ASSIGNING PLAYERS: As the host, you are to assign your guests to play the roles in the game. Assign the required players first with your most outgoing folks and the less outgoing people to the optional players. You only need the required players to play the game. If you play with the optional players, they won't know they were optional during the game. Note: assign your strongest player to the victim role. This is the lime-light player and please realize that everybody has a motive to kill this person! If you are playing the game without knowing who the victim will be, which is fine, simply assign your strongest players to the required roles. Knowing who the victim will be will not ruin the game for you – in fact, it becomes a bit clear once the game begins. The victim is revealed in the round two clue cards.

INVITE THE GUESTS AND GET THEM READY FOR THE GAME: Before the party, encourage your guests to view the Your Mystery Party - <http://yourmysteryparty.com/beadsdrop> website, as it has a character list, a video of the game, a link to a Mardi Gras slang list, and some helpful videos to get them ready to throw themselves into the Mardi Gras spirit. We strongly suggest you doing the pregame round including the pregame guest site – your guests will get so much more out of the game and they'll be ready to play when they arrive to the party.

You should also use the free, printable My Mystery Party invitations as they have the character descriptions included and a link (web address) to the Your Mystery Party website. This way, before the party, they can get familiar with the other characters that will be at the party as well! 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 at <http://mymysteryparty.com/as-the-beads-drop> Scroll to the middle of the page under the Helpful Links section and click on the link that says 'free, downloadable invitation' to download the PDF file. Save to your hard drive first. Reopen with the most current version of Adobe Reader (or you may face issues). 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. If you are not tech savvy, you can simply write in the link to the Your Mystery Party guest pregame site on any invitation and ask your guests to view their character information there.

FULL INSTRUCTIONS ARE IN THE PURCHASED GAME.

ROUND ONE - IT'S PARTY TIME!

Your guests arrive – take pictures, go over instructions and get the party started by handing out the round one cards. Motives will build, characters will develop and the players get acclimated to the story as it unfolds in front of their eyes.

DÉCOR: Create a Mardi Gras ambiance with a New Orleans jazz mix CD playing softly, Mardi Gras decor, and a picture slide show of your friends if there is a television in the party room. For more Mardi Gras party DIY options: <https://www.pinterest.com/mymysteryparty/> head over to our Pinterest page for this game.

GUEST ARRIVAL: Appetizers can be served (optional-cocktails for legal-aged adults). The guest instructions and the character descriptions (i.e. suspect list) should be available for the guests to review as they trickle in to your party. Formally go over the instructions with the guests once everyone arrives.

Keep the prepared round cards handy, as you'll be passing them out at the right times to progress the game. 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 IN THE PURCHASED GAME.

ROUND TWO – DINNER HOUR

There is a pre-murder and post-murder section of this round and dinner may be served at any time. The guests receive round two clue cards and an exciting murder occurs mid-round. The guests then become investigators and sleuth the crime.

FULL INSTRUCTIONS ARE IN THE PURCHASED GAME.

ROUND THREE- DESSERT & THE BIG REVEAL

This is the final round where the guests will take turns accusing their guess of who the murderer is and the main game players will read their solutions until the murderer confesses. You can serve dessert | coffee at this time if you wish.

ACCUSATIONS: after you collect the mystery investigation sheets, allow the guests to one-by-one accuse who they believe the murderer is and how they did it. Instruct them to also tell the group their guess of the murderer's motive. If you are having an awards ceremony using the awards certificates available on the <http://mymysteryparty.com/props/> site, you can use this round as the final decision maker on the best actor/actress award.

FINAL SOLUTIONS: After the accusation round, pass out the round three envelopes to your guests and have them sit in a circle or semi-circle in order to be able to see guests as they read their solution cards one at a time to the group. If you are in a large ballroom with a microphone and stage/podium – have each guest with a solution card come to the front of the room and use the microphone to reveal their solution (you can also do it this way for the accusation round if you so choose). At this time, serve dessert and coffee (or hot cocoa/ hot apple cider/ after dinner cocktails) for adults.

FULL INSTRUCTIONS ARE IN THE PURCHASED GAME.

OPTIONAL AWARD CEREMONY: to conclude the night, you can host a quick award ceremony. There are many different ways you can host this - it is quite flexible. Have trophies made, download the certificates on the My Mystery Party site, or you can simply have one plaque for the winning player (the first one who turned in their guess that was correct). If you narrow it down to a single winner – do NOT tell your guests how you are making your decision, or they will rush their guesses and not sleuth properly. You want them to stay intrigued, and not just rush to the finish line.

MENU SUGGESTIONS

Shrimp 'N Grits
Cajun Jambalaya
Crab Bisque
Red Beans N' Rice
Café Beignets
The Hurricane
Bayou Bloody Mary
Absinthe Frappe (Historical New Orleans cocktail)

MENU RECIPES ARE IN THE PURCHASED GAME.

EXAMPLE TIME LINE

The game can be shortened by excluding the optional activities, or lengthened by adding more bonus games.

7:00 PM: **Guests arrive**, have their pictures made (optional) and receive a refreshment / cocktail for adults. The guests will view the guest instructions 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 **Round One envelopes** are handed out and the game begins. The guests mingle and reveal the clues on their clue cards. It's just like a normal party, but the guests remain in character and gossip about each other's characters. The motives & story lines will start to unveil.

7:50 PM: An **optional bonus game is played**. Bonus activities keep the energy flowing and the guests have a blast. They are optional, but highly suggested. The players must remain in character.

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. During dinner (or immediately after), **host the required challenge** for round two (see host and bonus game instructions).

8:35 PM: The **Round Two envelopes are handed out** to the guests and pre-murder clues are discussed.

8:55 PM: The results of the challenge are presented to the group and the victim becomes the victim. The host passes out the investigation sheets to the players. The guests interrogate each other to determine whodunit. The full story is in the player clue cards, but the guests will have to be skilled at asking the right questions of each other, etc.

9:10 PM: The guests are presented with the fingerprint report. Allow them a 5 minutes time period to finalize their guesses.

9:15 PM: The guesses of whodunit are collected and the **optional accusation round is implemented** – the guests can take turns formally accusing who they think did it, and why. You'll be surprised at how everybody's inner actor will surface during this activity.

9:30 PM: Dessert and coffee (**optional**) are served and the **Round Three envelopes are handed out** to the guests. The guests sit in a circle and one-by-one, the solutions are revealed by each of the guests and the murderer will confess at the conclusion of the round. The murderer is notified in their round three solution card that they are the murderer. They will not know or have any advantage over anybody of knowing whodunit before this round.

9:50 PM: An **optional bonus game is played**.

10:10 PM: An **optional award ceremony**. My Mystery Party has award certificates of all kinds that you can choose from in the [Prop Emporium](#). The host can determine who receives the awards while the bonus game is being played. Some awards are traditional and some are snarky but hilarious!

10:30 PM: **Game over! Please don't forget to share your pics on our Facebook page (My Mystery Party) to receive a discount on your next party!**

HELPFUL HINTS ON HOW TO PLAY A MURDER MYSTERY:

GUEST INSTRUCTIONS

You've been assigned a character and you've come to the party dressed in the most fabulous costume and have been told to play your role. So now what?

The mystery is separated into three rounds. During the party, you will be handed an envelope that contains the clues necessary for your character for the round. The clues for all of the required characters provide everything that you need to solve the mystery. However, during the investigation segment of the game, you will need to ask the right questions and pay close attention to everyone's clues to be able to get the whole picture of what has happened.

FULL INSTRUCTIONS ARE IN THE PURCHASED GAME.

From this point forward, you are to remain in character until the mystery is solved. If you are playing a 'green alien from Mars', then that is who you are until the end! Undoubtedly, your host has cast you into a character that you are comfortable playing. Some characters are designed to be played more reserved than other characters that should be played more boisterous. Feel free to play your role however you feel comfortable. Embellish your character's personality if you would like. However, if you are feeling more reserved tonight, you can opt to allow the other characters to approach you or you can simply listen in on others' conversations to get your information.

OPTIONAL PRE-GAME ROUND STARTER CARDS

CHARACTER G

PRE-GAME

**EACH PLAYER WILL HAVE AN OPTIONAL
PREGAME TASK CARD WITH THE PURCHASED
GAME. NAMES HAVE BEEN REMOVED TO
MINIMIZE SPOILERS, BUT DO NOT READ IF YOU
WISH TO KEEP THE MYSTERY A SURPRISE →**

OPTIONAL - for some pre-party fun, contact the following guests in the week leading up to the party:

Contact the guest playing Character I and say you will not argue. What you say, as Mardi Gras King of the Krewe of Pantheon, will stand. The Royal Court's floats will be a *Famous Serial Killer* theme and that's that.

(Contact info : _____)

Contact the guest playing Character T and say if you don't have your permits for the Royal Court's floats by Monday morning at 8 AM, you'll find other ways to get them. You are an influential person – s/he should know that.

(Contact info : _____)

Contact the guest playing Character R and say having a mime on Bourbon Street is a distraction for tourists who are trying to enjoy themselves. Mimes belong in France on the Seine River - not in New Orleans!

(Contact info : _____)

Remember: your character is the Mardi Gras King of the Krewe of Pantheon and fisherman who seriously lacks compassion for others.

ROUND ONE CLUES

– cut out, slip into envelopes and label with the appropriate round and character ✂

CHARACTER Y– ROUND ONE

CLUES TO REVEAL

- Confide in a few people about how Character B keeps stealing the oysters out of your father's oyster traps. Your brother has planted a spy as one of his/her fishing boat crew, so you have hard evidence that s/he is an oyster thief. Your father is elderly and trying to build his retirement fund. Character B is seriously hindering it by stealing from him. Not only does s/he need to admit it and apologize, s/he owes your father restitution for the stolen oysters.
- Ask Character T what the deal is between her and Character J (they are cousins) fighting over the inheritance from their late grandfather.
- Ask Character N about the parade permits. You know this year's theme is ridiculous (i.e. *Famous Serial Killers*), but you all just want to ride and have fun. Character O will obviously never have a chance to be king again - so this is just a blip on the Krewe of Pantheon's radar and everyone just needs to still have a good time.

PERSONAL CLUES TO CONCEAL

- You wished your brother's spy would push Character Q off his fishing boat and never look back.
- Get everyone in the spirit of Mardi Gras! Remember that you'd rather sing or chant a cheer than speak normally so have fun with that! ☺
- You don't want to ride on a parade float that glamorizes serial killers. It goes strictly against your personality! See if you can convince others to change it .
- Ask Character O to apologize for stealing your father's oysters. Although, every time you've confronted him/her in the past, s/he acts like s/he doesn't know what you are talking about!

← EACH PLAYER WILL HAVE A ROUND ONE CARD WITH THE PURCHASED GAME. NAMES HAVE BEEN REMOVED TO MINIMIZE SPOILERS, BUT DO NOT READ IF YOU WISH TO KEEP THE MYSTERY A SURPRISE

ROUND TWO CLUES – cut out, slip into envelopes and label with the appropriate round and character ✂

EACH PLAYER WILL HAVE A ROUND TWO CARD WITH THE PURCHASED GAME. NAMES HAVE BEEN REMOVED TO MINIMIZE SPOILERS, BUT DO NOT READ IF YOU WISH TO KEEP THE MYSTERY A SURPRISE →

CHARACTER D ROUND TWO

PRE-MURDER CLUES

- Tell everybody you just spoke to your father. He's very angry he was duped by Character S. Character S lied to your father about the financial obligations of the Mardi Gras Queen. S/he told your father it would cost millions to be queen. Your father will withdraw his financial support for the Krewe of Pantheon if you aren't crowned as the queen ASAP! He pays for most of the krewe's expenses each year. Club dues will soar for the krewe's members if you aren't crowned!
- If you can become Mardi Gras Queen, immediately start arguing with Character O over the theme of the parade. You realize you can't do anything about the theme since it was passed by the board of directors, but you'll make his/her life very difficult if s/he doesn't change his/her mind. It's not too late since the float carpenter has only finished with the remodeling of the frame of the float - he hasn't started the awful serial killer décor.
- Character A was voted as the #1 supplier of fresh seafood in New Orleans. Since being honored with that title, s/he's more than tripled prices!

POST-MURDER CLUES

- ✂ You haven't left the main party room since the party started.
- ✂ Your fingerprints could be on the weapon – you touch everything without thinking about it. You saw the weapon earlier in the main party room at the bar.

DIAGRAM OF THE ARNAUD LOUNGE

DIAGRAM IS INCLUDED WITH THE PURCHASED GAME.

SAMPLE

VICTIM SIGN

VICTIM SIGN IS INCLUDED WITH THE PURCHASED GAME.

SAMPLE

INVESTIGATOR:

WHODUNIT _____
MOTIVE _____
HOW DID THEY DO IT _____

FINGERPRINT ANALYSIS REPORT

FORENSIC REPORT IS INCLUDED WITH THE PURCHASED GAME.

SAMPLE

SOLUTION ROUND

- cut out these clues and slip into labeled envelopes and seal them. Hand these to the guests to begin round three.

EACH PLAYER WILL HAVE A ROUND THREE SOLUTION CARD WITH THE PURCHASED GAME. NAMES AND PARTIAL TEXT HAVE BEEN REMOVED TO MINIMIZE SPOILERS, BUT DO NOT READ IF YOU WISH TO KEEP THE MYSTERY A SURPRISE →

Character Z

FINAL SOLUTION ROUND

READ WHEN YOU ARE TOLD IT IS YOUR TURN

Say the following to the group:

I would kill to keep the spirit of New Orleans alive and maintain the pristine reputation of the Krewe of Pantheon! The victim was a threat to *both* but someone got to him/her first!

THE FOLLOWING CHARACTERS ARE TO READ THEIR SOLUTION TO THE GROUP IN ANY ORDER - ONCE THESE CHARACTERS HAVE READ THEIR SOLUTIONS, CHARACTER WILL READ HIS SOLUTION TO THE GROUP:

Margot Rouquette, Theodore Fortier,
Pierre Gautreaux, Simone Dubois

NAME TAGS

MADELINE BROUSSARD

BEAUTY SALON OWNER

MARDI GRAS QUEEN, KREWE OF PANTHEON



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

BONUS ACTIVITIES!

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ROUND TWO **REQUIRED** ACTIVITY **NEW ORLEANS MOVIE CHALLENGE**

BONUS GAME INSTRUCTIONS ARE INCLUDED WITH THE PURCHASED GAME.

MONEY CHALLENGE

SO YOU THINK YOU CAN DANCE CONTEST

BALLOON BLOWER CHALLENGE!

ARE YOU STEALTH ENOUGH TO BE A MASKER?

NEWSPAPER MAYHEM

DANGLING DONUTS

COOKIE MONSTERS

TIE A PURPLE RIBBON

MARDI GRAS DICTIONARY

ASH WEDNESDAY	The day after Fat Tuesday and the first day of Lent - seven Wednesdays before Easter.
BAL MASQUÉ	A formal masked ball for the pleasure of the mystic society members (the krewe) and their guests. Krewes (royalty) are traditionally presented during the ball. The ball entails dramatic entertainment, music, dancing, and fun music. This festivity is usually held after the annual parade and typically based upon a theme (i.e. mythological, historical, etc.).
BOUEF GRAS	A fatted bull which is the traditional symbol of the last big feast before lent.
CAJUN	The nickname given to the descendants of the Acadians and Acadian culture. They are French settlers that were forced out of Nova Scotia by the British and resettled in southern Louisiana in the bayous.
CAPTAIN	The leader of each Carnival organization (krewe). However, some krewes elect a board and a president and do not have a Captain.
CARNIVAL	The Mardi Gras season that commences on January 6 th (the Twelfth Night) and ends at midnight on Fat Tuesday (Mardi Gras). This season leads up to Lent (fasting).
COURT (ROYAL COURT)	The King, Queen, Maids and Dukes of a Carnival Organization.
DEN	A large warehouse where floats are built and stored.
DOUBLOONS	Toy plastic or metal coins bearing the krewe's insignia on one side and the parade theme on the other. First introduced by Rex in 1960.
FAT TUESDAY	Also known by the Christian calendar as Shrove Tuesday and is the last day before Lent. It is a day of merry-making and carnival - marking the climax of the carnival period.
FLAMBEAUX	Naphtha-fueled torches held by revelers that traditionally were the only source of nighttime illumination.
INVITATION	A formal printed request for attendance at a Carnival Ball. In the 19 th century, these were die-cut and printed in Paris. They are not transferable to another person and it is improper etiquette to refer to them as 'tickets.'
JOE CAIN PROCESSION	Annual event held the Sunday before Fat Tuesday in observance for the person who revived the Carnival season, Joe Cain (from Mobile, Alabama).
KING CAKE	An oval pastry containing a small, plastic toy baby hidden inside. The person that has the plastic doll in their slice of cake is crowned as the 'King' and buys the next cake and throws the next party the following year.
KING'S DAY	January 6 th - also called the Feast of the Epiphany. On this day, King Cake parties are traditionally held. This day commences the Carnival season.
KING REX	In New Orleans, Rex is known as the 'King of Carnival.' Rex is chosen by a committee of the Rex Organization. The local New Orleans's news media will disclose Rex's identity on Fat Tuesday.
KING ZULU	In New Orleans, King Zulu kicks off the Carnival parade celebration on Mardi Gras day. 'Zulu,' meaning the wisest, is one of the seven characters of the Zulu Social Aid & Pleasure Club.
KREWE	The general term for all Carnival organizations in New Orleans. First used by the Mystic (Mistick) Krewe of Comus - the first Carnival organization in New Orleans in 1857.

MARDI GRAS	This is French for <i>Fat Tuesday</i> .
MARDI GRAS INDIANS	In 19 th century tradition, groups of African American men in New Orleans that portray American Indians in magnificent hand beaded and feathered costumes.
MARSHAL	A masked (and costumed) mystic society member who rides on horseback in the parade to keep the pace of the parade and prevent any gaps in between floats. Marshals also toss throws from their saddlebags.
MASKER	Mystic society member appearing in a mask and costume on a parade float. These riders have the requirement by their respective organizations' bylaws to remain masked while on the float to help the revelers who line the parade route. These riders toss throws from the floats.
MYSTIC SOCIETY	A secret organization that sponsors parades, parties, balls and other festivities for its members and their guests. Membership was traditionally kept secret.
PAGE	Young male servant or attendant for the King and / or Queen.
PARADE	A Carnival/Mardi Gras parade involves maskers riding the floats that travel via standardized and traditional routes. They include decorated floats, marching bands and the float riders (krewe members) that toss beads, cups, and other small toys to the onlookers. Each parade will have its own theme with more than a dozen or more floats unifying the theme but portraying an individual piece of the story. Bands typically march in between floats as well as the rest of the parade unit consisting of dance teams, parade marshals, flambeaux carriers, flag corps, local celebrities and the grand marshals.
PASS A GOOD TIME	Cajun for 'having fun.'
QUEEN	A character of the Carnival krewe usually selected by a krewe's Captain and /or the members of a krewe or via a self-nomination and vote by the board of directors - depending on the organization's hierarchy. She serves beside the king (in co-ed krewes) as the ruling mythical monarchs of the make believe kingdom which is home to the namesake of the krewe. She will reign over a parade, a bal masque, or both.
REVELER	A festive merrymaker who participates in the period of Carnival by participating in balls, parades and parties. A reveler is more than a spectator; they are actual participants in the festivities.
ROYALTY	Some Carnival krewes select royalty each year. Mostly members of their respective organizations. The crew Bacchus, a more modern crew, elects a celebrity as their respective royalty (king).
TABLEAU BALL	A masquerade ball including an elaborate production of scenes, skits and dances linked to an underlying theme. Often performed by krewe members.
THEME	A cohesive story or idea portrayed by the floats in the parades as well as the costumes of the float riders. Each parade has a theme and each mystic society reveals a new themed parade each year. The themes are typically mythical, historical, literary, geographical, or from pop culture.
THROWS	Inexpensive toys and knick-knacks tossed from costumed float riders during the parade. The most popular ones are doubloons, beads and plastic cups.
'THROW ME SOMETHING, MISTER'	Traditional call by a spectator wanting throws from the maskers on the parade float.
ZULU COCONUT	'The golden nugget' of all Mardi Gras throws of the parades. It is a coconut that is hand decorated by a member of the Zulu Krewe. This is the hardest throw to acquire and should be considered a prize possession.
ZULU PARADE	The oldest African American parading club that began in 1909. They have the tradition of being first to hit the streets on Mardi Gras day and are traditionally late.

CLUES NEEDED TO GUESS WHODUNIT – DO NOT READ IF YOU DON'T WANT TO KNOW THE OUTCOME:

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



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

ANSWER KEY IS INCLUDED WITH THE PURCHASED GAME.

This page does not need to be printed with the kit – it is additional information.

FOR MORE INFORMATION ABOUT YOUR GAME.

- Head over to the Your Mystery Party guest invite site at <http://yourmysteryparty.com/beadsdrop> **if you are playing with an expansion pack, you will go to the page that includes your expansion pack players at <http://yourmysteryparty.com/beads>*
- Pinterest page: <https://www.pinterest.com/mymysteryparty>
- Social media posts: #BeadsDrop #MardiGrasMurder #MyMysteryParty – no spoilers, please! That includes any mention of who the victim/murderer are! This includes no mention of who the victim &/or murderer are. You don't want to spoil the fun for other guests!
- YouTube Game Trailer is located on the game page and Your Mystery Party page.

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

Love the game? try out the [young adult murder 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!

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<http://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 loyalty coupon code for your next party!

For more party games, themes, etiquette, and more - check out the Official Party Host Handbook and the Official Halloween Party Host Handbook:



Books available on the My Mystery Party site as well as any online book retailers.