



ONE TOO MANY WITCHES WILL SPOIL THE BREW...A WITCHY MURDER MYSTERY! (5-8 Guests Electronic Version)

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SYNOPSIS

The members of the 1300th Witch's Coven are set to arrive in the enchanted Ravenwood Forest for the yearly gathering. The witches will prepare brews, practice new spells, and gossip about warlocks! However, some witches are openly concerned that the chemistry of the coven hasn't been right lately. A few have voiced strong opinions about making some of the witches attend sessions with a counselor to learn how to get along before the gathering. Onyx Blazen isn't taking heed to any of the nonsense and has made it mandatory for all witches of the coven to attend.

You are a member of the 1300th Coven. This is where your story begins.

LIST OF CHARACTERS FOR THE HOST

WITCH	BRIEF BIO	SUGGESTED ATTIRE
ONYX BLAZEN Powers of Fire REQUIRED	The spicy Onyx Blazen is a powerful witch who suffers from severe anger management problems. Being powerful and angry is quite the frightful combo - especially considering her specialty is the powers of fire! Onyx is a strong, unyielding leader of the 1300 th Coven and is highly regarded in the magical community.	Witch costume with flame decorations on the cape. Optional wand with fake flames at the tip.
CRYSTAL WYNTER Powers of Ice REQUIRED	Crystal Wynter is the emotionless witch with the strength of the powers of ice. Crystal speaks without feeling and is known to say unkind things to her fellow coven members. Crystal doesn't smile or laugh, and those around her often wonder what she is plotting against them. Crystal doesn't get along with many people - especially Onyx Blazen.	Light blue cape, light blue crown and wand.
LADY DRACONUS Summoner REQUIRED	Lady Draconus is the Coven member who you can count on to lighten up the room. She is a summoner of animals, preferably dragons. Lady Draconus dances when music is played, and always finds a way to have a great time. She is a dedicated and loyal friend to her fellow witches of the 1300 th Coven. Nevertheless, she's a ruthless shopper, so stay out of her way during clearance sales!	Witch costume with a stuffed dragon as an optional prop.
RAVEN BREW Powers of Poison REQUIRED	Powers of poison are Raven Brew's forte. She owns the internationally-acclaimed store, <i>Alchemy Attic</i> . Raven peddles her wares to the potion makers in the magical world. This enchanted merchant is the neighborhood gossip, so be careful when spilling your secrets while Raven's in earshot. Raven has a gift of reading fortunes. Whether they are <i>true</i> fortunes or not, only the future will tell.	Witches costume with a cauldron as an optional prop.
PERSEPHONE ZANDER Powers of Invisibility REQUIRED	If you're looking for an elusive, mysterious, and unpredictable witch, you may find Persephone Zander! This magical diva prefers to sing instead of talk! Known to be magically weaker than her fire-casting powerful sister, Onyx Blazen, this witch has the magical specialty of disguise and invisibility. Persephone plays a living game of the timeless classic, <i>hide and seek</i> .	Witch costume with an eye mask as an optional prop.
LUNA CROW Powers of Magnetism	Luna Crow has the gift of the powers of magnetism, and she's the friendliest witch in the 1300 th Coven. She is super friendly and a total blast to be around. Luna has a hidden talent, and she can make up rap songs about the situations around her. Luna loves to perform her songs for anyone with willing ears.	Witch costume with large fake magnets attached to the cape as optional props.
SERENA WILLOW Powers of Wind	Serena Willow couldn't tell a lie to save her life! This is one abrasive witch who speaks the truth whether you want to hear it or not! Serena's specialty is the powers of wind. Anger this witch, and you'll be running from a private tornado!	Colorful hair and witch costume. Broom as an optional prop.

**BELLADONA
BALDER**
*Powers of
Transfiguration*

Belladonna Balder is the most unreliable witch in the 1300th Coven. Some say her untrustworthiness stems from her specialty of transfiguration. Belladonna can morph into any animal she desires, but along with her gift comes bizarre & irrepressible animal mannerisms! Belladonna loves to tell jokes about animals!

*Witch costume with
random animal
headbands to
switch out - as
optional props.*

NAMETAGS

ONYX BLAZEN

Powers of Fire



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

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 HOST INSTRUCTIONS ARE INCLUDED 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. It is optional to serve cocktails for adults and appetizers.

ROUND TWO: Deliver the round two clue card envelopes. It is optional to break for dinner either before or after this round.

SOLUTION ROUND THREE: Deliver the round three solutions. It is optional to serve coffee/hot cocoa and dessert.

Don't host a party without some type of 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.

The free, printable invitations are located on the page where you purchased this game – click on the link that says ‘free, printable invitation’ under *Helpful Links* on the website. Download the PDF file. It is important to first save to your hard drive. Reopen with the most current version of Adobe Reader, or you may face issues. Use the text fields to fill in your information. Either print or save to your hard drive. You can email these invites as attachments to your guests to save paper costs. You will need to enter your information in the text field and save one on your hard drive for each player, changing the character to be played on each invitation.

The Your Mystery Party website link for your game is YourMysteryParty.com/spoiledbrew

SAMPLE

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 with 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.

9:15 PM: The forensic report is revealed.

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!

PRE GAME TASKS: Fill in your guests' contact information (email, phone number, etc.) Write 'disregard this task' for any character not in your game.

CHARACTER I

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

Contact the guest playing Character Y and say you want to start a Witch's Council. You demand to be the leader. She should back you up at the upcoming Witch's Coven gathering.

(Contact info : _____)

Contact the guest playing Character O and say you bought some bad snake powder from *Alchemy Attic* and want to talk to her about it later.

(Contact info : _____)

Contact the guest playing Character Q and say she should stop gossiping about how you treated her when she was a child. You have always been an outstanding role model as an older sister.

(Contact info : _____)

**EACH PLAYER WILL
HAVE AN OPTIONAL
PRE-GAME TASK
CARD IN THE
PURCHASED GAME
NAMES REMOVED TO
MINIMIZE SPOILERS**

ROUND ONE CLUES - cut out, slip into envelopes and label with the appropriate character's name.

CHARACTER Q - ROUND ONE

CLUES TO REVEAL AND DISCUSS

- Your neighbor angered you by playing loud music early in the morning. You created a tornado to ransack his house for about 8 minutes! He's been super nice to you ever since!
- You purchase potion ingredients from the store, *Alchemy Attic*, and you've never had a problem with anything.
- You don't have a problem with Character T's plan to create a Witch Council. It's about time that witches around the world had a common focus and direction.
- Talk to the others about the warlock Alfred Smartenlore. You've heard a ton of foul things about him. He is a master potion maker – you know this for a fact as he used to teach a potions class at Hogsbrew University.
- Character B has to have some emotion buried in her psyche somewhere. There is no way for a witch to exist without feelings. She certainly toes the line on showing anger – which is an emotion!

PERSONAL CLUES TO CONCEAL

- Character R scares the heck out of you. You'd do anything to stay on her good side!

**EACH PLAYER WILL
HAVE A ROUND ONE
CARD IN THE
PURCHASED GAME
NAMES REMOVED
TO MINIMIZE
SPOILERS**

**EACH PLAYER WILL
HAVE A ROUND TWO
CARD IN THE
PURCHASED GAME**

**NAMES REMOVED TO
MINIMIZE SPOILERS**

CHARACTER A - ROUND TWO

PRE-MURDER:

- Ask Character C about a rumor you overheard at the *Witch's Wart Grill* last Friday night. You heard two people discussing how she attempted to make a love potion to use on a warlock by the name of Smartenlore - that turned out to be hate potion, and now he despises her. Ask her if this is true.
- Ask Character B if it is true that she abused bears with magic spells in the forest as a child.
- Ask Character O what it is like to be a business owner of such a successful international business. Ask if she is learning any new magic spells lately.
- Admit you don't get along with people who specialize in elemental powers such as fire, ice, wind and lightning. It's just nature's way - some witches aren't meant to get along with others based on powers alone! Some powers are natural opposing forces. Your powers lie within the strength of the animals that you transfigure into, and none of them can stand the elemental forces!
- There is a new type of spell called a kinetica spell. It's one the most powerful you can cast.

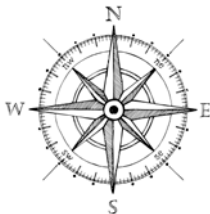
POST MURDER:

- You had transfigured into a fly and were buzzing around ~5 feet (~1.5 m) SW from the victim. You felt a gust of wind, and then the victim was on the floor.
- Wind spells are only fatal if they are cast from 10 feet (~3 m) away.

INVESTIGATOR

EVIDENCE

USE THIS DIAGRAM OF THE PA
ROOM TO DETERMINE WHER
EVERYONE WAS LOCATED WHEN
MURDER OCCURRED.



HOW DID THEY DO IT

SAMPLE

SOLUTION ROUND - cut out these solutions, slip into envelopes labeled with the appropriate character and round. Pass out these envelopes to the guests to begin the final round.

**EACH PLAYER WILL
HAVE A ROUND
THREE SOLUTION
CARD IN THE
PURCHASED GAME**

CHARACTER W - SOLUTION ROUND THREE

READ FIRST

When it is your turn, say the following:

There will be a solution here that this player will read in front of the group.

CHARACTER P IS NEXT

Members of the 1300th Coven

ONYX BLAZEN

POWERS OF FIRE

The spicy Onyx Blazen is a powerful witch who suffers from severe anger management problems. Being powerful and angry is quite the frightful combo - especially considering her specialty is the powers of fire! Onyx is a strong, unyielding leader of the 1300th Coven and is highly regarded in the magical community.

CRYSTAL WYNTER

POWERS OF ICE

Crystal Wynter is the emotionless witch with the strength of the powers of ice. Crystal speaks without feeling and is known to say unkind things to her fellow coven members. Crystal doesn't smile or laugh, and those around her often wonder what she is plotting against them. Crystal doesn't get along with many people - especially Onyx Blazen.

LADY DRACONUS

SUMMONER

Lady Draconus is the Coven member who you can count on to lighten up the room. She is a summoner of animals, preferably dragons. Lady Draconus dances when music is played, and always finds a way to have a great time. She is a dedicated and loyal friend to her fellow witches of the 1300th Coven. Nevertheless, she's a ruthless shopper, so stay out of her way during clearance sales!

RAVEN BREW

Powers of poison are Raven's specialty. In *Alchemy Attic*, Raven peddles her wares to a merchant who is the neighborhood gossip. Raven has a gift of reading

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lly-acclaimed store,
world. This enchanted
ets while Raven's in
or not, only the future

**You may find Persephone
physically weaker than her fire-
breathing disguise and invisibility.
But she'll find you.**

olliest witch in the 1300th
en talent, and she can
songs for anyone with

ch who speaks the truth
Anger this witch, and

THERE IS A
COVEN MEMBER
LIST IN THE
PURCHASED
GAME.

MENU SUGGESTIONS

DELICIOUSLY DEVEILED EGG-EYES

SNACKIN' SURPRISE PUMPKIN SEEDS

SPOOKTACULAR 7 LAYER DIP

MOUSY MEATBALLS

STUFFED JACK-O-LANTERN BELL PEPPERS

THE 1300TH COVEN HOMEMADE CARROT CAKE

CANDY CORN ICE CREAM TREATS

BLOOD ORANGE MARTINI - SKIP FOR TEENS

**MENU RECIPES ARE INCLUDED. THESE
ARE THE DOWNLOADED RECIPES.
RECIPES WILL DIFFER WITH THE PARTY
READY PACK, BUT YOU WILL OBTAIN
ACCESS TO A HALLOWEEN PARTY
WEBSITE WITH THE PARTY READY PACK**

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.

THE 'WHAT SPOOKY THING AM I?' GAME!

MONEY CHALLENGE

DO YOU THINK YOU CAN SPOOKY DANCE CONTEST

CREEPY DISGUISE CHALLENGE

THE GREAT PUMPKIN CARVE OFF

**BONUS ACTIVITIES ARE INCLUDED.
THESE ARE THE DOWNLOADED GAMES.
NOTE: THE GAMES WILL DIFFER
BETWEEN THE DOWNLOAD AND PARTY
READY PACK VERSION. HOWEVER,
WITH THE PARTY READY PACK
VERSION, YOU WILL GET ACCESS TO A
HALLOWEEN PARTY WEBSITE.**

ANSWER KEY

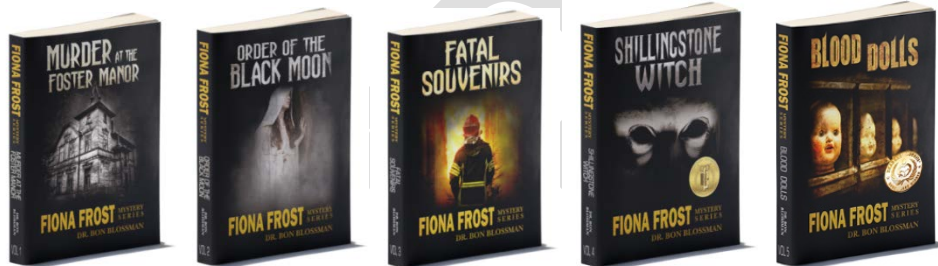
ANSWER KEY IS
PROVIDED
IN THE
PURCHASED
GAME

FOR MORE INFORMATION ABOUT YOUR GAME:

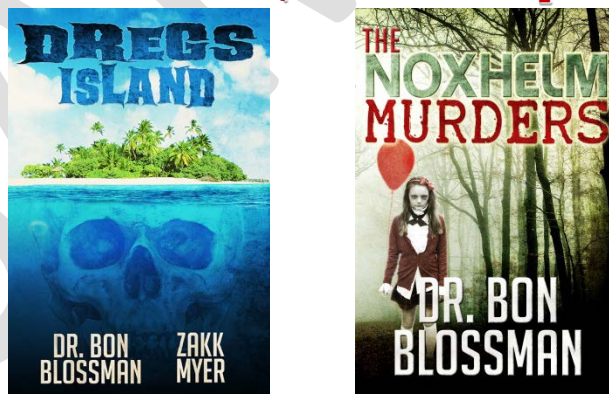
- Send your guests to the Your Mystery Party guest pre-game site at YourMysteryParty.com/spoiledbrew
- Pinterest page: <https://www.pinterest.com/mymysteryparty> We have created a board for all of our games that includes theme-specific DIY party food and décor. To find the direct link to the Pinterest page, go back to the webpage where you purchased the game and scroll to the bottom of the page – you'll see the Pinterest board there. Click on it to enlarge and view the pins.
- Social media posts: #MyMysteryParty – no spoilers, please! Spoilers include any pictures or text of who the victim/murderer is, such as a decorated victim wearing their name tag in the photo. Please do not ruin the game for others.
- The game trailer video is located on the 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? Please check out our author's line of Young Adult (YA) award-winning mystery novels! Take advantage of a discount on signed copies by using the code: FF15BB



And check out the 2017 releases: Dregs Island (YA thriller), which took home the silver medal at Reader's Favorite! And, The Noxhelm Murders (YA horror mystery).



Books are available on the My Mystery Party site at <http://mymysteryparty.com/bon-blossman>, as well as all online book retailers.

Want a discount on your next game? After the party, head over to our Facebook page at www.Facebook.com/mymysteryparty and leave a testimonial with photos of your big night. We love for you to share your experiences and will show our appreciation by creating a loyalty code for a % off your next party!