

## **12-18 PLAYERS, AGES 14+. SAMPLE GAME**

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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.**

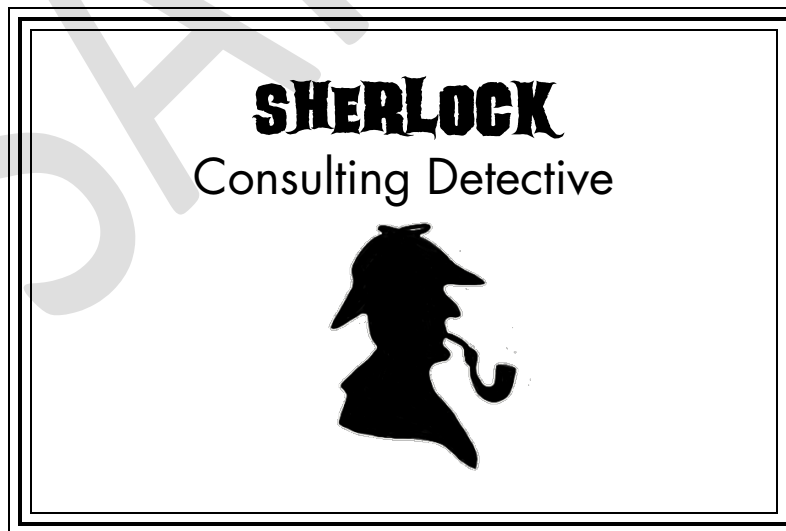
**With the download version, you will have access to four downloadable files upon purchase. A free invitation (optional and available on the game page under helpful links), host instructions, printable file, and a solution key. Be sure to download all files.**

**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.**

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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.

## **CHARACTER Y**

**OPTIONAL: FOR SOME PRE-PARTY FUN, CONTACT THE FOLLOWING GUESTS:**

Contact the guest playing Character B and say the following:  
I know you don't think this dinner party is a good idea, but I have my reasons. I need to smoke out the story about the Vauquelin Chalice, and this is the only way.

**CONTACT INFO:**

Contact the guest playing Character G and say the following:  
I have invited you to my dinner party to make amends for the past. I was out of line for accusing you of working with Character N.

**CONTACT INFO:**

Contact the guest playing Character P and say the following:  
I have invited you to my dinner party to reinforce our newfound working relationship and alliance. Please accept my invitation and gratitude for giving us the information about Victor von Vacher. Your assistance led to his capture.

**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 O – ROUND ONE

### DISCUSS THE FOLLOWING WITH OTHERS:

- ✍ Tell Character S you didn't steal anything from her, and she will regret it if she ever says you did.
- ✍ Tell Character B that you might not be able to make the weekly payment this week, as you are running low on money. Ask that he remain patient. When you marry Character L, you'll have plenty of money.
- ✍ You would never join **\*\*removed for spoilers\*\***.

### PERSONAL INFORMATION:

- ✍ You pretended to be a nurse and got a job at the hospital so you could meet a doctor to marry. Your plan worked, but you need money until you are married, so you steal things to make enough to support your lifestyle (you pretend to be from a wealthy family). You broke into Character V's flat and stole all of her jewelry. She is hardly ever home, so you believed you could get away with it. However, Character T is her neighbor and saw you leaving her home with a bag of goods in the middle of the night. You pay him weekly to stay quiet, but this just means you have to steal more to pay him. You are in a pickle. Character L will call off the engagement if he learns the truth about your past.
- ✍ Character N is your cousin. Your real name is **\*\*removed for spoilers\*\***. You're from the poor side of town in London. Character N has agreed not to tell Character L who you really are.

**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 U – ROUND TWO**

#### **DISCUSS THE FOLLOWING BEFORE THE MURDER:**

- Admit to others that you have a gambling problem. Ever since Character S opened the rat gambling pit, you've sunk all of your hard-earned money into making losing bets. You don't think that gambling should be legal, as it's quite addicting.
- Speak to Character T. You know she saw you leaving the cemetery holding a burlap bag with a body inside. She didn't say anything, but you don't want her to tell on you to anyone. You need to sell fresh cadavers to the medical school to make ends meet – to keep a roof on your head and bread on your table. You are at her mercy. If she decides to snitch on you, you'll go to jail. The medical school believes you have a deal with the hospital and families of the deceased. You do not.

#### **POST-MURDER FACTS TO DISCUSS:**

- You don't think Character W and Y ever left the main room during the party. They were having an intense conversation about something during the time of the murder. You're unsure if they noticed you, but you were in there with them.
- Character B was not in the main room when the victim was murdered.
- If someone lacks an eyewitness to corroborate their alibi, they are suspicious.

**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**

## EXAMPLE TIMELINE

**7:00 PM:** Guests arrive. Take player photos and serve refreshments. Have the invited guest list (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: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.

**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:** The round two envelopes are handed out, and the players 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 players interrogate each other (using the post-murder clues). Each player should interview every player in the game. Encourage them to spill secrets and discuss all storylines. The players can also work on the coded message together or separately – let it play out organically. If they don't solve it, that's fine – they can still solve the case.

**9:15 PM:** The forensic report (aka: Sherlock's Observations Report) is revealed.

**9:25 PM:** The players are given a few minutes before 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.

**9:40 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!

## 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 and forensic report will be placed into graphically-labeled envelopes. There are additional bonus clues for round one, which will be cut out for you, and a coded note and book passage, which will be printed and cut out 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\*\*](#)