



(7-14+ Players Electronic Version) SAMPLE GAME

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SYNOPSIS

It's time again for the Pumpkin Town Annual Halloween Celebration traditionally held at the Pumpkin Town Recreation Center. The town's people are set to arrive on the scene in their best Halloween fashion in anticipation of the annual ultra-competitive Pumpkin Carving Challenge and Giant Pumpkin Contests! The guests will kick off the party with spooky food while having a blast competing with fun Halloween party games!

It is rumored that some guests may have shocking news to unveil while others have been reported to be acting strange as ever. Let's hope all goes as planned on this night in Pumpkin Town!

HOST CHARACTER LIST

| Character | Bio | Suggested Attire |
|--|--|---|
| DR. INDY JONAS <i>Adventurer & Ancient History Professor</i> REQUIRED Either gender | Dr. Indy Jonas is the arrogant, over-exaggerating Ancient History professor at Pumpkin Town College. Dr. Jonas can win you over with a little Australian charm, but don't be fooled; Dr. Jonas cares about one thing and one thing only... <i>Dr. Jonas</i> . | An archeologist / rugged explorer costume. |
| BINKO BONKO <i>Circus Clown</i> REQUIRED Either gender | Don't fully trust this fun-loving party animal and prankster, Binko Bonko! But this clown is definitely one to invite to any event! This circus clown has tricks hidden in every sleeve and surprises around every corner! You better watch your back around this mischievous fun-provoking entertainer! | Any type of clown costume. A post it note pad and pen as suggested props. Any practical joke items as optional props. |
| BARZE <i>Cave Person</i> REQUIRED Either gender | Barze. Hmmm....who is Barze, anyway? There was once a television show about primitive people who lived in African jungles...but what would someone like this be doing at the Annual Pumpkin Town Halloween Party in modern times? This is a mystery in itself. | Cave person costume. Club as an optional prop. |
| SILENCIO <i>French Mime</i> REQUIRED Either gender | Hailing from good ole' Paris...the mysterious Silencio is an infamous mime. S/he earns money performing her mime routines at various tourist-ridden locations down the Seine river in France. S/he was once an American child movie star but chose to leave Hollywood to travel around the globe - primarily because s/he doesn't like to talk much. | Derby hat, white makeup with black and red accents. A white & black striped shirt and black pants with suspenders. |
| JOKEY JOKERTON <i>Comedienne & Jester</i> REQUIRED Either gender | This comedian is a hoot to be around and was once voted as <i>America's Favorite</i> on the show <i>Final Comic Standing</i> . This modern day town Jester has never broken character in public and when you're around this comic - be careful of the flying jokes - they're everywhere! | A jester costume – multicolored spandex unitard with a jester hat. Tons of jokes! |
| ROBIN MOOD & THE HAPPY TEAM <i>Modern Day Outlaw</i> REQUIRED Either gender | Robin Mood and the Happy Team live in Sherman Forest on the outskirts of Pumpkin Town. Robin Mood is an outlaw, but the citizens and law enforcement of Pumpkin Town look the other way as Robin has a great heart and good intentions when s/he leads the Happy Team to take from the rich and give to the needy. However, Robin can be very emotional and quite moody at times! | Any type of 'Robin Hood' costume. A fake bow and arrow as optional props. |
| ALI N. HUNTER <i>Astronaut</i> REQUIRED Either gender | Ali N. Hunter is the nerdy, unassuming NASA Astronaut. Ali's nickname is 'The Cooler' as when back on Earth at the NASA offices, s/he loves to hang around the water cooler and make annoying comments to the office personnel walking by. | Astronaut costume. Space aliens, rock specimens, etc. as optional props. |
| HOPE MOUNTAIN <i>Country Music Singer/Song Writer</i> Optional Either gender | This pampered, spoiled country music star tops the country music charts with anything she releases. She is one of the top paid and most sought after country music stars and her iconic status often angers other country music divas who rode the country music train when it wasn't quite as trendy as it is today. Hope Mountain is also known for an unhealthy obsession...with herself! | Glamorous country attire with a cowboy hat and a mirror to frequently check yourself with. |

| | | |
|--|---|---|
| CHIEF CALI ENTAY <i>Fire Chief</i> Optional Either gender | You would never guess that such a meager self-questioning person could climb his/her way into such a high ranking position with the fire department! Chief Entay is a kindhearted soul, but with self-esteem approaching absolute zero! In addition, this fire fighter also has a tough time with over-explaining everything. | Fireperson costume. |
| MEDICINO <i>Superhero</i> Optional Either gender | Medicino is a medical doctor by day and a superhero by night. This healer wanders the streets at night with his/her super nurse partner and renders medical assistance to anyone in need. The media gave this <i>physician by day</i> the nickname 'Medicino' and declared him/her a superhero about a year ago when s/he saved the life of an elderly lady. Since then, Medicino's embraced it and wears a superhero costume. Why not? | Any type of superhero costume with band aids and other medical supplies affixed to it. |
| SURRY PANTE <i>Snake Charmer</i> Optional Either gender | The gentle snake charmer, Surry Pante, is an extremely tranquil individual. Surry avoids disputes with mere wit and skills of negotiation. This cliché-talking charmer can instantly command the respect of any snake in the world. | Snake charmer attire. Fake snake, basket and recorder flute as optional props. |
| JOLLY TURNER <i>Modern Day Pirate</i> Optional Either gender | Jolly Turner is a mild-mannered first mate with extraordinary sword skills. Most see this modern day pirate as loyal yet naïve. Jolly has a funny quirk of rhyming sentences because s/he believes it gets her into a zone and helps focusing...especially during times of stress. Friends of Jolly find it quite hysterical at times. | Puffy sleeved pirate shirt, vest, sash type belt, pirate pants, boots and a pirate hat. A fake sword and an eye patch are optional props. |
| DR. ALBERTA NEWTON <i>Scientist & College Professor</i> Optional Female | The beautiful Alberta Newton is the penultimate absent minded professor. Inquire about science and she'll blow you away with her intellect, inquire about anything else, well...she's an average Jane and lacks a shred of common sense to boot! | Lab jacket and test tubes as props. |
| SHARA BRIGHTLY <i>Trendy Opera Singer</i> Optional Female | Shara Brightly is a fun-loving and eccentric American Opera Star. She is known for her ever-changing colorful hair and glitzy formal attire. Popular with the younger crowd and definitely member of the rich and famous, this is the first opera star that can say she's made her way into teenage iPods | Ultra-glitzy and glamorous attire. A cliché opera hat as an optional prop. |

NAMETAGS

✂ the player nametags are below. There are alternative nametags for gender for the characters designated as 'either' gender. 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.

Dr. Indy Jonas

ANCIENT HISTORY PROFESSOR



Binko Bonko

CIRCUS CLOWN



SAMPLE

**DETAILED HOST
INSTRUCTIONS ARE
INCLUDED WITH THE
PURCHASED GAME**

SAMPLE

OPTIONAL PRE-GAME TASKS

The following tasks are completely optional and exclusion of them does not alter the mystery in any way. However, it does lead to pre-game build up and excitement! Cut the task strips (below) out and slip them into envelopes and send about 1 week prior to the party. Be sure to fill in your guests' preferred contact information on the task slips so they will be able to contact each other. The usual method of contact is via email. Write *Not Applicable* / *NA* on contact info blanks for characters that will not be played in your game. If you are using an expanded team with Robin Mood, there are two additional cards for the Happy Team – make as many copies of these cards you need for your group.

Character names are removed to minimize spoilers.

Each player in the game (both required and optional) will have a pregame task card.

(Character J)

CONTACT THE FOLLOWING CHARACTERS BEFORE THE PARTY TO KICK OFF THE FUN:

Contact the guest playing Character K and ask if you can assist with superhero rounds on the streets one night. S/he can do the healing and you can cheer people up when they are sad. You two would be like a Batman & Robin – a dynamic duo!

CONTACT INFO:

Contact the guest playing Character M and ask if you can have your clown tricycle back. S/he took it and gave it to the little girl down the street. S/he should make it right and tell the girl's parents what s/he did and get your tricycle back. You need it for your work! You're the only clown in the circus without one!

CONTACT INFO:

Contact the guest playing Character S and ask if she has discovered anything cool lately.

CONTACT INFO:

ROUND ONE CLUES – CUT OUT, SLIP INTO ENVELOPES AND LABEL. ✂

CHARACTER H – ROUND ONE

MINGLE AND DISCUSS THE FOLLOWING:

- You haven't made any discoveries lately. However, you are enticed by this *Racemes Relic*. Anything that old might have some form of ancient DNA inside - possibly if there were an ancient mosquito trapped inside somehow. You haven't been able to tell for certain, but you believe there is a form of amber behind the jewels and amber often traps insects inside. You'd love to take this relic to your laboratory to analyze it!
- Talk to Character S about how you'd like to analyze the relic before anyone touches it again.
- Find out who all is going to participate in the Annual Pumpkin Carving Contest this year.
- Ask around to see if Character B has stolen any property from anyone else. S/he stole your jet ski and gave it to an old man down the street. It didn't make any sense since the old man can't swim and definitely can't ride a jet ski! You are all about giving back to the community...but not in ways that don't make sense!

PERSONAL CLUES TO CONCEAL

- You want that *Racemes Relic* before anyone contaminates it any further. You want to check it out to see if there are sources of DNA inside! You haven't been able to get a grant for years because you haven't discovered anything and this is your chance!
- You lack a shred of common sense outside of science.

Character names are removed to minimize spoilers.

Each player in the game (both required and optional) will have a round one clue card.

← DO NOT READ IF YOU WISH TO PREVENT SPOILERS

ROUND ONE: PRINT AND CUT OUT THE *RACEMES RELIC* AND PLACE IN JOKEY JOKERTON'S CLUE CARD. In the story, while Jokey was out selecting a pumpkin for the carving contest before the celebration, s/he uncovered this item buried in the *Pumpkin Town Pumpkin Patch*. As an alternative, instead of using the paper cut-out above, you can purchase any type of antique-looking costume jewelry brooch and hand it to Jokey Jokerton along with the envelope for round one (or if it fits inside, slip into the envelope).

RELIC CUT OUT IN THE PURCHASED GAME

SAMPLE

ROUND TWO CLUES – CUT OUT, SLIP INTO ENVELOPES AND LABEL. ✂

CHARACTER P - ROUND TWO

PERSONAL CLUES:

- Tell Character K that you'd like to sign up for the lecture series at the Pumpkin Town College about self-esteem. You need it.
- Try to ask Character S if s/he is the thief. You think s/he is out of control.
- Sherman Forest Code states that Character E must steal from the rich and give to the needy. The money from selling the relic certainly could be used by someone in need!
- Ask Character U if it is true that s/he is losing her job as a professor. Ask why.

EVIDENCE:

- The Racemes Relic was definitely on the table in the center of the room immediately before the lights went out.
- Character G turned the lights back on using the western wall light switch. Some people were in the same location and others had moved around.
- You were speaking to Character I and Character X when the lights went off.
- You noticed that Character C was also in the SE corner of the room before the lights went out. S/he was closer to the southern door, however, when the lights came back on.

Character names are removed to minimize spoilers.

Each player in the game (both required and optional) will have a round two clue card.

← DO NOT READ IF YOU WISH TO PREVENT SPOILERS

SAMPLE


MYSTERY INVESTIGATION SHEET

DETECTIVE NAME _____

SUSPECT

MOTIVE

EVIDENCE



**EACH PLAYER WILL HAVE
A MYSTERY
INVESTIGATION SHEET IN
THE PURCHASED GAME.**

PARTY
LIGHTS

20 feet (~6.1 meters)

20

USE THE DIAGRAMS OF THE PARTY ROOM (ABOVE) TO DETERMINE WHERE EVERYONE WAS LOCATED WHEN THE THIEVERY OCCURRED - BEFORE AND AFTER THE LIGHTS WENT OFF!

WHODUNIT _____

MOTIVE _____

SAMPLE

ROUND THREE SOLUTIONS – CUT OUT, SLIP INTO ENVELOPES AND LABEL. ✂

Character names are removed to minimize spoilers.

Each player in the game (both required and optional) will have a round three solution card.

DO NOT READ IF YOU WISH TO PREVENT SPOILERS→

Character B – FINAL SOLUTION ROUND

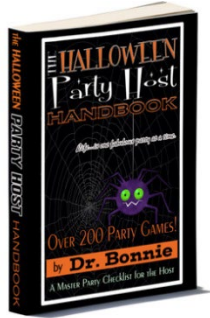
READ FIRST

The solution to the mystery for this character is given here. It's been removed to reduce spoilers.

CHARACTER G IS NEXT

MENU SUGGESTIONS

Courtesy of The Official Halloween Party Host Handbook by Dr. Bonnie



Skeleton's Guts Meat & Cheese Platter

Witch's Dip

Fingernail & Brain Salad

Mummy Jalapeno Poppers

Vampire Proof Roasted Garlic Chicken

Cheesy Enchanted Forest Casserole

Candy Corn Ice Cream Treats

Scary Lemon Eyeballs

Blood Orange Martini

The Pumpkin Wizard Smasher

Bloody Brain Shot

Recipes are in the purchased game.

BONUS ACTIVITIES!

FOR 100 MORE PARTY GAMES AND MORE PARTY ADVICE, RECIPES, THEMES, ETIQUETTE AND MORE, PURCHASE THE OFFICIAL PARTY HOST HANDBOOK BY DR. BONNIE.



NOW AVAILABLE AT MY MYSTERY PARTY'S PROP EMPORIUM, BARNES & NOBLE AND AMAZON.COM AS WELL AS OTHER ONLINE BOOK RETAILERS.

Instructions are in the purchased game.

SAMPLE

SAMPLE

EXAMPLE TIMELINE

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 player 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 player 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.

8:35 PM: The **Round Two envelopes are handed out** to the guests and the thievery is unveiled!

8:50 PM: There are announcements made and 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: **Optional accusation round** – 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.

9:25 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 thief will confess at the conclusion of the round. The thief is notified in their round three solution card that they are the thief. They will not know or have any advantage over anybody of knowing whodunit before this round.

****If you do not opt to have the optional players read their final solutions in front of the group, give them a few minutes to mingle and share their solutions.***

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

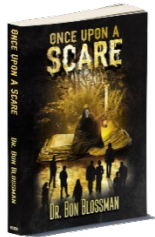
10:10 PM: An **optional award ceremony**. [My Mystery Party](#) has award certificates of all kinds that you can choose from in the [Prop Emporium](#). The host can determine who receives the awards while the bonus game is being played. Some awards are traditional and some are snarky but hilarious!

10:30 PM: **Game over!**

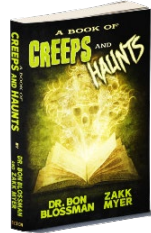
THIS GAME WAS CREATED BY **DR. BON BLOSSMAN** – AWARD WINNING AUTHOR

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

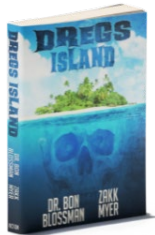
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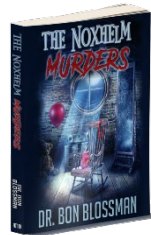
Once Upon a Scare – YA
Horror Short Stories
10 grim tales by Dr. Bon Blossman will ignite your goosebumps and keep the lights on.
Great gift for your favorite teen!



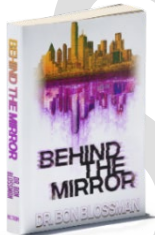
A Book of Creeps & Haunts – YA
Horror Short Stories
13 haunting tales come together to form this anthology by Dr. Bon Blossman and Zakk Myer.



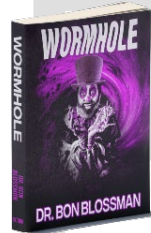
Dregs Island - YA Thriller
This book won a silver medal at Reader's Favorite, won the Beverly Hills Young Adult category, and was a solo medalist winner for New Apple Book Awards for the YA Mystery/Thriller category.



The Noxhelm Murders –
YA Mystery Horror
Winner of the Indie Brag Medallion, and 2 gold medals with Literary Classics Book Awards in Young Adult Mystery and Supernatural

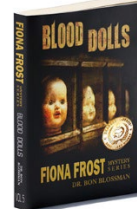
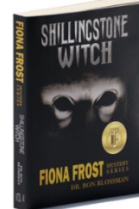


Behind the Mirror (Book 1) –
YA Dark Fantasy
A trilogy about a teen girl who thought she was ordinary. This book has won a literary seal of approval from Literary Classics Organization.



Wormhole (Behind the Mirror Trilogy, Book 2) – YA Dark Fantasy
Dr. Bon Blossman continues the gripping journey of seventeen-year-old Ella in the haunting and powerful second installment of the Behind the Mirror Trilogy.

Fiona Frost: Award-Winning YA mystery series.



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