

Mancy Crew and the Case of the Diamond Heist

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SYNOPSIS (THIS OUTLINES THE FLOW OF THE PARTY EVENTS).

Mancy Crew is a senior at River Peak High School. With a natural talent for investigation, she founded the River Peak High Forensic Science Club, which has even assisted the police department on occasion!

Mancy received word from the local police about a diamond heist at Hemsberg Diamonds Jewelry Store in the town of River Peak. The Zamkiki Diamond is the fourth largest diamond in the world, and was on display at Hemsberg Diamonds until jewel thieves broke into the store and stole it from the case!

The River Peak Forensic Science Club has agreed to assist the police in the investigation since there was evidence of the thieves having ties to River Peak High! The club members are set to meet at Hemsberg Diamonds Jewelry Store. Mancy will brief the group upon arrival, but she also has a few stress-relieving games planned to break up the meeting. As Mancy says - relaxed sleuths are effective investigators! Rumor has it there may be codes to break and riddles to solve before the jewel thief can be found. This is where your story begins.

LIST OF CHARACTERS FOR THE HOST

12 female roles: 7 are required, and 5 optional. Optional players may be played in any combination.

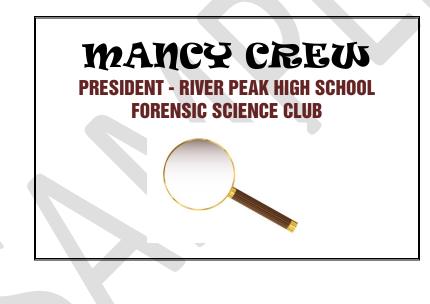
CHARACTER	BACKGROUND	SUGGESTED ATTIRE
MANCY CREW	In light of her exceptional sleuthing skills, Mancy Crew founded	
President and Founder	the River Peak High Forensic Science Club. The organization	Casual teen attire. A magnifying glass, notebook
	has grown to become a serious investigative group that's even	and a pen as optional
required	aided the police on occasion! Full of ambition and no stranger to	props.
	hard work, Mancy is the respected leader of the club.	p. op 0.
AMANDA CHRISTIE	Amanda Christie is Mancy Crew's best friend. She's a talented	
Vice President	athlete and a technology guru. From computers to smart devices,	Athletic attire. A smart
	Amanda will get the job done. When she's not building computers or solving riddles, she spends her free time planning hilarious	phone, post it notes and a pen as optional props.
required	pranks on her friends and family.	pen as optional props.
SHERLEA HOLMES	Originally hailing from the United Kingdom, Sherlea Holmes is the	Casual teen attire. A
Secretary	reigning champion of the National Mathematics League. Always	Sherlock Holmes
Secretary	seen in a Sherlock Holmes' style deerstalker cap, Sherlea is a	deerstalker cap as an
required	genius when it comes to cracking codes.	optional accessory.
JONI 'DOC'		
	Joni Watson goes by the name <i>Doc</i> since she's an aspiring	
WATSON	physician. She volunteers at the urgent care clinic to get a jump	Casual teen attire. A lab
Treasurer	on her medical training. Doc is Sherlea Holmes' best friend. She is the most fun-loving club member who speaks loudly, loves to	coat and examination gloves as optional props.
	dance, and is a whiz at putting together puzzles.	90763 83 0000181 01005.
required		A much a selle selle se un ife mas a
ELLA QUEEN	The most popular girl at River Peak High is Ella Queen. An effective communicator and social networker, Ella knows	Any cheerleading uniform of
Member	everything about everyone in River Peak! If you need to know	warm ups. Or - any attire that shows River Peak High
	someone's secrets, Ella's your spy, as she has the brains, ability,	School 'school spirit'.
required	and popularity to pull it off! To no surprise, she's also the	Megaphone and pom poms
	cheerleading captain for the school's squad.	as optional props.
SAMMY SPADE	The cheery Sammy Spade is a competitive skateboarder and	
Member	aspiring rap artist. Academically, she's a chemistry mastermind	Casual teen skateboarding
Weinber	and the National Academic League science champion. She loves	inspired attire. Optional lab
required	to make up songs about the periodic table to make people laugh.	coat and fake microphone
ioquiou	Sometimes, she even takes over and teaches the freshman	as an optional prop.
	chemistry class for her teacher.	
ADRIAN MONK	Is there a drama queen in the house? Yes, there is, and her	
Member	name's Adrian Monk! She's the spunky editor of the River Peak	Casual teen attire.
	High Newspaper. Adrian is in love with drama! Known as the	Notepad, pen, magnifying
required	school gossip, never tell her a secret unless you want everyone to know by dawn! She took an interest in handwriting analysis,	glass and a digital camera
	and has created a database of handwriting samples from	as optional props.
	everyone at school.	
PET COLUMBO	Pet Colombo is an aspiring forensic psychological profiler. She's	
Member	getting so good at profiling- she can guess what you're thinking!	
	Wild and hyperactive, this energy-hoarder is the most	Very trendy teen attire.
optional	mechanically- inclined member of the club, as she's been working	
-	on cars in her father's garage since she was five.	
DOLLY SAYERS	Dolly Sayers is the most hard-working academic of the group.	Casual teen attire. A stack
Member	She is the top of the class at River Peak High. She sings instead	of educational books as
	of speaking normally when stressed, and is an animal lover who	optional props.
optional	works part time as an animal groomer at <i>River Peak Pet Depot</i> .	
MARGO	The newest student to River Peak High is Margo Ellingham. She	
ELLINGHAM	recently moved to River Peak from South Africa. Soon after her	Casual teen attire. It is
Member	arrival, she landed a part time job at Shonac - a burger joint. A	optional to wear a fast food
	great debater and world traveler, this club member has done	uniform.
	everything bigger, better, and more times than you have.	

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MISSY MARPELE Member optional	Originally from France, Missy Marpele is a budding fiber and tool mark specialist. She has great attention to detail – especially when working on cases. Missy has one vice, which is an undying love for chocolate! She is known to be a tad snooty and meticulous but is probably the most dependable member of the club.	Casual teen attire. Magnifying glass and bag of chocolates as optional props.
DANA SKULLY Member optional	This cliché-talking Physics Club diva can work out the dynamics of any crime scene in seconds! She'll effortlessly figure out <i>who</i> <i>was where</i> and <i>who went where</i> while discussing alien life forms and worm holes the entire time!	Casual teen attire. Any physics book or printed article about the universe, worm holes, etc. as optional props.

NAME TAGS -

EACH PLAYER WILL HAVE A NAME TAG IN THE PURCHASED GAME



PARENT HOST INSTRUCTIONS

Thank you for purchasing 'Mancy Crew and the Diamond Heist' mystery game. This is a light-hearted mystery that allows your guests to step into different characters while trying to solve the entertaining case. The party can be a huge success as long as everyone relaxes and lets the mystery unravel during each round.

FULL INSTRUCTIONS ARE IN THE PURCHASED GAME

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THE ROUNDS ARE DESIGNED AS FOLLOWS: The following is a suggestion on how to host your mystery, but it is only a suggestion, it can be played in any way that you prefer.

PRE-GAME STARTER: these pre-game starters are to be delivered to each guest before the party or give them to the guests as they arrive. All pre-game cards are optional and do not alter the mystery, and are intended to enhance the pre-game build up for the event. These clues are not vital to solving the mystery. These should not be used as actual invitations. We offer free, printable invitations on the web site on the game page - just scroll to the middle of the page under 'helpful links' to download the invitation. You can also direct your guests to the corresponding Guest Invite site at http://yourmysteryparty.com/mancy1

ROUND ONE: Deliver these clues as your guests arrive. Serve small snacks and mini milkshakes. Make sure the 'Guest Instructions' and the 'List of Characters' are available for your guests to read when they arrive. You can also take the time to review these materials with your guests before starting the game.

INVESTIGATION ROUND / ROUND TWO: Deliver these clues while you serve a light dinner (optional) to your guests.

FINAL SOLUTION ROUND / ROUND THREE: Cake and hot chocolate can be served during this round as the guests read their final solutions.

For further questions, check out our FAQ web page at <u>http://mymysteryparty.com/how-to-host-faq/</u> If your question is not listed in our FAQ, contact us at <u>support@mymysteryparty.com</u>

FULL INSTRUCTIONS ARE IN THE PURCHASED GAME

ESTIMATED PARTY TIMELINE:

(~2.5 - 4 hour party depending on the optional games played) *The party can be shortened by not playing the optional games or extended by adding all of the optional games. **1 week prior:** Send pre-game clues and link to Your Mystery Party ~1 week prior to the party.

Time O: When the guests arrive, play a party game or two (20 min).

20 minutes: Go over the game instructions and introduce each character to the group.

30 minutes: Pass out the Round One envelopes. Allow the guests time to mingle (gossip) with their round one clue cards. Serve a light snack.

45 minutes: Another optional bonus game can be played (~15 min).

1 hour: To begin Round Two, pass out the envelopes and Mystery Investigation Sheets and allow them to mingle (gossip) and discuss their clues about the case on their clue cards.

1 hour, 20 minutes: Serve dinner (or another snack) to the guests.

1 hour, 40 minutes: Another optional bonus game can be played (~20 min).

2 hours: they are to solve the four crumpled notes.

2 hours, 30 minutes: have them complete their Mystery Investigation Sheets and then undergo the round three accusations - each guest will accuse who they believe is the thief.

2 hours, 40 minutes: Another bonus game or two is played (~30 minutes).

3 hours, 10 minutes: Continue round three by serving hot chocolate and dessert (birthday cake) to the guests. The solutions are read by the guests one at a time in front of the group (15 min).

3 hours, 25 minutes: Finding the diamond. The boundaries are given to the girls. They hunt for the diamond and then meet back in the party room.

3 hours, 35 minutes: Another party game is played (20 min).

3 hours, 55 minutes: Host an optional award ceremony (10 min).

OPTIONAL PRE-GAME STARTER CARDS Cut out the cards below and slip them into

envelopes and send / give them to your guests 1 week prior to the party. \gg

RIVER PEAK HIGH SCHOOL FORENSIC CLUB

Friends in forensics,

The River Peak Police Dept. needs our help! We need to meet as soon as possible! Let's meet at Hemsberg Diamonds Jewelry Store. I'll explain everything when we all get there.

President, River Peak High School Forensic Club

EACH PLAYER WILL HAVE A PRE-GAME CARD LIKE THIS IN THE PURCHASED GAME

THERE ARE FOUR CODED NOTES INCLUDED IN THE PURCHASED GAME THAT INCLUDE CODES TO BE DECIPHERED.

THERE IS ALSO A CUT OUT ZAMKIKI DIAMOND FOR THE FINAL SCAVENGER HUNT.

THERE IS ALSO A MAP OF AN AREA OF RIVER PEAK THAT THE GUESTS WILL USE DURING THE INVESTIGATION.

ROUND ONE CARDS: Socut out, slip into labeled envelopes with the appropriate character and round. To begin the game, pass out the envelopes to the guests.

EACH PLAYER WILL HAVE A ROUND ONE CARD IN THE PURCHASED GAME

ROUND ONE - PLAYER NAME IS LIERE

Clues to share with others:

- You live with your father, the district attorney of River Peak, and your mother, a forensic scientist.
 You have a dog named 'Tee.' Your housekeeper's 25-years-old and her name is Lanna Jade.
- You started the Forensic Science Club last year because your biology teacher said you were the best biology student she ever had. She encouraged you to look into a career in forensic science.
- Your best friend is Amanda Christie you've known her your whole life.
- The police told you there were two guards watching the Zamkiki Diamond. They changed shifts daily at 11:00 PM and 11:00 AM. The latenight guard was always 30 minutes late. This left the diamond unguarded for 30 minutes each day. The thieves stole the diamond at this time.

RIVER PEAK HIGH SCHOOL FORENSIC SCIENCE CLUB MYSTERY INVESTIGATION

CLUB MEMBER:

SUSPECT		EVIDENCE	
	$\mathcal{O}^{\mathcal{O}}$		
	0		
		EACH PLAYER	
		WILL HAVE A	
		MYSTERY	
CODES	1	INVESTIGATION	
l		SHEET IN THE	
2	>	PURCHASED GAM	
3			
4			
YOUR GUESS OF	THE DIAMOND THI		KNEW ABOUT THE HEIST:

ROUND TWO CARDS: > cut out, slip into labeled envelopes with the appropriate character and round. When it is time, pass out the envelopes to the guests.

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

ROUND TWO – PLAYER NAME IS HERE

Clues to share with others:

- If someone from River Peak High stole the diamond as a dare...that would be so dumb! They'd have to go to jail for a long time! Also, if someone did this as a prank - that would also be crazy! No dare or prank is worth being a criminal and going to jail over!
- Doc Watson's little brother and Mancy Crew's good friend (Ned) both have letterman jackets.
- Ella Queen is an only child.
- Amanda Christie should be able to sleuth anything that involves an electronic device such as a phone.
- Sherlea Holmes' cousin's best friend is also an athlete and lives at 518 Turtle Drive.
 - Ella is not very good at cracking codes or riddles. You are pretty good at deciphering codes, however.

ROUND THREE SOLUTION CARDS: S< cut out, slip into labeled envelopes with the appropriate character and round. To start this round, pass out the envelopes to the guests.

FINAL ROUND THREE - PLAYER NAME IS HERE READ FIRST

EACH PLAYER WILL HAVE A SOLUTION CARD IN THE PURCHASED GAME

The final solution for this player is here. Each player will stand in front of the group and present their solution.

PLAYER NAME IS HERE - IS NEXT

MENU SUGGESTIONS

MYSTERIES IN A BLANKET RIVER PEAK CAFETERIA NACHOS

EGGTASTIC SALAD MINI SANDWICHES

EGGS O' MYSTERY EGGS O' MYSTERY

SERIOUS SLEUTHIN' SHRIMP STUFFED MUSHROOMS

HOT ON YOUR TRAIL SNACK MIX

SUPER SLEUTH CAKE

IT'S A SHAKE DOWN

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.

FREE BONUS GAMES FROM THE OFFICIAL PARTY HOST HANDBOOK ARE IN THE PURCHASED GAME.

FOR MORE INFORMATION ABOUT YOUR GAME:

- Send your guests to the Your Mystery Party guest pre-game site at http://www.yourmysteryparty.com/mancy2
- Pinterest page: <u>https://www.pinterest.com/mymysteryparty</u> 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 culprit is, such as a photo of them as a mugshot or in pretend handcuffs while wearing their nametag. Please do not ruin the game for others.

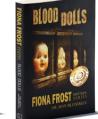
THIS GAME WAS CREATED BY DR. BON BLOSSMAN – AUTHOR OF THE AWARD-WINNING FIONA FROST YOUNG ADULT MYSTERY SERIES

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

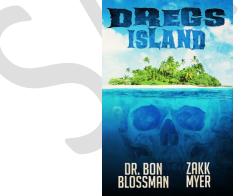








And check out the 2017 releases: Dregs Island (YA thriller), which took home the silver medal at Reader's Favorite and won the Beverly Hills Book Awards YA category! And, The Noxhelm Murders (YA horror mystery).





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 <u>www.Facebook.com/mymysteryparty</u> 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! Mymysteryparty.com © Copyright All Rights Reserved Page 15