



12-20 Guests, Electronic Version

A My Mystery Party Game by Dr. Bon Blossman. Copyright © 2007 by

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TABLE OF CONTENTS

LIST OF CHARACTERS FOR THE HOST	2
NAME TAGS	5
HOST INSTRUCTIONS INCLUDING AN EXAMPLE TIMELINE	9
GUESTS INSTRUCTIONS	13
OPTIONAL PRE-GAME TASKS	16
ROUND ONE CLUE CARDS	21
ROUND TWO CLUE CARDS – <i>do not view if you want to keep the victim a surprise</i>	26
VICTIM SIGN	39
MYSTERY INVESTIGATION SHEETS	40
ROUND THREE SOLUTION CARDS – <i>do not view if</i>	60
MENU SUGGESTIONS	67
ADDITIONAL BONUS GAMES	70
ANSWER KEY – <i>do not read if you want to keep the n</i>	75-76
ADDITIONAL INFORMATION – <i>no need to print this</i>	77

This is what is included with the kit. Note the number of pages to print with the download version →

SYNOPSIS

This year, the monsters of the International Monster Association will gather on Mount Immortality for the annual Monster Summit. This secret meeting will be held in the Cave of Misfortune, next to the Glop Lagoon. The monsters will discuss the past year's success as well as plans for haunts, terrors, and scares for the upcoming year.

Grimoth Jones is rumored to be making an important announcement this year and will also acknowledge the members who are far exceeding what it means to be a monster. You've received your summons, and this is where your story begins.

LIST OF CHARACTERS FOR THE HOST

All 20 players are gender flexible

CHARACTER	BRIEF BIO	SUGGESTED ATTIRE
GRIMOTH JONES <i>Grim Reaper & President of the International Monster Association (IMA)</i> REQUIRED	Grimoth Jones is the grim reaper and president of the International Monster Association (IMA). A fun-loving comedian, this death seeker will burst into song whenever the time's right.	<i>Black hooded cape and toy sickle as an optional prop. White face makeup with black accents on the face.</i>
PYRA MED <i>Egyptian Mummy</i> REQUIRED	Pyra Med is the ruthless prankster of the group. Pyra isn't respected by many of the other monsters and will lash out and do whatever it takes to get attention.	<i>White / off-white clothing underneath with gauze wrapped around the body (not too tight). Face painted white with black/dk. gray shading.</i>
VORHEE MYERS <i>Serial Killer</i> REQUIRED	Vorhee Myers is the obsessive and heartless serial killer. Vorhee is known to be judgmental of others and enjoys spreading horrible rumors about colleagues of the International Monster Association.	<i>Blue coverall jumpsuit. A hockey mask and a toy knife as props.</i>
SLIMEY GREEN <i>Swamp Creature</i> REQUIRED	Slimey Green is the hyperactive swamp creature from the Glop Lagoon. A carefree creature, this lagoon dweller will perform rap songs about friends and current events.	<i>Green clothing (shirt/pants). Soak gauze in green food coloring, remove and allow drying for 2 days. Drape green gauze from clothing. Green face makeup with black accents/shading.</i>
HOWLIE MOON <i>Werewolf</i> REQUIRED	Do not invite Howlie Moon to an elegant dinner at your home. This werewolf has horrible manners and shrill, shrieking laughter that would even send a screaming banshee into the abyss.	<i>Button-down flannel shirt and khaki pants. Place fake hair coming out of shirt at wrist and collar. Paint face like a wolf and purchase a werewolf kit for the ears and claws.</i>
PUMMY KENFACE <i>Pumpkin Head</i> REQUIRED	Pummy Kenface is the friendly and nerdy pumpkin-head monster. Pummy gets any party going with innovative dance moves.	<i>Black shirt and pants with face makeup as a pumpkin or a pumpkin mask.</i>
DRAGULA <i>Vampire</i> REQUIRED	Dragula is a mysterious monster who strives to lead any group. Dragula does what it takes to establish dominance over the other beasts. Some of the other monsters take great offense to this behavior.	<i>Vampire/ Vampira costume. (Black) hair slicked back. White face makeup and fake vampire teeth. Tiny red stickers as props to 'bite' monsters with.</i>
LIVAN GANN <i>Zombie</i> REQUIRED	Livan Gann is an egotistical zombie. This one-upping undead should be avoided at the Monster Summit - unless you wish to hear how Livan's done everything more and better than you have.	<i>Any shredded/ ripped clothing. White face makeup with black and red accents. Hair in a big mess.</i>

<p>ROYAL PONG</p> <p><i>Giant Gorilla Beast</i></p> <p>REQUIRED</p>	<p>A compulsive liar, even when the trust is best, Royal Pong can look you straight in the eyes and tell you the most outrageous tale, and you'll believe it every time. Don't fall victim to this furry fiend.</p>	<p><i>Gorilla costume or black shirt/pants and a gorilla mask. Or...black shirt/pants and face makeup as a gorilla.</i></p>
<p>TANKENSTEIN</p> <p><i>Scientific Creation</i></p> <p>REQUIRED</p>	<p>Tankenstein is an intellectual perfectionist with exquisite manners. This science-project-gone-right will cater to your every need. However, this over-indulgent behavior will drive the other monsters batty after a while!</p>	<p><i>Frankenstein costume. Or, face and hands painted green with black accents. Fake bolts (made out of foil) adhered to the neck with costume prop glue.</i></p>
<p>ONYX BLAZEN</p> <p><i>Sorcerer</i></p> <p>REQUIRED</p>	<p>Onyx Blazen is a powerful sorcerer with severe anger management problems, which is a frightful combo since Onyx's specialty is fire magic. Onyx is a strong leader of the Order of the Grim Knights and is respected within the magical community.</p>	<p><i>Witch/Wizard costume - black robes. Face painted green. Wand and cauldron (with dry ice cube inside) as optional props. (Make sure dry ice is handled according to instructions.)</i></p>
<p>OCTAVUS RECLUSE</p> <p><i>Spider-Human Hybrid</i></p> <p>REQUIRED</p>	<p>With eight legs and a spine-chilling persona, Octavus is the stereotype of a monster. Octavus is a spider activist and fights for the rights of spiders around the world.</p>	<p><i>Black shirt/pants with 4 fake arm/legs coming out of the torso. You can make these by stuffing socks and then attaching them to the shirt by stitching them on with needle/thread.</i></p>
<p>YETI BERG</p> <p><i>Abominable Snowperson</i></p> <p>Optional</p>	<p>Yeti Berg is the quirky monster who terrorizes the thrill-seeking humans of the Himalayas. Yeti has a peculiar aversion to the word <i>you</i>. Upon hearing the word, Yeti goes into fits!</p>	<p><i>Wear all white and purchase some cotton from a hobby supply store. Apply the cotton everywhere possible. White face makeup with blue accents.</i></p>
<p>BOGARTI BUBONIC</p> <p><i>Boogey Monster</i></p> <p>Optional</p>	<p>Everyone knows that Bogarti Bubonic is a kleptomaniac. Keep your eye(s) on your belongings at the Monster Summit. Not only do children around the world need to worry about Bogarti jumping out from under their beds, but their toys often disappear from their rooms after a good scare.</p>	<p><i>Any scary mask with black robes. Fake claws on the fingers as optional props.</i></p>
<p>DR. HECKYL / MR. JIVE</p> <p><i>Mad Scientist</i></p> <p>Optional</p>	<p>Dr. Heckyl is the prototypical mad scientist, but with a sugary-sweet and meager personality. This doc's altered ego is a monstrous, spiteful villain who goes by the name of Mr. Jive.</p>	<p><i>Lab coat and hair in an absolute mess. A scary face mask as a prop for Mr. Jive.</i></p>
<p>MINOT ORMAN</p> <p><i>Beast</i></p> <p>Optional</p>	<p>Minot Orman is the neighborhood gossip with greedy tendencies. This is one beastly brute that puts meaning in the term <i>watch your back</i>, as Minot is concerned about one and only one thing...Minot Orman.</p>	<p><i>Large bull horns on the head. These horns can be purchased or made out of paper-maché, painted and glued to a headband. Brown shirt/pants and a fake rapier. Brown face makeup and a fake nose ring on the nose.</i></p>

<p>TEDDIE FRUGAL</p> <p><i>Nightmare Haunter</i></p> <p>Optional</p>	<p>Teddie Frugal is the penny-pinching nightmare haunter. Teddie must always have the final word to end a conversation. Be careful - if things don't go Teddie's way, you'll pay the price with nightmares.</p>	<p><i>Tattered, oversized striped sweater. A fedora hat and fake knife claws on one hand.</i></p>
<p>APARI SHON</p> <p><i>Ghost</i></p> <p>Optional</p>	<p>Apari Shon is a must to invite to any gathering, as Apari's random animal impersonations keep everyone entertained. This witty spectral is predictable, and you will always know where you stand.</p>	<p><i>Ghost costume - white sheet with two holes for the eyes and one for the mouth (to breathe)!</i></p>
<p>OZBOURNE OF THE DARK</p> <p><i>Ruler of Darkness</i></p> <p>Optional</p>	<p>Ozbourne is the egotistical Ruler of Darkness. Ozbourne will spout out rhymes about anything happening in the vicinity. There is never a dull moment with this dark royalty, as Ozbourne always keeps the pot stirred.</p>	<p><i>Black clothing, black cape. Dark sunglasses and gothic jewelry.</i></p>
<p>OCULON MONO</p> <p><i>Cyclops</i></p> <p>Optional</p>	<p>Oculon Mono is the most brilliant monster in the International Monster Association. A pure genius, you should look for this monster if you are seeking sound advice. Listen carefully, as Oculon can only speak in a whisper.</p>	<p><i>Giant eye affixed to the middle of the forehead. Face painted purple. Purple clothing.</i></p>

This is the example file of the instant download version of the game. The party ready pack is prepared on double-sided, folded clue cards in labeled envelopes that are bundled per round. The cards are the traditional detective-themed parchment style paper.

The name tags in the boxed version will be printed on adhesive backed paper.

GRIMOTH JONES
IMA PRESIDENT & GRIM REAPER



Each player has a
name tag in the
purchased game

SAMPLE

HOST INSTRUCTIONS

GENERAL HOSTING: during the party, your job as the host is to make sure the rounds flow correctly. As the host, you may choose to play any character you wish. You will pass out the clue cards to the guests at the appropriate times. As the mystery progresses, check on your guests to see if they are discussing the clues and implementing tasks on their clue cards (some players may have tasks). Encourage them to mingle with the other players, and not to rush anything. It's all about gossiping and sharing secrets! They should speak to every other player at least once during each round. Your guests are playing a character role, so they should embrace their character's lack of integrity and motives. With that said, if you opt to do the optional money challenge, you can instruct the guests to hold back secrets for money (see the bonus activity instructions for more details).

Full instructions are in the
purchased game

GAME STRUCTURE: the game is organized into four rounds and is structured as follows:

OPTIONAL PRE-GAME STARTER: these optional pre-game tasks are to be delivered to each guest before the party, or give them to the guests as they arrive. All pre-game materials are optional. They are intended to enhance the build-up for the event. These tasks are not vital to solving the mystery. Also, encourage your guests to view the Your Mystery Party guest pre-game website to get them excited about your game (this is highly encouraged).

ROUND ONE: Deliver the round one clue card envelopes as your guests arrive. Serving cocktails for adults and appetizers is optional.

ROUND TWO: Deliver the round two clue card envelopes. Breaking for dinner before or after this round is optional.

SOLUTION ROUND THREE: Deliver the round three solutions. Serving coffee/cocoa and dessert is optional.

Don't host a party without a food/beverage offering - hungry guests are not happy guests.

For further questions, check out our FAQ webpage at <http://mymysteryparty.com/how-to-host-faq/> or our author's blog for more DIY and hosting help: <http://mymysteryparty.com/murder-mystery-blog/>

If your question is still not addressed in the FAQ/blog or these instructions, contact us via email: support@mymysteryparty.com Responses are guaranteed within 24 hours.

instructions.)

EXAMPLE TIMELINE

7:00 PM: Guests arrive. Take guest photos and serve refreshments. Have the invited guest list available for the guests to view as they trickle into the party. Once everybody has arrived, snap a group photo!

7:10 PM: The host goes over the guest instructions for the mystery game. 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.

7:20 PM: The round one clue cards are handed out, and the game begins. The guests 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: An optional dinner is served. Snacks can be served throughout the party instead.

8:35 PM: The round two envelopes are handed out, and the guests mingle about and discuss their pre-murder clues.

9:00 PM: The victim is revealed, and the investigation of the crime begins. The mystery investigation sheets are handed out, and the guests interrogate each other (using the post-murder clues). Each guest should interview every player in the game and share and discuss all clues.

9:30 PM: The investigation sheets (guesses of whodunit) are turned in to the host. After the sheets are collected, the guests may take turns accusing who they believe did it.

9:45 PM: Dessert and coffee may be served at this time. The round three solutions are handed out to the guests. Each player presents their solution, and the murderer confesses at the end. Allow a few minutes for the guests to mingle at the end to discuss the mystery.

10:00 PM: Another optional bonus game may be played &/or host an optional awards ceremony!

To shorten the mystery party, omit the bonus games, don't stop for dinner, omit the accusation round, and don't host an awards ceremony. Also, you can shorten the game even further by only having the required players read their solutions (or even just the murderer). If you wish to extend the length of the party, add more bonus games!

Character P
PRE-GAME TASKS

OPTIONAL: FOR PRE-PARTY FUN, CONTACT THE FOLLOWING:

Contact the guest playing Character L and say: I would appreciate it if you do not pull any pranks at the Monster Summit this year.

Contact info: _____

Contact the guest playing Character N and say: Please do not murder anyone at the Monster Summit this year.

Contact info: _____

Contact the guest playing Character E and say: I'd like it if you would set aside some time at the Monster Summit to give sage advice to other monsters.

Contact info: _____

Each player has
an optional
pregame card in
the purchased
game

*Character names removed
to prevent spoilers, but don't
read if you want to keep the
mystery a surprise

Character S - ROUND ONE

CLUES TO REVEAL DURING THIS ROUND

- Discuss how you went to the deadhead ball courts to see if anyone had a game going on. Character E was playing with a group of monsters. Deadhead ball is a monster sport where you have to fight the other team to get a zombie head through a golden ring. They wouldn't let you play since you do magic. They said *magic is for wimps who can't harm a flea otherwise*. You'd like to start a deadhead ball league. Ask around if anyone wants to join your league. Character E cannot join.
- Ask Character L how s/he knows when it's someone's time to die?
- Character M is a huge liar. Don't believe anything s/he says, it's too risky. You know Character M hasn't always been a gorilla beast, but who knows what really happened to them.
- Ask Character V what it is like to be a zombie.
- Mention to Character D that you haven't seen him/her at the Monster Summit in years. Is it because the spider convention is always on the same day?

PERSONAL CLUES TO CONCEAL

- You'd like to show Character B that monsters that do magic are definitely not wimps.
- You have anger management issues! Have fun with it!

Each player has a round one card in the purchased game

*Character names removed to prevent spoilers, but don't read if you want to keep the mystery a surprise

Each player has a round two card in the purchased game

*Character names removed to prevent spoilers, but don't read if you want to keep the mystery a surprise

CHARACTER U – ROUND TWO

PRE-MURDER CLUES TO DISCUSS:

- Give everyone life advice as you see fit. You are the wise one.
- Tell Character B never to purchase potion ingredients from anyone other than a registered Alchemy Store - even if you are saving money. Sorcerers from the north have a shop called *Alchemy Attic*, and they are pretty reliable.
- You heard Character H was trying to dry up the lagoon by selling Character B tainted potion ingredients. These ingredients, when put into potions, will dry up water surrounding them. Explain that you'd like to move over by the Glop Lagoon, and you need the water of the lagoon to stay where it is, so your eye doesn't dry up!
- Tell Character W that many monsters are tired of being bitten and s/he might want to watch his/her back when s/he morphs into a vampire bat. Say you've heard threats from other monsters about *biting the bat's little head off* when s/he's a bat!

POST-MURDER CLUES TO DISCUSS:

- Character R was standing immediately south of Character B when the murder occurred.
- Tell everyone you think Character T did it – s/he ***** spoilers removed.

MYSTERY INVESTIGATION

Investigated by: _____

SUSPECT

MOTIVE

CLUES



Each player has a
mystery
investigation
sheet in the
purchased game

YOUR BEST GUESS OF WHODUNIT – INCLUDE

ROUND THREE SOLUTION CARDS

CHARACTER J **FINAL SOLUTION ROUND THREE**

The solution for this character is given here. They will present their solution to the group one-by-one.

CHARACTER A IS NEXT

Each player has a solution card in the purchased game

*Character names removed to prevent spoilers

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

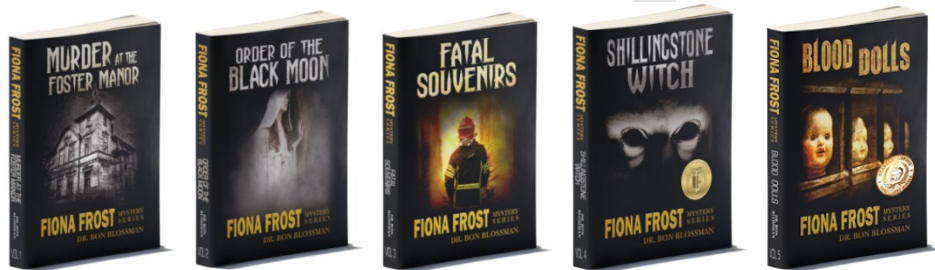
FOR MORE INFORMATION ABOUT YOUR GAME:

- Head over to the Your Mystery Party guest invite site at <https://yourmysteryparty.com/monster> *if you are playing with an expansion pack, you will go to <https://yourmysteryparty.com/monstermurder>
- Pinterest page: <https://www.pinterest.com/mymysteryparty/a-daunting-night-of-monsters-and-murder-murder-mys/>
- Social media posts: #MonsterMurder, #MyMysteryParty – no spoilers, please!
- YouTube Game Trailer is located on the game page and Your Mystery Party page.

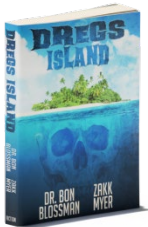
THIS GAME WAS CREATED BY DR. BON BLOSSMAN – AWARD WINNING AUTHOR

Please check out our author's line of Young Adult (YA) award-winning mystery novels!

For a discount, use: FF15BB

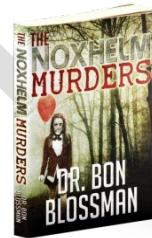


2017 RELEASES:



**Dregs Island -
YA Thriller**

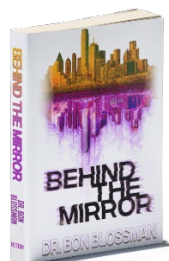
This book won a silver medal at Reader's Favorite, won the Beverly Hills Young Adult category, and was a solo medalist winner for New Apple Book Awards for the YA Mystery/Thriller category.



**The Noxhelm
Murders - YA
Mystery
Thriller**

This book won the Indie Brag Medallion, and two gold medals with Literary Classics Book Awards in Young Adult Mystery and Supernatural

2019 RELEASE:



Behind the Mirror (Book One) – YA Fantasy

A four-part series about a teen girl who thought she was ordinary.

Don't forget to like our Facebook page and leave a photo (no spoilers of the victim/murderer please) and testimonial and receive a loyalty code for your next party! www.Facebook.com/mymysteryparty