



SAMPLE GAME MATERIALS

DOOM MANSION THIEVERY IS A **NON-MURDER** MYSTERY GAME FOR 7+ PLAYERS, AGES 12/3 AND UP.

A My Mystery Party Game by Dr. Bon Blossman. Copyright © 2007 by Mymysteryparty.com, LLC. 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 any means, electronic or mechanical, including but not limited to emailing, AI platforms, photocopying, photographing, streaming, recording, scanning, or by any information storage and retrieval system without express written consent from MyMysteryParty.com. The Buyer (Licensee) has bought this as a single-use game and is entitled to use these materials for one event only in a non-profit, secluded setting. Non-transferable commercial licenses shall be bought from mymysteryparty.com by the buyer if this game is intended 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, 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. If you did not purchase this kit from MyMysteryParty.com, please get in touch with us at support@mymysteryparty.com to report where you bought the kit 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 allowed to host this game unless you have an active license directly from MyMysteryParty.com. Your game license forbids you from posting any copywritten materials online or in print in any form (verbal, written, images, otherwise). Therefore, please refrain from posting game materials of any form and spoilers to the game that can result in a monetary loss for My Mystery Party. Financial losses will be calculated for your posts and assessed by My Mystery Party legal. If you download this from a site other than MyMysteryParty.com, we will seek legal restitution against you and the uploader. Full Terms and Conditions of the game license are at www.mymysteryparty.com/info

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 is implied or intended. Such use is the sole responsibility of the user. The subject matter held here is fiction and is intended purely for entertainment. The characters' names and actions are not intended to represent or imply the behavior of any person, living or dead. Any likenesses to actual persons or events are purely coincidental.



The challenge level is moderate, 5/10. This is the difficulty that most groups should play. This will be a high challenge for 12/13 year olds.

SYNOPSIS

Dr. Doom, the enigmatic heir to the infamous Doom estate and a chemist renowned—and reviled—for dangerous pesticide formulations, has lived a life steeped in misery, scandal, and betrayal. But now, in an unexpected twist, the notorious scientist is hosting a grand dinner at the Old Doom Mansion. The goal? To mend broken bridges with those that have been wronged in the past.

The evening promises elegance, mystery, and surprises. Guests are abuzz with excitement for the luxurious affair, which will feature exquisite dining, thrilling games, and captivating conversations. Yet the expected highlight of the evening is set to be a moment everyone awaits - the legendary diamond-encrusted pterodactyl egg unveiling, a priceless Doom family heirloom shrouded in fame and controversy.

But beware—where Dr. Doom goes, drama follows. Your invitation has arrived. Will this be a night of reconciliation or chaos? Only time will tell.

This is where *your* story begins.

The free player pre-game site is highly suggested, as it has more information, expanded character bios, the video, and more:

<https://yourmysteryparty.com/doomdiamond>

Got questions? www.mymysteryparty.com/faqs

The latest revision to this game was on 1/23/35. Previous versions will NOT be seamless.

EXAMPLE TIMELINE

Bold numbers are time in minutes/hours.

0:00 Players arrive. Take player photos and serve refreshments. Have the guest list (i.e., the list of characters that turns into a suspect list) available for the players to view as they trickle into the party. Once everybody has arrived, snap a group photo (*optional*).

0:10 The host reviews the player instructions via the script on the following page or stream from YouTube: (link provided in the purchased game). The characters can stand up and introduce themselves to the group *optional*, which adds less than a minute per player. Play the game trailer video to set the premise (*optional*).

0:25 The round one clue cards are handed out, and the game begins with players mingling and chatting about their clues to be revealed in one-on-one chats. Players should speak to every other player at least once this round.

0:55 An *optional* bonus game is played.

1:15 An *optional* dinner is served. Snacks can be served throughout the party instead.

1:45 The host (or any player) makes announcement #1, the crime is unveiled, and the ransom note is viewed.

1:50 The round two envelopes, investigation sheets, and pens are handed out. The players interrogate each other by mingling with private chats (as they did in round one) until they've spoken to everyone at least once.

2:05 The host (or any player) makes announcement #2, and the fingerprint reports (known/unknown) are presented. The players perform a quick match-up and finish their investigation, making a final guess on their investigation sheet.

2:15 The investigation sheets (guesses of whodunit) are turned in to the host. The players take turns accusing who they believe did it (*optional*).

2:30 An *optional* bonus game is played.

2:45: Dessert and hot cocoa (coffee for adults) may be served at this time (*optional*). The round three cards are handed out to the players. Each player presents their solution, and the thief confesses at the end.

3:05 An *optional* hunt for the egg (~ 7-10 minutes, depending upon difficulty) or a bonus game may be played (~15-20 minutes) &/or host an *optional* awards ceremony (~ 10 minutes)!

To shorten the mystery party, omit the activities above marked as *optional*. Also, you can shorten the game even further by only having the required players read their solutions (or even just the thief). If you wish to extend the length of the party, add more bonus games!

DOWNLOAD VERSION:

The example materials in this file show you the download version's format.

TABLE OF CONTENTS FOR THE PRINTABLE FILE

The table of contents shows how many pages you will need to print for the download version.

GUEST (SUSPECT) LIST	2
NAME TAGS	3-4
PRE-GAME CARDS	5-7
THE DIAMOND EGG - CUTOUT	8
ROUND ONE CARDS	9-11
ROUND TWO RANSOM NOTE	12
ROUND TWO ANNOUNCEMENTS	13
ROUND TWO CARDS – SPOILER ALERT	13-15
ROUND TWO FINGERPRINTS – SUSPECT PRINTS AND CRIME LAB REPORT – SPOILER ALERT	16
ROUND THREE CARDS – SPOILER ALERT	17-19
INVESTIGATION SHEETS <i>Make a copy for each player and maybe 1-2 extra.</i>	20-29

With your downloadable game purchase, you will receive PDF files:

- ⦿ A host instruction file – read first, before doing anything. This doesn't contain spoilers.
- ⦿ A printable file – contains the game materials listed above.
- ⦿ A solution file – to be viewed after the game, if needed.
- ⦿ Optional invitation – this is available before purchase on the website

The PDF files must be opened and printed using Adobe Reader – it's a free (and usually standard) software by Adobe.com – you should download the newest version there for any device.

HOST INSTRUCTION FILE'S TABLE OF CONTENTS

(This doesn't need to be printed):

HOST CHARACTER LIST	2
HOST INSTRUCTIONS	3
ESTIMATED TIMELINE	10
PLAYER INSTRUCTIONS	11
MENU SUGGESTIONS	12
BONUS GAMES – FREE, OPTIONAL ADD ONS!	17
MORE INFO/ABOUT THE AUTHOR	19

Host avoiding spoilers: In the printable file the table of contents (seen above) is on the first page. Do not view those pages if you are avoiding spoilers and playing along. Print the file, hand the stack to someone who isn't playing, and have them prepare the spoiler materials for you. You can prepare the rest.

BOXED (PARTY PACK) VERSION:

The clue cards will be prepared on double-sided, foldable, traditional, detective-themed parchment-style paper with the boxed set (party pack).

You will have 4 envelope colors for each round, labeled with the character's name. The rounds are bundled together with a card insert noting the round.

There is an option for the kit to be prepared spoiler-free, in which our staff will fold and slip your rounds 1, 2, and 3 cards into the envelopes for you to ensure you do not see spoilers.

The name tags are printed on adhesive, peelable tags.

You'll receive a guest list (suspect list), a cut-out diamond-encrusted pterodactyl egg, announcement slips, a host instruction booklet, the fingerprint match-up reports in a labeled envelope, and the guest list worksheet. Below is an example of our boxed kit, but in this game, since it is **non-murder**, there will not be a victim's sign/envelope.



This chart will describe the differences between the two versions:

<https://www.mymysteryparty.com/content/INSTANT%20DOWNLOADS%20VS%202019.pdf>

And this video will show you an example of a party pack:

<https://www.youtube.com/watch?v=a7cXFc18R8>

HOST CHARACTER LIST – MAIN GAME CHARACTERS #1-10

7 required (4 female, 3 flex (gender is ignored) and 3 optional (1 female, 2 flex))

SUSPECT	BRIEF BIO	SUGGESTED ATTIRE
DR. DOOM Chemist REQUIRED FLEX GENDER	An infamous chemist and heir to the legendary Doom Mansion, Dr. Doom has lived a life of controversy, burning bridges, and leaving a trail of enemies. But now, driven by a newfound desire for redemption, the notorious scientist hopes to reconcile with old associates and former loved ones. Will this be a night of healing—or disaster?	Trendy suit with slicked-back hair. Glasses as an optional accessory.
DR. GRAPE Physics Professor REQUIRED FLEX GENDER	An absent-minded physics professor and estranged sibling of Ms. Ivory, the Doom Mansion's housekeeper, Dr. Grape shares a complicated history with Dr. Doom. Their scientific collaboration ended in turmoil—what unresolved tensions will bubble up at the dinner?	Tattered business suit, glasses. Hair should be unkempt. As an alternative, wear a mad scientist costume.
MISS CRIMSON Actress REQUIRED FEMALE	The glamorous niece of Dr. Doom, Miss Crimson is a celebrated film actress whose beauty is matched only by her fiery personality. Estranged from her controversial sister, Ms. Pheasant, their long-standing feud could ignite the night.	Glamorous evening gown. Hair should be in an elegant hairstyle.
GENERAL DIJON General REQUIRED FLEX GENDER	General Dijon is a steadfast military officer and disciplined hunter who epitomizes authority and precision. Known for keeping order in any situation, the General is rumored to sleep with a grenade in one hand and a revolver under the pillow. Commanding and resourceful, this officer is ready for anything the night at Doom Mansion might bring.	Any military clothing. A fake revolver or shotgun is an optional prop.
JADE Hair Tonic Salesperson REQUIRED FLEX GENDER	A cunning con artist with a knack for shady business deals, Jade thrives on manipulating the unwary. Always looking for the next lucrative opportunity, Jade's charm and wit mask a dangerous penchant for betrayal. Crossing paths with this opportunist is a risky gamble.	Any type of tacky suit with fake hair tonic bottles as optional props.
MS. IVORY Housekeeper REQUIRED FEMALE	Ms. Ivory is the sarcastic and sharp-tongued housekeeper of Doom Mansion. She is a five-time widow who tolerates no nonsense. She keeps the mansion pristine, but her relationships are in shambles, making her both a crucial ally and a suspicious figure.	Any maid/housekeeper costume. A feather duster is an optional prop.
MS. PHEASANT High Society Socialite REQUIRED FEMALE	Ms. Pheasant, a wealthy socialite and older sister of Miss Crimson, is no stranger to controversy. With 8 divorces and over 100 lawsuits under her belt, scandal follows her wherever she goes. Will her notorious past catch up to her?	A prim and proper appetizer dress. A bag of fake money is an optional prop.
MISS GRAY Lawyer Optional FEMALE	Dr. Doom's no-nonsense legal counsel, this sharp-witted debate queen sees the world in black and white. Lacking charm but brimming with legal acumen, she's a force to be reckoned with in court and, possibly, at the dinner table.	A gray business suit with a briefcase as an optional prop.
PRINCESS FUCHSIA Princess of Zamkiki Optional FEMALE	A worldly friend of Dr. Doom from the exotic island of Zamkiki, Princess Fuchsia is an avid collector and globetrotter. Her regal demeanor and extravagant lifestyle will dazzle everyone, but what secrets has she brought to Doom Mansion?	A princess costume with a tiara.
CHEF GINGER Executive Chef Optional FLEX GENDER	Chef Ginger brings a personality as bold and fiery as the chef's exquisite culinary creations. Known for an unfiltered approach, Chef Ginger never hesitates to speak the truth. With unmatched sharpness—both in wit and skill—this knife-wielding genius lets nothing slip past in the kitchen or beyond.	A chef's uniform. A spatula is an optional prop.

NAME TAGS – EACH PLAYER WILL HAVE A NAME TAG

This example reveals the downloadable game's materials.

*The boxed set will include adhesive name tags

DR. DOOM

Chemist



DR. GRAPE

Physics Professor



PRE-GAME TASK CARDS – EACH PLAYER WILL RECEIVE A PRE-GAME TASK CARD. CHARACTER NAMES HAVE BEEN REMOVED TO MINIMIZE SPOILERS.

***The boxed set will include double sided, folded cards on parchment style paper with a detective theme.**

CHARACTER B * PRE-GAME TASKS

Contact Character D and say you hope to see Character D at Dr. Doom's dinner party. It will be lame if Character D doesn't come! You consider Character D your best friend in Gothic City (*you just moved here six months ago*).

CONTACT INFO: _____

Contact Character O and say you understand Character O is invited to Dr. Doom's dinner party. You disapproved of Character O being invited, but suppose you'll see Character O there.

CONTACT INFO: _____

Contact Character E and say she should not start drama with Dr. Doom at the upcoming dinner party at Doom Mansion. You are in no mood to break up skirmishes!

CONTACT INFO: _____

Note: if anyone contacts you, tell them you are busy deep cleaning the Doom Mansion – as you do daily.

ROUND ONE CLUE CARDS - EACH PLAYER WILL RECEIVE A ROUND ONE CARD. CHARACTER NAMES HAVE BEEN REMOVED TO MINIMIZE SPOILERS.

***The boxed set will include double sided, folded cards on parchment style paper with a detective theme.**

character y ☆ ROUND ONE

MINGLE AND DISCUSS THE FOLLOWING:

- 🔍 Tell Character T you're sisters & should act as such. You haven't spoken since she borrowed your diamond necklace that cost 20K without your permission. She was wrong for doing it! She lied about it, but you've decided to be the better person and forgive her – even though she chipped one of the diamonds. You're ready to hear her apology.
- 🔍 You used to be the president of the *Proper Ladies of Gothic City* club. You were asked to resign. This is a sore subject, and you do not wish to discuss this now.
- 🔍 You have very expensive tastes. It's not your fault. You suffer from affluenza (being affluent). It's a real thing.
- 🔍 You are currently in the middle of four lawsuits you've filed against people. People are always wronging you!

YOU MAY CONCEAL THIS IF YOU WISH:

- 🔍 You despise Character J. You fought over a trivia board game. You said the skin was the largest organ, but the game card said the liver. The liver is the largest internal organ but not the largest 'organ!' Character J refused to give you credit! You haven't spoken since and were removed from Character J's will.
- 🔍 You were kicked out of the *Proper Ladies of Gothic City* club because you embezzled all the club's funds. You were caught, and they kicked you out. This exclusive club has a 50K membership fee and about thirty members. You stole all the money and spent it on shoes.
- 🔍 You made all your money with frivolous 'accident' lawsuits. You're broke again!

ROUND TWO CLUE CARDS

SPOILER ALERT – REVEALS EVIDENCE AND CRIME DETAILS.

EACH PLAYER WILL RECEIVE A ROUND TWO CARD.

CHARACTER NAMES HAVE BEEN REMOVED TO MINIMIZE SPOILERS.

***The boxed set will include double sided, folded cards on parchment style paper with a detective theme.**

CHARACTER W ♦ ROUND TWO

Mingle, share clues, and solve the mystery!

- The crime is announced this round, as is another 'incident' that the players will discuss as they launch an investigation.
- There will be anywhere from 5-8 clues here for each player to reveal and discuss.
- There will be more clues of the character's motive, &/or other characters' motives.
- There will be clues for each player that tells them if they could be the thief due to their location during the party.
- There could be hints for how to investigate given as clues.
- There will be direct pieces of evidence/facts given about each character in this section, such as whether they had a certain item with them or had access to certain items.
- Each player will mingle this round and investigate the crime that has happened. Towards the end of this round, the host will make an announcement that the crime lab has lifted the latent fingerprints from the crime scene and ransom note and players will perform a quick match-up of fingerprints, as AFIS (Automated Fingerprint Identification System) is down, so it needs to be done manually.

ROUND THREE SOLUTION CARDS

SPOILER ALERT – REVEALS SOLUTION/THIEF IN THE PURCHASED VERSION

***The boxed set will include double sided, folded cards on parchment style paper with a detective theme.**

CHARACTER G ★ ROUND THREE

READ AFTER CHARACTER Y

Here, each player will have a solution or final thoughts to read to the group.

Eventually, the thief will confess. The cards will direct the order to read/present the solutions in front of the group. The players take turns presenting, but if you need to shorten the game, you can ask just the thief to confess.

CHARACTER E IS NEXT

MYSTERY INVESTIGATION



Investigated by: _____

SUSPECT NAME	POSSIBLE MOTIVE	EVIDENCE			
<p>EACH PLAYER WILL HAVE AN INVESTIGATION SHEET IN THE PURCHASED GAME.</p>					

GUESS OF WHODUNIT – INCLUDE THE THIEF AND THE MOTIVE: