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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.**

## TABLE OF CONTENTS FOR THE PRINTABLES FILE

<b>GUEST LIST TO HAVE AT THE PARTY FOR REFERENCE</b>	<b>2</b>
<b>NAME TAGS</b>	<b>5</b>
<b>PRE-GAME TASK CARDS</b>	<b>6-10</b>
<b>ROUND ONE CLUE CARDS</b>	<b>10-14</b>
<b>ROUND TWO CLUE CARDS (SPOILER ALERT – WILL REVEAL THE VICTIM)</b>	<b>15-18</b>
<b>ROUND THREE SOLUTION CARDS (SPOILER ALERT – WILL REVEAL THE KILLER)</b>	<b>19-22</b>
<b>VICTIM SIGN (SPOILER ALERT)</b>	<b>23</b>
<b>OPTIONAL TRIVIA QUESTIONS AND REQUIRED BONUS GAME MATERIALS</b>	<b>24-31</b>
<b>MYSTERY INVESTIGATION SHEETS</b> <i>Note: print only the number of sheets you need.</i>	<b>32-46</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.

**WYLEEN BLACK  
PRE-GAME TASKS**

OPTIONAL - for some pre-party fun, contact the following guests the week leading up to the party:

**Contact** the guest playing Beanie O'Dannon and tell him that if he ever decides to stop pursuing Mona Crawfish, you're available.

(Contact info : \_\_\_\_\_)

**Contact** the guest playing Jazzy Fringe and ask her if she really wants to switch over to performing at *The Grand Gatsby* speakeasy instead of *The Two Aces*.

(Contact info : \_\_\_\_\_)

Please note: either contacting the guests above or deciding to skip these tasks will not alter the mystery or anyone's ability to solve the mystery in any way.

However, you'll be the bee's knees if you do!

**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 H – ROUND ONE

### CLUES TO REVEAL DURING THIS ROUND

- ☞ Watch the two crime bosses very closely (Character Y and Z.) You are writing a book about rival gangs in Chicago, and that is why everyone believes that you are here - to observe their behavior.
- ☞ Watch the two right-hand men to the crime bosses (Character R and S.) Take notes on anything unusual or out of the ordinary.
- ☞ Character B is Character A's dame. However, she seems like she is hiding something, as she's been an emotional wreck since her arrival to this get-together. Ask around to see if you can get any information about what is going on with her.
- ☞ Talk about how *The Two Aces*, the club owned by Character K, is far superior to the *Grand Gatsby* owned by Character T.
- ☞ You have no idea why a famous Hollywood actress is dating the mobster, Character L. You'd think she'd hook up with the Hollywood types.

### CLUES TO CONCEAL DURING THIS ROUND

- ☞ You're writing a book and researching rival gangs in Chicago because you secretly are in love with Character E. This is your only way to get close to him since you don't know him. You've fallen in love with his 'ruthless bad boy image' from the newspapers.

**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 T - ROUND TWO

### PRE-MURDER CLUES:

- ☠ Ask Character Z if it is true that he's related to someone in the northern mob. Ask him who he is related to and ask him if this is what (*Character G*), a tabloid newspaper reporter, was trying to blackmail him about. (*You overheard the story*).
- ☠ Character R is your friend, and if you hear anyone talking badly about her, you are to defend her and try to diffuse the situation. Then, tell Character R what you heard.
- ☠ Tell everybody that since now you'll be the entertainment at the *Grand Gatsby*, this speakeasy will be world famous. You are certain that the crowd from your old club will follow you to the *Gatsby*.

### POST-MURDER CLUES:

- ☠ Here are clues for the murder.
- ☠ Each player will have up to 4-6 clues on their card.
- ☠ The players will mingle and share them, asking important questions.
- ☠ These post-murder clues are for the investigation.

**ROUND 3 SOLUTION CARDS – there will be one for each player.**

**CHARACTER NAME**

**FINAL SOLUTION**

**READ AFTER CHARACTER G**

**Read the following to the group:**

The player's solution to read will be right here.  
They will take turns presenting the dialogue to  
the group with the murderer confessing at the

**CHARACTER Z IS NEXT**

**In the printable file, there are 15 pages will be mystery investigation sheets.**

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

## **HOST INSTRUCTION FILE – TABLE OF CONTENTS**

Character list for the host	2
Host instructions	4
Example Timeline	10
Player Instructions – read to the players to start the game	11
Bonus Games	12
Menu Suggestions (Recipes)	15
More information – links and about the author	18

**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 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](#)**