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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.

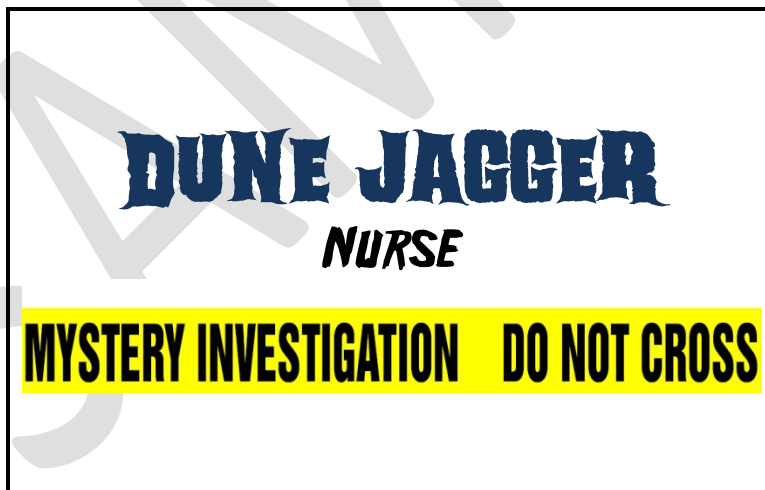
The party pack does not have anything to download beside the free invitation that is accessible prior to purchase under 'helpful links' on the game page.

Note: there is not a player victim in this game.

TABLE OF CONTENTS FOR THE PRINTABLE FILE

| | |
|--|--------------|
| GUEST LIST TO HAVE AT THE PARTY FOR REFERENCE | 2 |
| NAME TAGS | 4 |
| PRE-GAME TASK CARDS | 7-11 |
| ROUND ONE APPOINTMENT BOOK | 12 |
| ROUND ONE CLUE CARDS | 13-17 |
| ROUND TWO DECODER (SPOILER ALERT – JUST DON'T STUDY IT) | 18 |
| ROUND TWO CLUE CARDS (SPOILER ALERT – CRITICAL CLUES TO THE MYSTERY) | 19-23 |
| FORENSIC REPORT (SPOILER ALERT) | 24 |
| ROUND THREE SOLUTION CARDS (SPOILER ALERT – WILL REVEAL THE KILLER) | 25-28 |
| MYSTERY INVESTIGATION SHEETS <i>Note: print only the number of sheets you need.</i> | 29-44 |

NAME TAGS each player will have a name tag in the printable file.



Example Timeline

7:00 PM: Guests arrive. Take guest photos and serve refreshments. Have the invited guest list (i.e. suspects) 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 with the investigation of the crime. The mystery investigation sheets are handed out, and the guests interrogate each other. Motives will start to unfold during this round. Archibald's appointment book is made available.

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 announcement is made by the host for the scavenger hunt. Guests hunt for the decoder to the appointment book. Once found, they decode Archibald's appointment book.

8:50 PM: The round two envelopes are handed out, and the guests mingle about with clues as before. Each guest should interview every player in the game.

9:05 PM: The forensic report (i.e. fingerprints and official cause of death) is revealed.

9:15 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.

9:30 PM: Dessert and hot cocoa (coffee for adults) 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.

9:50 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 TASK CARDS each player will have one in the printable file.

DUNE JAGGER

Pre-game Tasks

Before the party, contact the following people:

Contact the guest playing Larkin Darwin and say you know Larkin has been the butler of Grim Castle for a long time. However, Archibald Grim is the cheapest miser alive. Why Larkin willingly works for such a person, you'll never understand.

CONTACT INFO:

Contact the guest playing Perrin Bress and say it was a good thing that Perrin forced Archibald Grim out of a business partnership long ago. Archibald is a cheapskate, and you can't imagine going into business with him.

CONTACT INFO:

Contact the guest playing Ripley Rox and say you are a huge fan of Ripley's football team! You love Ripley's mascot costume, as well!

- **CONTACT INFO:**

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 K ROUND ONE

CLUES TO REVEAL AND DISCUSS:

- You came to the Grim Mansion this morning and knocked on the door. Character M opened the door and told you that you didn't have an appointment and asked you to leave.
- You know nothing about poisons and plants.
- You work for Mr. Grim at the bank. You've worked there for ten years. You've always been paid by the hour. Last month, Mr. Grim switched everyone to a salary. You now work double the hours for the same pay. You immediately starting looking for a new job.

CLUES YOU MAY CONCEAL IF YOU WISH:

- You were coming to Grim Castle this morning to quit your job in person with Mr. Grim because you got another job at a better bank (*Bank of Graymire*). You were going to make a big scene when you quit, because you are angry at your current working conditions.

If anything has 'eyes' in the room - turn it the other direction, as it's looking at you. Also,

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 J ROUND TWO

CLUES TO REVEAL AND DISCUSS:

- The housekeeper is constantly wiping surfaces and dusting. However, s/he only wipes down the front door knocker once every evening. The police dusted for fingerprints right after the murder at 11 AM today.
- Archibald's employees at the bank despised him! The employees had dreadful working conditions – long hours, little pay, no breaks. You have no idea why they worked for him!
- You have no knowledge of poisons.
- You saw Character S marching over to the Grim Castle this morning. However, you don't know if s/he went inside. You weren't shocked to see this, as it happens all the time.
- Tell people that you're going to hop on Twitter and ask the cast of the television show CSI to come to Grim Castle and help. They always solve cases. You're not sure if they'll come promptly, though – they're probably busy filming an episode.

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

CHARACTER N

SOLUTION ROUND THREE

READ AFTER CHARACTER S

The solution is written here. Each player will present their solution in front of the group.

CHARACTER Z IS NEXT

SAMPLE

Here are the table of contents for the host instructions:

TABLE OF CONTENTS

| | |
|--|-----------|
| LIST OF CHARACTERS FOR THE HOST | 2 |
| EXAMPLE TIMELINE | 11 |
| PLAYER INSTRUCTIONS | 12 |
| MENU SUGGESTIONS | 13 |
| ADDITIONAL BONUS GAMES | 15 |
| ADDITIONAL INFORMATION – LINK LIST AND ABOUT THE AUTHOR | 19 |

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 forensic report 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.

Your round one-two challenge materials will be prepared for you. (There's one challenge that spans round one to two).

For all differences between the download and party pack versions, go here:

[Chart that describes party pack vs download](#)