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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 player photos and serve refreshments. Have the character (guest) list available for the players to view as they trickle into the party. Once everybody has arrived, snap a group photo!

7:10 PM: The host goes over the player instructions via the script on the following page or stream from YouTube: xxxx removed xxx 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 clue cards 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: An optional dinner is served. Snacks can be served throughout the party instead.

8:35 PM: Present the round two riddle and allow the players time to solve and discuss it.

8:45 PM: The round two envelopes are handed out, and the players mingle about with their round two 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 interrogate each other (using the post-murder clues). Each player should interview every player in the game and discuss all of the information in the game.

9:20 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 players 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 players. Each player presents their solution, and the murderer confesses at the end. Allow a few minutes for the players to mingle at the end to discuss the mystery.

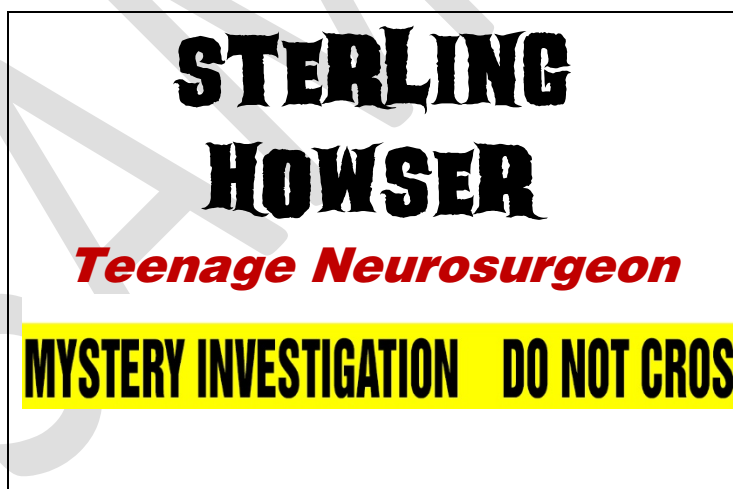
10:00 PM: Another optional bonus game may be played &/or host an optional awards ceremony!

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!

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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.

SUTTON DEPP

PRE-GAME TASKS

Contact the player who is playing Landyn Cobain and say: I am not happy with what you said in your interview with *Persons Magazine* about my band, *Savage Pogs*, being a second-rate garage act.

Contact information:

Contact the player who is playing Sloan Campbell and say: I need my new threads for the big show in Las Vegas at the end of the month. I'd like to approve your design before you mail it to me.

Contact information:

Contact the player who is playing Baylor Barrymore and say: My publicist sent you some of those new moon shoes as a peace offering after our spat at the Ivy Room in Beverly Hills. I hope you enjoy them. I heard they are a lot of fun.

Contact information:

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.

name removed - ROUND ONE

CLUES TO DISCUSS WITH OTHERS:

- ✍ You and name removed got into a spat at the *Ivy Room* in Beverly Hills (a popular restaurant for celebs). You both arrived at the same time, and there was only one table on the patio. You both threw a fit, and the story hit the trash tabloids the next morning. Your publicist sent name removed a pair of those new moon shoes as an apology. However, name removed refuses to admit any wrongdoing.
- ✍ Name removed spoke poorly of your band, *Savage Pogs*, during an interview with *Persons Magazine* and called you a second-rate garage act. You cannot stand name removed.
- ✍ You are concerned about the Y2K bug causing an apocalypse, but you really don't have any ideas on how your group can survive it.

PERSONAL CLUES:

- ✍ You have made poor career choices lately, such as passing on hit roles, wearing the wrong things, saying the wrong things in interviews, etc. Your career might be on a downward spiral.

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.

NAME REMOVED – ROUND TWO

MINGLE ABOUT AND DISCUSS WITH OTHERS:

- You have extensive knowledge of poisons, but don't have routine access. Albeit if you want something, you can get it. Your IQ is 171.
- Discuss how you regret your decision to create this survival group. If you were a psychopath, you'd simply murder everyone and move on so there would be no witnesses that you participated in this foolishness. No one can get along for the initial meeting – much less, being able to survive an apocalypse together. You'll be leaving as soon as your helicopter picks you up. You believe you should form a new group with high-level academics to figure out the best way to survive Y2K. You want to sever all ties with everyone in this room. Ask that nobody ever mention that you were here or were a part of this group of imbeciles.
- You stood up for name removed to be included in this group, but after witnessing how name removed behaves, you see why others argued against name removed.

AFTER THE VICTIM'S REVEAL, THERE ARE POST-MURDER CLUES IN THE KIT THAT THE PLAYERS CAN ENGAGE IN A SCAVENGER HUNT FOR, WIN DURING BONUS GAMES, OR THE HOST CAN SET THEM OUT FOR REVIEW.

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

character K
Final Solution Round

READ AFTER Character L

The solution is here. Each player will read their solution to the group and the murderer will confess at the end.

Character L IS NEXT

Here are the table of contents for the host instructions:

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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 placed into an envelope.

The riddle will be printed for you, and the post-murder cards will be cut out and placed into an envelope for you.

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](#)