



## **SAMPLE GAME**

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**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.

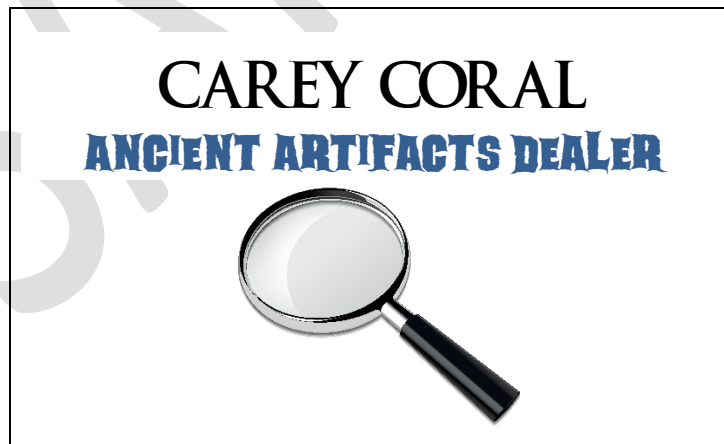
**9:45 PM:** Another bonus game is played

**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.

<b>GUEST LIST TO HAVE AT THE PARTY FOR REFERENCE</b>	<b>2</b>
<b>NAME TAGS</b>	<b>12-24</b>
<b>PRE-GAME TASK CARDS</b>	<b>24-43</b>
<b>ROUND ONE CLUE CARDS</b>	<b>43-62</b>
<b>ROUND TWO CLUE CARDS (SPOILER ALERT – WILL REVEAL THE VICTIM)</b>	<b>63-83</b>
<b>FORENSIC REPORT (SPOILER ALERT)</b>	<b>83</b>
<b>VICTIM SIGN (SPOILER ALERT)</b>	<b>84</b>
<b>ROUND THREE SOLUTION CARDS (SPOILER ALERT – WILL REVEAL THE KILLER)</b>	<b>85-99</b>
<b>OPTIONAL STORY ENDER FOR THE MURDERER</b>	<b>99</b>
<b>MYSTERY INVESTIGATION SHEETS</b> <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>	<b>100</b>

**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 S**

**PLEASE CONTACT THE FOLLOWING GUESTS BEFORE THE PARTY:**

**Contact** the guest playing **Character D** and say that you can't wait to catch up with Jamie at the Stratford Castle party to hear what s/he is currently working on at the FBI. You find Character D's job fascinating.

**CONTACT INFO:**

**Contact** the guest playing **Character N** and say that you heard Character N has been acting very shady lately. You've known Character N since s/he was a kid, and you'd hate to see Character N turn to the dark side.

**CONTACT INFO:**

SAMPLE

**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 T - ROUND ONE**

#### **CLUES TO REVEAL DURING THIS ROUND**

- 🦋 Tell a few people that you trust (*you decide whom*) that you are here to investigate the Kilmore Killer case. You believe the serial killer is here at the party. Interrogate everyone here about their possible involvement with this case. Find out why the other guests are here, who they associate with, and what is going on in their life. Ask them if they have any information about the Kilmore Killer. Do not reveal to everybody that you are working on the case, or the killer will avoid you like the plague.

#### **PERSONAL CLUES TO CONCEAL**

- 🦋 The Kilmore Killer has killed ten people in Kilmore in the last month. The killer uses a knife, chooses random victims, as there are no patterns. The killer kills in random locations. It was nearly impossible for your team to come up with a profile, but you think you have it narrowed down to a few suspects here at the party.
- 🦋 You also know that another department of the FBI is investigating illegal research that is happening at *Nelson Laboratories*. The FBI is working with the Health & Human Services (HHS) and the Food & Drug Administration (FDA) on a case of an illegal drug that has been created that supposedly gives the patient superpowers of some kind. If a drug like that was ever created, it could start a worldwide crisis and lead to an apocalypse. Keep your eyes and ears open for information on that case, as well.

**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 D - ROUND TWO**

### **Pre-Murder Clues**

- Ask around to see if anybody has any leads on who the Kilmore Killer is (*s/he is a serial killer in Kilmore that has randomly killed 10 people*). You would love to be the one to crack the story and reveal who the killer is.
- You heard that it was Character G's idea to create the drug SuperP015. You don't know what it does, however.
- Talk to Character Y about what it is like to be the butler of Character L.
- Tell a few people that you know that Character K and Character T are archenemies. However, you don't know why. See if anybody knows.
- Ask Character T why s/he is here in the town of Kilmore. It's not like Kilmore is a vacation destination.
- Interrogate absolutely everybody to get a juicy story. You know there are a lot of stories to choose from. See what Character M is focusing on and try to scoop his/her story.

### **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 L**

**FINAL SOLUTION ROUND THREE**

**READ AFTER CHARACTER R**

The solution is given here. Each player will stand in front of the group and present their solution in the order as directed by the cards. Only players 1-20 will present solutions. This prevents the game from dragging on.

**CHARACTER T IS NEXT**

**CHARACTER NAME - SOLUTION  
ROUND**

**YOU ARE NOT THE MURDERER.**

**THE MAIN SUSPECTS WILL NOW READ THEIR  
SOLUTION CARDS TO THE GROUP.**

## Here are the table of contents for the host instructions:

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

**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](#)**