

SAMPLE GAME A My Mystery Party Game by Dr. Bon Blossman. Copyright © 2022 by Mymysteryparty.com All rights reserved. Worldwide copyright laws and conventions protect all mymysteryparty.com printed materials. This document, including all associated materials with this kit, may not be reproduced or transmitted in any form or by any means, electronic or mechanical including but not limited to emailing, photocopying, photographing, recording, scanning or by any information storage and retrieval system without express written consent from MyMysteryParty.com. The buyer has purchased this as a single-use game and is hereby entitled to use these materials for one event only in a non-profit, private setting. Non-transferable commercial licenses shall be purchased from mymysteryparty.com by the buyer in the event this game is intended to be utilized for profit &/or multiple events and /or for profit in private, commercial and/or

public settings. Venues requiring a commercial license include but are not limited to events that charge for admission, host the game as a benefit of membership, for fundraising (non-501-C organizations), events you are hired to host, or other public/private venues in which the host will earn a profit &/or charge for taking part in the event &/or benefit commercially by hosting the game in any manner. We will donate up to three commercial licenses per year (for three separate events) to 501(c) charitable organizations with valid federal IDs of the 501(c) upon purchase and the event is held to raise funds strictly for organization. If you did not purchase this kit from MyMysteryParty.com, please contact us at

support@mymysteryparty.com to report where you purchased the kit from, so that we may pursue legal action against the seller. My Mystery Party is the only authorized seller of My Mystery Party Games, and you are not authorized to host this game unless you have an active license directly from MyMysteryParty.com. Your game license forbids you from posting any copyrighted materials online or in print in any form (verbal, written, images, otherwise). Therefore, refrain from posting game materials of any form and spoilers to the game that can result in a monetary loss for My Mystery Party. Monetary losses will be calculated for your posts and assessed by My Mystery Party legal.

DISCLAIMER: Because we have no control over the application and production of this game, MyMysteryParty.com cannot guarantee results and will not be responsible for any personal injury, death and/or loss to participants. No use of this product other than the stated entertainment use is implied or intended. Such use is the sole responsibility of the user. The subject matter contained here is fiction and is intended purely for entertainment. The names and actions carried out by the characters are not intended to represent or imply the behavior of any person, living or dead. Any likenesses to real persons or events are purely coincidental.

With your download purchase – you’ll receive a host instruction file, a printable file, and a solution file. You also have the optional invitation you can use prior to purchase, as well.

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.

New hosts: watch our instructional video at www.mymysteryparty.com/videos

EXAMPLE TIMELINE

7:00 PM: Guests arrive. Take player photos and serve refreshments. Have the invited guest list (list of prisoners) 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 for the mystery game by reading the player instruction script or playing the video: [Link is given here](#). 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 (and voting ballots) 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 and voting ballots 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 and share and discuss their clues.

9:15 PM: The forensic report is revealed.

9:25 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. Have each player turn in their vote of who deserves to be released from the island (this is an optional story-ender). Or you could put a ballot box out and make the announcement to put in their guess whenever they are ready – but it must be turned in before you pass out round three cards.

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.

10:05 PM: Optional – end the story with Manson's story-ender. If Manson is not in the game, you can read the solution file at this time to see the status of the prison island and then announce it to the group.

10:10 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!

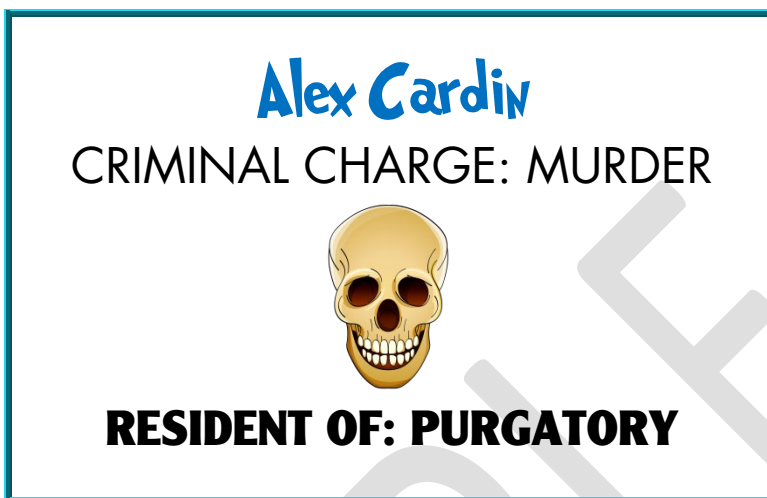
Below is the table of contents for the printable file. As you can see, the pages that have spoilers are clearly marked. Print the file and have someone who is not playing prepare those pages for you. You'll be able to handle the rest without spoiling anything.

TABLE OF CONTENTS

MAP OF DREGS ISLAND	2
GUEST (SUSPECT) LIST TO HAVE AT THE PARTY FOR REFERENCE	3-4
NAME TAGS	5-7
PRE-GAME TASK CARDS	8-11
ROUND ONE ANNOUNCEMENT CARD	12
ROUND ONE CLUE CARDS	12-16
ROUND TWO CARDS: (SPOILER ALERT – DIVULGES THE VICTIM)	17-21
VICTIM SIGN: (SPOILER ALERT – DIVULGES THE CRIME SCENE)	22
FORENSIC REPORT: (SPOILER ALERT – DIVULGES EVIDENCE)	23
ROUND THREE SOLUTION CARDS: (SPOILER ALERT – WILL REVEAL THE KILLER)	24-27
OPTIONAL STORY ENDER: (SPOILER ALERT)	28
MYSTERY INVESTIGATION SHEETS <i>Note: print only the number of sheets you need.</i>	29-44
VOTING BALLOTS <i>Note: print only the number of sheets you need.</i>	45-47

47 is the max number of pages you'd print if all 16 players are being played.

Each character gets a nametag. In the download, you can prepare them many ways – print on a full-sheet adhesive paper and cut them out for stick-on tags, or you can print on cardstock and adhere with double-sided tape, or place them in badges and secure with a clip, pin, or lanyard – these items are available at any office supply store.



Each character gets a pre-game task card. In the download, it is as pictured below. In the party pack, it will be double-sided, foldable, on a parchment style, detective-themed paper and you'll receive an envelope with the corresponding character's name.

Note: all character names in the sample cards have been removed and replaced with generic character designations to minimize any spoilers.

Character A

KICK OFF THE FUN BY CONTACTING THE FOLLOWING PRISONERS:
Contact the guest playing Character B and say you appreciate that he has allied with you. You met back in the Texas jail before you were both sent to Dregs Island, and you admit – you thought he was peculiar. However, you've learned that he's a great person with a good heart. He should be careful working undercover at The Quay. If Character J ever found out he wasn't loyal – he'd be in big trouble.

CONTACT INFO:
Contact the guest playing Character G and say you are thankful that she is your ally. You hope she stays safe in The Compound. You hope Character Y never hears about her helping Character T grow the army in Purgatory.

CONTACT INFO:
Contact the guest playing Character L and say you are glad the army is coming together in Purgatory. You believe the last count of soldiers was 75. You need to recruit more if you are going to overthrow Character T successfully.

CONTACT INFO:

Each character gets a round one clue card. In the download, it is as pictured below. In the party pack, it will be double-sided, foldable, on a parchment style, detective-themed paper and you'll receive an envelope with the corresponding character's name.

Note: all character names in the sample cards have been removed and replaced with generic character designations to minimize any spoilers.

Character G – ROUND ONE

DISCUSS THE FOLLOWING WITH OTHERS:

- Talk about how you find it hard to make friends on this island. It seems everyone has an agenda, and nobody is loyal. However, you see that Characters D and O made friends with Character R. They seem to be allied. You'd love to make friends with them, so see if they will allow you to make an alliance.
- You were sent to Dregs Island because you assaulted someone with a brick. However, they deserved it, in your opinion. A cop's son was jealous that you made the football team, and he did not. First, it was a co-ed football team, and the guy should have made the team, but just wasn't good enough. But because you made it, he swerved at you with his car in the school parking lot and broke your leg. You were hospitalized for the entire football season and never got to play. After you recovered from your injury, you joined a gang. They made you seek revenge, so they had you call the guy to meet in the park. You ambushed him with a brick to the face but were arrested immediately by his father. You were banished to Dregs the next morning without a trial. Because the guy was a bully – you don't think you are guilty. You were just getting revenge, which shouldn't be illegal.

PERSONAL INFORMATION:

- You'd do anything to get off this island, but you understand that President Gray is releasing the 'most worthy' candidate from the island. That's not you, unfortunately. However, it may be worth it to try to get people to vote for you.

Each character gets a round two clue card. The victim is notified in this round that they are the victim and given instructions on what to do and when. In the download, it is as pictured below. In the party pack, it will be double-sided, foldable, on a parchment style, detective-themed paper and you'll receive an envelope with the corresponding character's name.

Note: all character names in the sample cards have been removed and replaced with generic character designations to minimize any spoilers.

CHARACTER P – ROUND TWO

DISCUSS THE FOLLOWING BEFORE THE MURDER:

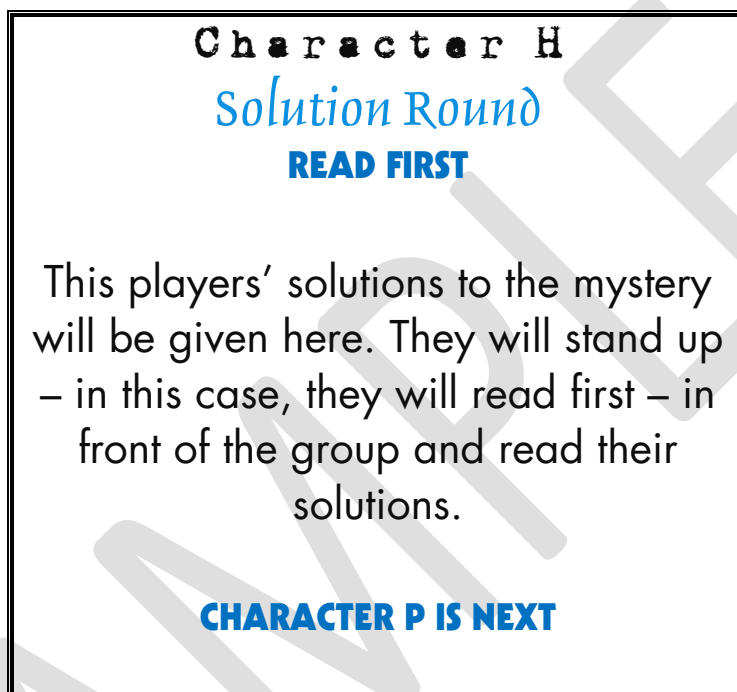
- Persuade others to vote for you. You realize you are valuable here, but you are far more valuable back on the mainland. You will run your charity free of charge – you just want to be free again.
- You treated Character B at The Compound yesterday for banana frog poisoning. However, you cannot tell Character T, as they'd be furious.

POST-MURDER FACTS TO DISCUSS:

- Clues to the murder are given here.
- Each player will receive 4-8 clues and they will mingle and discuss them after the victim is revealed.
- The victim is still in the game and will investigate the crime along with the other players.
- The murderer does not know they are guilty until the final round when they will confess. The clues for the murder will range from chronology to motives to eyewitness accounts of others, etc.

Each character gets a round three solution card. The murderer will find out they are guilty when they open this envelope. They will confess at the conclusion of the round. The cards will direct the order for the players to present their solutions. In the download, it is as pictured below. In the party pack, it will be double-sided, foldable, on a parchment style, detective-themed paper and you'll receive an envelope with the corresponding character's name.

Note: all character names in the sample cards have been removed and replaced with generic character designations to minimize any spoilers.



Here's an example table of contents for the host instructions:

Table of Contents

LIST OF CHARACTERS FOR THE HOST	2
EXAMPLE TIMELINE	10
PLAYER INSTRUCTION SCRIPT	11
MENU SUGGESTIONS	12
ADDITIONAL BONUS GAMES	16
ADDITIONAL INFORMATION – LINK LIST 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 and it gives a story-ender, as well.

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.

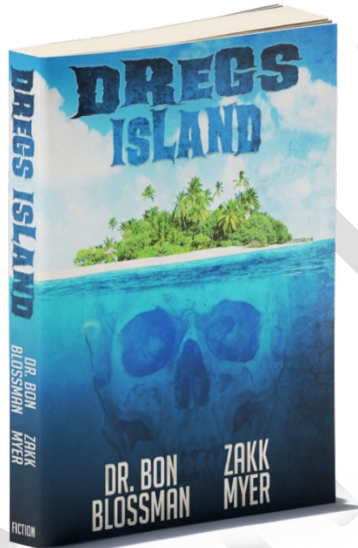
The nametags will be on adhesive backed paper and the victim's sign will be placed into a graphically labeled envelope. The forensic report will be in an envelope. The accessory items (announcement, optional ender for Manson, voting ballots) will be placed into their respective envelopes whether you get the kit spoiler-free (party ready) or not.

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](#)

This game uses the premise and characters from the award-winning YA dystopian thriller novel, Dregs Island by Dr. Bon Blossman and Zakk Myer.

This is a great souvenir for your victim &/or winner. No worries – there aren't spoilers for your game in the book, but it would enhance the experience reading it before or after the game.



AVAILABLE WHERE BOOKS ARE SOLD AND ON THE MYMYSTERYPARTY.COM SITE HERE:

[HTTPS://WWW.MYMYSTERYPARTY.COM/DREGS-ISLAND/](https://www.mymysteryparty.com/dregs-island/)