

## (8-16+Guests Electronic Version, ages 15+)

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## SYNOPSIS

Three weeks ago, the lively town of Sunnyville was devastated with the H5N1 Zombie Virus, a plague that turns the living into zombies. The Center for Disease Control (CDC) has quarantined the town, and the federal government issued veiled threats to wipe out the zombies to prevent a pandemic nightmare. The CDC scientists rallied, created a vaccine and placed it in the water supply of the surrounding human population outside of Zombie Town, and halted the epidemic. Nobody outside of a few government officials ever knew the difference.

The citizens of the newly-established Zombie Town aren't like the undead portrayed in the movies. The people of the town are dead and decomposing but remain the same upstanding citizens as they were before. However, the H5N1 virus has plagued them with an intense craving for living human flesh. For this reason, they cannot live among humans.

Even though the government tried to keep the epidemic a secret, word got out, and human rights activists outside of the former Sunnyville formed the *Save a Zombie Alliance*. Millions banded together across the world and persuaded the federal government to sign a peace treaty with the zombies.

Ashes, the self-appointed Emperor of Zombie Town, is currently negotiating the truce with the U.S. President. Ashes has agreed the zombies will not cross the border of Zombie Town. Because there are warning signs posted for miles surrounding the Zombie Town's edge, the President decided that if a living human ends up inside of the Zombie Town border, they will be approved for a zombie's dinner table. Ashes and the President are set to sign the treaty as soon as the fine-points are worked out.

The citizens are happy to be at peace with the feds. They have discovered through rigorous testing that they could sustain themselves by eating pumpkins. Alas, the fruit curbs hunger and provides nutrients, but does not prevent the intense cravings for living human flesh. Appetite suppression has led to turmoil and discontent in the town of the undead. Ashes must pump up the morale of the citizens. Leary of impending civil unrest, the Undead Festival has been scheduled. This will be a town-wide celebration with delicious pumpkin-inspired food, rockin' music, and fun zombie games. You are a zombie living in Zombie Town. You plan to attend the festival. This is where your story begins.

# LIST OF ZOMBIES FOR THE HOST

ZOMBIE NAME	ZOMBIE DESCRIPTION	COSTUME SUGGESTIONS
<b>ASHES THE EMPEROR</b> <i>Emperor OF Zombie Town</i> <b>REQUIRED</b>	<p>Ashes leads the newly-formed Zombie Town as the brave and hardnosed dictator. Ashes self-appointed the title of Emperor during the takeover. It is apparent that Ashes has some deep-rooted ego issues.</p> <p>Ashes was a former Hollywood movie star before becoming infected with the H5N1 Zombie Virus. Ashes will get what is requested or throw an angry tirade. Double-crossing Ashes is unwise.</p>	<p><i>Regal yet tattered clothing. Zombie makeup: scars/skeleton showing and heavy white / black makeup on the face. Optional to have a scepter and an emperor's robe / crown.</i></p>
<b>COPPA</b> <i>Zombie Town Chief of Police</i> <b>REQUIRED</b>	<p>Coppa is Ashes the Emperor's right-hand zombie. As the police chief, it's Coppa's responsibility to make sure the town runs smoothly and that the zombie citizens conduct themselves in a fair manner. Coppa has had a difficult time recently with the growing frustrations with the cravings for living human flesh. Not a crowd favorite, Coppa has wretched manners and is outright rude.</p>	<p><i>Tattered clothing. Zombie makeup. A messy wig with a police hat and toy gun /baton as optional props.</i></p>
<b>KEEJACK</b> <i>Zombie Town Real Estate Agent</i> <b>REQUIRED</b>	<p>Keejack assumed the role of the official Zombie Town Real Estate Agent the day the zombies took over Sunnyville. With no conventional financial system in town, Keejack's purpose is to solve all disagreements involving property acquisitions. Keejack's a nightmare to work with, as this prior defense attorney is an incessant trash-talker. Keejack is also bluntly honest. If you fear the truth, avoid this undead fiend at all costs!</p>	<p><i>Tattered clothing. Zombie makeup. A messy wig as an optional prop. Optional to have an assortment of keys to properties around town as a prop.</i></p>
<b>DAREBAIT</b> <i>Zombie Town Repair Shop Owner</i> <b>REQUIRED</b>	<p>The last three weeks since the zombies took over Sunnyville, Darebait hasn't made many friends. Darebait is not pleasurable to be around, as s/he is uptight, inflexible, and impersonal. Darebait runs the <i>Zombie Repair Shop</i> where zombies must go to have their body parts reattached. Darebait puts on a front as a real <i>zombitarian</i> but is more of a vigilante, using connections on the streets of Zombie Town to cause havoc with troublemakers.</p>	<p><i>Tattered clothing. Zombie makeup. Optional to wear work style coveralls / overalls or a lab coat. Make 'spare parts' by stuffing panty hose and keep them with you as optional props.</i></p>
<b>EGORIAN</b> <i>Zombie Town Chef</i> <b>REQUIRED</b>	<p>Egorian is the spunky former college student from Sunnyville University who assumed the role of the town chef in Zombie Town. Egorian is a culinary genius and makes zombie-worthy dishes out of the unfortunate humans who wander into Zombie Town. Egorian continuously mocks others and is greedy and overzealous. Avoid situations where Egorian could take advantage of you.</p>	<p><i>Tattered clothing. Zombie makeup. A messy wig as an optional prop. Optional to wear a chef's hat/coat and carry a toy chef's knife and spatula.</i></p>
<b>FUN-FUN</b> <i>Zombie Town Comedian</i> <b>REQUIRED</b>	<p>Fun-Fun was a bored fifth-grade history teacher when among the living, but once Fun-Fun joined the undead, s/he pursued a lifelong dream of being a standup comic! With an intense fear of germs, keep your distance from this uber-hygienic undead. Fun-Fun is sure to keep a safe distance from you.</p>	<p><i>Tattered clothing. Zombie makeup. A messy wig as an optional prop. Optional to bring a rubber chicken and latex gloves/ alcohol gel for your hands.</i></p>

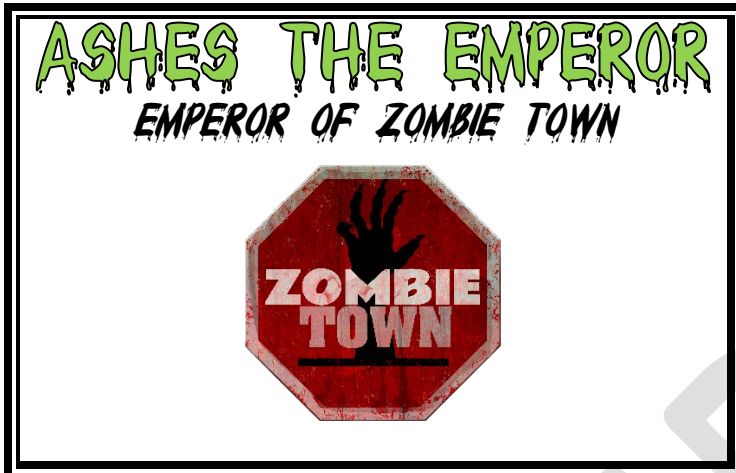
<b>GOGEYA</b> <i>Zombie Town</i> <b>Bounty Hunter</b>  <b>REQUIRED</b>	<p>A perfectionist by heart, Gogeya (for 'gonna get ya') is the top bounty hunter in Zombie Town. If a criminal's on the loose or if a human enters Zombie Town, Gogeya tracks 'em down by dawn. Gogeya is a bit arrogant and conceited and believes s/he is the most good-looking zombie in town. Gogeya regularly checks his/her appearance in reflective surfaces!</p>	<i>Tattered bounty hunter style clothing. Zombie makeup. A messy bleached-blond 'mullet' wig as an optional prop. Optional handheld mirror as a prop.</i>
<b>HARG</b> <i>Zombie Town</i> <b>JOKE SHOP</b> <b>OWNER</b>  <b>REQUIRED</b>	<p>Don't trust the fun-loving party animal and prankster zombie that answers to the name of Harg. On the other hand, this joke shop owner is the one to be around at a party! Harg has tricks hidden in every sleeve and surprises around every corner, so you better watch your back around this mischievous fun-provoker!</p>	<i>Tacky, tattered clothing. Zombie makeup. A messy wig as an optional prop. Optional to bring a post it note pad and pen and any other practical jokes.</i>
<b>ICE</b> <i>Zombie Town</i> <b>Prisoner</b> <b>Optional</b>	<p>Ice, a former high school principal in Sunnyville, was imprisoned for hiding a cluster of humans in an attic after Sunnyville was taken over by the zombies. Ice is serving a prison sentence for an undetermined amount of time for being sympathetic to the living but was given a pass out of jail to attend the <i>Undead Festival</i>. Beware if you don't like close-talkers, as this zombie stands uncomfortably close during chats.</p>	<i>Tattered clothing. Zombie makeup. A messy wig as an optional prop. A prisoner uniform as an optional prop.</i>
<b>JACQUE ZOMBIE</b> <i>Zombie Town</i> <b>Street Performer</b> <b>Optional</b>	<p>Hailing from France, Jacques Zombie hit the Hollywood big screen as a child. By fifteen, Jacques left the bustling Hollywood lifestyle for small town living in Sunnyville. Jacques Zombie is now working as a street performer in Zombie Town. Alas, don't go to this undead for a cheering up if you're sad or angry, as Jacques will spread a lousy mood to others like warm butter on toast.</p>	<i>Tattering clothing. Zombie makeup. A messy wig as an optional prop. A fake acoustic guitar (or another street performing item) as an optional prop.</i>
<b>STORIE</b> <i>Zombie Town</i> <b>Television Reporter</b> <b>Optional</b>	<p>Storie is the tenacious Zombie Town investigative reporter for ZTTV. If there's a story in Zombie Town to tell, Storie's right on top of it. An insatiable neighborhood gossip, don't spill the beans to Storie if you don't want your secrets to be blasted out on every street corner of Zombie Town by the next dawn.</p> <p><i>This character can be expanded by adding Storie's television crew from ZombieTownTelevision Station. You'll need to download the file that says ZTTV NEWS CREW and make copies for each player on the team.</i></p>	<i>Tattered clothing. Zombie makeup. A messy wig as an optional prop. A fake microphone that has a logo ZTTV on it as an optional prop.</i>
<b>COLONEL POW</b> <i>Zombie Town</i> <b>Military Commander</b> <b>Optional</b>	<p>Pow has recently been deemed the Zombie Town Military Commander. With the future of Zombie Town uncertain, Ashes thought it was best to organize a military operation. Pow is full of random bursts of energy and will break into song at arbitrary times. Pow is typically seen with multiple members of the Zombie Town Military, as they are constantly undergoing field training.</p> <p><i>This character can be expanded by adding more soldiers of Zombie Town. You'll need to download the file that says ZOMBIE TOWN MILITARY and make copies for each player on the team.</i></p>	<i>Tattered clothing. Zombie makeup. A messy wig as an optional prop. Any type of military props (i.e. hats, toy guns, medals, etc.) are optional.</i>



<b>SQUASH</b> <i>Zombie Town Pumpkin Patch Guard</i> <b>Optional</b>	<p>If you chat about things with Squash, get ready to endure intricate fine points and facts. Squash will over-explain things when asked, so you have been warned. Just clear your calendar for a bit if you need to speak to this guard of the Zombie Town pumpkin patch. The patch is one of the most important resources in town.</p>	<i>Tattered clothing. Zombie makeup. A messy wig as an optional prop. Optional to bring small pumpkins as optional props.</i>
<b>GRAVE</b> <i>Cemetery Guard</i> <b>Optional</b>	<p>Grave is the mysterious cemetery guard at <i>Sunnyville Memorial Cemetery</i>. It's rumored the H5N1 Zombie Virus can bring the dead back to life and Grave might have dabbled with revival experiments. However, the effects of resurrection are unknown, so Ashes has forbidden anyone to revive a dead person by infecting the corpse with the zombie virus. Nobody knows anything about Grave's past, and this makes a few of the zombies uneasy.</p> <p><i>*It's suggested to play Grave and Professor Kapsid together.</i></p>	<i>Tattered clothing. Zombie makeup. A messy wig as an optional prop.</i>
<b>NUMB</b> <i>Zombie Town Rock Stars</i> <b>Optional</b>	<p><i>The Departed</i> is the top rock band in Zombie Town. They will be the headlining act at the <i>Undead Festival</i>. Numb fronts the band with high energy and talented vocal skills. Numb is also a romantic poet who performs at the <i>Undead Poets Lounge</i>. Armed with perfect manners and an adoring personality, this is one sincere and lovable zombie.</p> <p><i>This character can be expanded by adding more members of the zombie band, <u>The Departed</u>. You'll need to download the file that says THE DEPARTED and make copies for each player on the team.</i></p>	<i>Tattered clothing. Zombie makeup. A messy wig as an optional prop. Optional to have fake microphone and fake instruments for the band members playing with Numb.</i>
<b>PROFESSOR KAPSID</b> <i>Zombie Town Scientist</i> <b>Optional</b>	<p>Professor Kapsid, a former professor at Sunnyville University, is an arrogant exaggerator. This professor might win you over with Australian charm, but don't be fooled – this scientist cares about one thing and one thing only...<i>Professor Kapsid</i>. Let this crazy doc have the final say, or you might not like the outcome.</p> <p><i>*It's suggested to play Grave and Professor Kapsid together.</i></p>	<i>Mad Scientist costume – crazy wig, glasses, lab coat, zombie makeup. Beakers, test tubes as optional props.</i>

**THIS IS THE SAMPLE GAME OF THE INSTANT DOWNLOAD VERSION OF THE GAME. THE PARTY READY PACK WILL INCLUDE THE TRADITIONAL DETECTIVE THEMED MATERIALS, SUCH AS FOLDED, DOUBLE-SIDED CLUE CARDS AND 6 BY 9 INVESTIGATION CARDS.**

**EACH PLAYER WILL HAVE A NAME TAG IN THE PURCHASED GAME. THE INSTANT DOWNLOAD VERSION IS PRINTABLE, AND THE PARTY READY PACK VERSION IS PRINTED ON ADHESIVE BACKED PAPER.**



# 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).

**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 buildup 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](mailto:support@mymysteryparty.com) Responses are guaranteed within 24 hours.

## 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!

# OPTIONAL PRE-GAME STARTER CARDS – EACH PLAYER WILL HAVE A PRE-GAME TASK CARD IN THE PURCHASED GAME. NAMES REMOVED TO MINIMIZE SPOILERS.

## CHARACTER Y

**Pre-game tasks: contact the following players before the party:**

**Contact** the guest playing **Character H** and say: I think Character L is slipping because Character B wasn't found until it was almost dawn. Or, maybe Character B left Zombie Town all night? That's against the law! Gogeya should keep a close eye on Character B. Perhaps you could make that suggestion to Character L? They won't take orders from me.

**CONTACT INFO:**

**Contact** the guest playing **Character C** and say: I'm thrilled that *The Departed* will play a full concert at the *Undead Festival*! I know your band doesn't perform that much in Zombie Town because you're always breaking up. I figure you fight because you're living on pumpkins and not human flesh. I know how it feels, as I'm frustrated, too!



**CONTACT INFO:**




# ROUND ONE CLUE CARDS - EACH PLAYER WILL HAVE A ROUND ONE CARD. NAMES REMOVED TO MINIMIZE SPOILERS.

## CHARACTER G - ROUND ONE

Mingle with others to discuss the following information:

-  Ask around to see if anyone would want to resurrect a corpse from the cemetery if allowed. You'd never do such a thing, but maybe if it were legal.
-  Ask Character Y in private if s/he has considered the offer to work with you. You want to work with her to make a Frankenstein-type zombie made out of different corpse pieces to create the perfect monster, but you need her sewing skills.



### PERSONAL CLUES TO CONCEAL

-  Character H is your assistant in your laboratory (that used to be a mausoleum). Your secret lab is in the back of the cemetery in front of the woods that lead to a desert outside of town. Character H keeps guard for you. Character H was one of your graduate students at Sunnyville University. You injected her with the first vaccine formula for the H5N1 zombie virus, but it gave her a 'super zombie virus,' and she has superpowers (i.e. telepathy, strength, and flight). You are working on perfecting the resurrection process. You can infect corpses in the cemetery with H5N1, and they come back to 'zombie' life. But they're super aggressive, irrational and can't speak. In your lab, you have five of these resurrections in cages. If Character V found out, s/he would have you RCB (ripped, chopped, burned). You are working on a formula to make them more rational - more like the zombies in Zombie Town. You have also created a cure for the H5N1 virus but have no interest in curing anyone here in town. You might have another use for it.

## ROUND TWO CLUE CARDS - EACH PLAYER WILL HAVE A ROUND TWO CARD. NAMES REMOVED TO MINIMIZE SPOILERS.

### CHARACTER I – ROUND TWO

#### PRE-MURDER CLUES TO DISCUSS:

-  You can't convince Character K not to allow another practical joke shop to move in next door to your joke shop (*Harg's Joke Emporium*). One of you will not be needed and will have to find another way to make yourself useful in Zombie Town. You love running your joke shop and would kill to keep doing it! You'd hate it if you were forced to clean up the bones in the streets or help sew on body parts that fall off, etc.
-  You *kind of* support Character U. You are not ready for civil unrest because you're not much of a fighter, so you'd prefer things to stay the way they are. There is no way that you could fight other zombies, as it's just not in your nature.

#### POST MURDER CLUES TO DISCUSS:

- You left the ballroom about 30 seconds after the victim left the ballroom. The restroom was occupied, so it must have been the victim in there. You returned to the ballroom. You heard noises while you were in the restroom, but nothing unusual, so you don't think the murderer was in there at that time.
- When you returned to the ballroom, you realized that many zombies were missing such as Character Q, Character L, Character P, and Character V. There might have even been others missing, as well.
- The killer had to be in decent shape to pull off a murder like that.

# MURDER MYSTERY INVESTIGATION

**INVESTIGATED BY:**

SUSPECT	MOTIVE	EVIDENCE

MYSTERY INVESTIGATION DO NOT CROSS

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

**Make your guess**

*Add as many supporting  
your guess stand out.*

buffet  
room

Zombie Town Hall Ball Room

**ROUND 3 SOLUTION CARDS - EACH PLAYER WILL HAVE A ROUND THREE CARD. NAMES AND SOLUTION REMOVED TO MINIMIZE SPOILERS.**

**CHARACTER G**

**FINAL SOLUTION ROUND THREE**

**READ FIRST**

When it is your turn, say the following to the group:

The solution that they will present to the group will be given here.

**CHARACTER B IS NEXT**

## **MENU SUGGESTIONS**

### **THE MENU FOR THE INSTANT DOWNLOAD AND BOXED SET WILL VARY. THIS IS THE INSTANT DOWNLOAD VERSION.**

*Always ask for nutritional requirements of your guests with the RSVPs to determine if they have any allergies or objections to particular ingredients.*

#### **APPETIZERS:**

STARTLINGLY GOOD STUFFED MUSHROOMS THAT A ZOMBIE CAN'T EAT

ZOMBIE DIP

#### **FIRST COURSE:**

ZOMBIE TOWN SALAD – NOBODY EATS IT BUT IT LOOKS GOOD ANYWAY

ZOMBIE FRIENDLY SOUP (PUMPKIN SOUP)

#### **ENTREE:**

TASTY HUMAN FLESH (CHICKEN) FROM A RECENT VISITOR TO ZOMBIE TOWN

#### **SIDES:**

UNDEAD CASSEROLE THAT A ZOMBIE WOULD NEVER CARE FOR, BUT IT LOOKS YUMMY AND REMINDS EVERYONE OF THE GOOD OLE' DAYS

ZOMBIE TOWN RISOTTO – TOO BAD IT'S NOT PUMPKIN, BUT IT WILL LOOK STELLAR ON A PLATE  
Ingredients: (4 servings)

#### **DESSERTS:**

*PLAUSIBLE PUMPKIN DELIGHT – ZOMBIE FRIENDLY*

*CANDY CORN PUDDING PARFAITS*

CRIME SCENE CAKE – ZOMBIES CAN'T EAT IT, BUT THEY CAN CERTAINLY INVESTIGATE IT

#### **COCKTAILS:**

TOXIC WASTE SURPRISE \*No alcohol



ZOMBIE TOWN TONIC (omit for minors, contains alcohol)

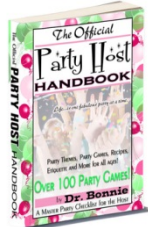
THE CYANOTIC WARRIOR (omit for minors, contains alcohol)

GRAVEYARD MUD (omit for minors, contains alcohol)

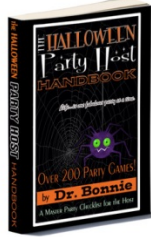
SAMPLE

## BONUS ACTIVITIES! FREE ADD ONS

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



FOR 200+ PARTY GAMES, HALLOWEEN DIY COSTUMES, PARTY ADVICE AND MORE, SNAG YOUR  
COPY OF **THE HALLOWEEN PARTY HOST HANDBOOK** BY DR. BONNIE



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

MUMMY RELAY EXTRAVAGANZA  
FRIGHTENING FILM FESTIVAL  
ZOMBIE MOVIE CHALLENGE  
WRITERS, PRODUCERS, DIRECTORS AND ACTORS  
THE BOISTEROUS BALLOON BATTLE

THE UNDEAD MEMORY GAME

SO YOU THINK YOU CAN DANCE CONTEST  
UNDEAD DISGUISE CHALLENGE

ZOMBIE RAP CONTEST  
ZOMBIE TOWN CHARADE CHALLENGE

ZOMBIE TOWN ICE-BREAKING TRIVIA

**Free bonus games will vary between the instant download and party  
ready pack versions of the game.**  
**These are the instant download bonus games.**

*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/zombie> *\*if you are playing with an expansion pack, you will go to the page that includes your expansion pack players.*
- Pinterest page: <https://www.pinterest.com/mymysteryparty/chronicles-of-zombie-town-murder-mystery-party/>
- Social media posts: #ZombieMurder, #MyMysteryParty, #murdermysteryparty– no spoilers, please! 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? 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) which has won two gold medals from Literary Classics for YA Mystery and YA Supernatural.



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](http://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!

