

SAMPLE GAME



A My Mystery Party Game by Dr. Bon Blossman. Copyright © 2015 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 purchased 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 purchased 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 permitted 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 contained 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.

SYNOPSIS

The neighborhood socialites have touted the Hatter's Ball as the *bash of the year* in the isolated town of Bloodworth Falls. Mayor Riley White has organized the event in the old Bloodwood Castle as a diversion from the scandals that have plagued the town in recent months. Of course, it's no coincidence the ball is scheduled right before the upcoming mayoral election.

The mayor posted the invite list online, and your adversaries have already sent in their RSVPs. You're intrigued and have decided you cannot miss an opportune moment to seek revenge on those who have crossed you in the past. Now, you are on a hunt for the perfect hat.

This is where your story begins.

Note: this is volume two of Bloodwood Masquerade. This game was created in response to multiple requests to have a second game with the characters from Bloodwood. You can safely play this game if you've already done Bloodwood and vice versa.

The character bios are nearly identical, but this game switched up the required roles and has a different murder mystery. The dead from Bloodwood are revived, and the murderer is given a clean slate.

HOST CHARACTER LIST – MAIN GAME PLAYERS, CHARACTERS #1-#18

(18 characters total: 8 required (8 flexible gender) and 10 optional (2M, 1F, 7 flexible gender))

ASSIGNED TO:	CHARACTER NAME AND OCCUPATION	CHARACTER DESCRIPTION	COSTUME SUGGESTIONS
	WOLFE INDIGO <i>Reese Cerulean's Butler</i> REQUIRED flexible gender	Wolfe Indigo is the sarcastic butler of the town tycoon, Reese Cerulean. Everyone knows that Wolfe's current position as a butler is a by-product of one of Reese's frivolous lawsuits. Wolfe is obligated by contract to serve Reese's every need.	Trendy yet conservative indigo/dark-purple attire and hat.
	REESE CERULEAN <i>Entrepreneur</i> REQUIRED flexible gender	Reese Cerulean is the wealthiest person in Bloodworth Falls. Reese is quite powerful and owns most of the town's properties. Reese's pile of gold amassed from winning frivolous lawsuits. Reese has a short fuse – don't light it unless you desire to waste countless hours of your life in a courtroom.	Designer / expensive looking attire and hat. Hang fake money out of your pockets.
	FREDDIE FUCHSIA <i>Horse Jockey</i> REQUIRED flexible gender	Freddie Fuchsia is the cynical horse jockey of the infamous racehorse named Dark Sail. Freddie does whatever it takes to win races and will stop at nothing to get into the winner's circle. Other jockeys believe that Freddie has trained Dark Sail to bite the other horses during races. However, to date – nobody has acquired any evidence.	Trendy yet conservative fuchsia/bright pink attire and hat.
	CAREY CORAL <i>Artifacts Dealer</i> REQUIRED flexible gender	Carey Coral is an eccentric ancient artifacts dealer from England. Carey travels to distant lands to find exotic items and sells them at local auctions. Due to years of extensive world traveling, Carey knows a little bit about everything. Carey moved to Bloodworth Falls not too long ago but openly admits it was a mistake.	Trendy yet conservative coral/salmon attire and hat.
	RILEY WHITE <i>Mayor of Bloodworth Falls</i> REQUIRED flexible gender	Riley White is the scandalous mayor of Bloodworth Falls. Riley is no stranger to corruption, bribery and blackmail and plays both sides on all things depraved. However, the mayor's a hard worker and takes care of the Bloodworth Falls citizens' primary needs. Nevertheless, things are still doom-and-gloom in the town, but nobody dares to run against Riley for mayor.	Trendy yet conservative white attire and hat.
	AVERY LEMON <i>Scuba Instructor</i> REQUIRED flexible gender	Avery Lemon is a blissful scuba instructor. An extremely accommodating person, Avery's a joy to be around, has a contagious smile, and is a fabulous instructor. Unfortunately, cruel people often take advantage of Avery's docile personality.	Trendy yet conservative yellow attire and hat.
	ASHTON JADE <i>CBC News Reporter</i> REQUIRED flexible gender	Ashton Jade is a gregarious anchor for CBC News. Ashton has recently secured the promotion to the coveted news desk and will do anything to keep the job. Therefore, if you have any secrets that are news-worthy, you should stay clear of Ashton.	Conservative green attire and hat. Notepad &/or microphone as optional props.

	<p>OMARI BLACK <i>Radio Host</i></p> <p>REQUIRED flexible gender</p>	<p>The hit morning radio host, Omari Black, is a great friend to have and a horrible enemy to make. Omari has the attention of the morning commuters and can make-or-break a person in Bloodworth Falls. Omari can be shady at times and accepts bribes for radio spots.</p>	<p>Trendy yet conservative black attire and hat.</p>
	<p>MADISON SCARLET <i>Federal Agent</i></p> <p><i>optional character</i> female</p>	<p>Madison Scarlet is a femme fatale federal agent. Madison often leaves her hometown of Bloodworth Falls to travel abroad on secret missions. Madison is challenging to be around, as it is impossible to tell if she is working on a mission or enjoying her time away from the agency.</p>	<p>Red evening gown, red-trimmed/red hat as a prop. Optional toy gun,</p>
	<p>BRIN MINT <i>Cosmetic Surgeon</i></p> <p><i>optional character</i> flexible gender</p>	<p>Dr. Brin Mint is an outrageous plastic surgeon from Bloodworth Falls. Brin will give you a treatment plan for your face – without you asking for it. This can be off-putting to most people, so Dr. Mint certainly doesn't have many friends. However, this doc always has a fully booked schedule.</p>	<p>Trendy yet conservative mint colored attire and hat. Lab coat is optional.</p>
	<p>PEYTON PEWTER <i>Computer Technician</i></p> <p><i>optional character</i> flexible gender</p>	<p>Peyton Pewter founded the company <i>Nerd Squadron</i>, which is a traveling computer support business. Peyton services most of the business networks in the town of Bloodworth Falls and makes house calls to private residences. Peyton is highly wired into the happenings in town.</p>	<p>Nerdy shade of gray attire and hat.</p>
	<p>LOGAN PLUM <i>Electrician</i></p> <p><i>optional character</i> flexible gender</p>	<p>Logan Plum is an antisocial electrician from Bloodworth Falls. Logan despises people in general, so don't go to this electrical genius for a friendly chat. However, Logan is the only electrician in town, so you won't have much choice if you need to get electrical work done. But if you leave Logan alone – you'll have peace.</p>	<p>Non-stylish purple/plum attire and hat.</p>
	<p>DREW GOLDEN <i>Stagehand</i></p> <p><i>optional character</i> flexible gender</p>	<p>Drew Golden is a boisterous stagehand at the <i>Moon Shadow Playhouse</i>. Drew has desperately tried to break into stage acting but the manager refuses to give Drew an audition. Unfortunately, there's not another live theater in town. Sometimes, Drew takes out frustrations on the cast members at the theater.</p>	<p>Trendy yet conservative gold/yellow attire and hat.</p>
	<p>PRAM PEACH <i>Costume Designer</i></p> <p><i>optional character</i> flexible gender</p>	<p>Pram Peach is a flamboyant costume designer at the <i>Moon Shadow Playhouse</i>. Pram aspires to be more than a playhouse costume designer and has sent tons of designs to Hollywood celebs in hopes of seeing the pieces walk down the red carpets. However, Pram is super frustrated about not getting a break yet.</p>	<p>Costume-themed orange/peach attire and hat.</p>
	<p>DEADBEE CYAN <i>EDM Producer / DJ</i></p> <p><i>optional character</i> flexible gender</p>	<p>Deadbee Cyan is a rising star and electronic dance music (EDM) producer. Deadbee is famous in the underground music scene and has recently gained recognition for receiving a Gram Award for the hit song <i>Death Kills</i>. People say that everything Deadbee touches turns to gold. It would be wise to stay in Deadbee's shadows if you are seeking fame and fortune.</p>	<p>Trendy yet conservative greenish-blue attire and hat.</p>

	<p>BRAD OLIVE <i>Stage Actor</i></p> <p><i>optional character</i> male</p>	<p>Brad Olive is a charismatic stage actor at the <i>Moon Shadow Playhouse</i>. A tad narcissistic, Brad knows that he is shamefully good-looking and can get whatever he wants out of women. Brad has been the lead actor at the theater for many years and is looking for a big break in Hollywood, but the people of Bloodworth Falls have recently revealed he has been bribing his way on to the local stage.</p>	<p>Olive green attire and hat as a prop. Sharpie marker for autographs (optional).</p>
	<p>GARY GRAY <i>Mechanic</i></p> <p><i>optional character</i> male</p>	<p>Gary Gray is the deceitful mechanic at <i>Gray's Auto Shop</i> in Bloodworth Falls. Gary is skilled at repairing cars, but many people believe that he adds charges for unnecessary parts and labor to vehicle repair bills. Nevertheless, he's the best mechanic in town, so what can anybody do about it?</p>	<p>Gray attire of any kind. Gray hat as a prop.</p>
	<p>FINN BURGUNDY <i>Playhouse Director</i></p> <p><i>optional character</i> flexible gender</p>	<p>Finn Burgundy is the brazen leader of the Moon Shadow Playhouse. Finn prefers to produce dark-themed plays for the theater and is a demanding director. Finn gets what they desire at all costs, so stay out of Finn's crosshairs if you are into self-preservation.</p>	<p>Trendy yet conservative burgundy attire and hat.</p>

SAMPLE

DOWNLOAD VERSION:

This file represents the format of the download version. The final page of this file breaks down how the party pack differs.

With the download version, you can access four downloadable files upon purchase: a free invitation (optional and available on the game page under helpful links), host instructions, a printable file, and a solution key. They are all PDFs and you are to open and print from Adobe Reader, a free software at Adobe.com (usually standard software). Be sure to download all files.

TABLE OF CONTENTS – HOST INSTRUCTION FILE (DOES NOT NEED TO BE PRINTED)

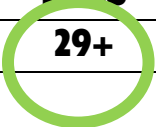
HOST CHARACTER LIST	2
PROPOSED TIMELINE OF EVENTS	11
PLAYER INSTRUCTIONS	12
MENU SUGGESTIONS	13
ADDITIONAL BONUS GAMES	16
ADDITIONAL INFORMATION – LINK LIST AND ABOUT THE AUTHOR	18



TABLE OF CONTENTS – PRINTABLE FILE

GUEST LIST TO HAVE AT THE PARTY FOR REFERENCE	2
NAME TAGS	5
PRE-GAME TASK CARDS	8-12
ROUND ONE CLUE CARDS	12-16
ROUND TWO CLUE CARDS (SPOILER ALERT – WILL REVEAL THE VICTIM)	17-21
VICTIM SIGN (SPOILER ALERT)	22
FORENSIC REPORT (SPOILER ALERT)	23
ROUND THREE SOLUTION CARDS (SPOILER ALERT – WILL REVEAL THE KILLER)	24-28
MYSTERY INVESTIGATION SHEETS <i>Note: print only the number of sheets you need.</i>	29+

**Here is the maximum number of pages
to print for an 18 player game**



EXAMPLE CARDS – PLOT LINES, FORMAT

Character names were removed to 'minimize' spoilers. this will be the format of the download version of the game. the clue cards of the party pack are described and shown in the boxed kit section of this sample game.

PRE-GAME CARD

CHARACTER D – PRE-GAME TASKS

Contact Character Y and say you find it unfair that you are not allowed to take a vacation for your mother's birthday week so you can travel across the country to be with her. You haven't seen her in over two years!

CONTACT INFO:

Contact Character J and say you heard about Character J having neighborly disputes. You want to hear all about it at the Hatter's Ball!

CONTACT INFO:




Contact Character L and say you're glad she's in town. You have some information for her—you'll speak at the Hatter's Ball.

CONTACT INFO:



ROUND ONE CARD

CHARACTER G – ROUND ONE

CLUES TO REVEAL

-  You heard about mobs being in Bloodworth Falls. See if anyone knows about this.
-  You know essentially everything about everybody in town. People would be amazed at how many scandals and gossip happen in this town under everybody's noses.
-  Tell Character T you apologize for trying to blackmail Characters W and T for being affiliated with (removed). You now realize it was only Character W who is affiliated with them.

CLUES YOU CAN CONCEAL

-  Players will receive clues that give more information about their character's attributes, background, &/or backstory. Or they will be given directions on how to act with their quirks (when applicable).
-  Players can divulge the secrets that are given here or use them to learn how to react to others.

ROUND TWO CARD

CHARACTER P - ROUND TWO

PRE-MURDER CLUES

- You just heard that members of the (organization name was removed) are outside – all armed. This confirms that Character N has formed (removed). Now, you need concrete evidence to put Character N away. Interrogate everybody about what they know about this group of people working for Character N.
- You've found that Character T scares business owners into selling local businesses at ridiculously low prices.
- You are tired of being around your horrible neighbor, Character A. Character A has not apologized for what happened during your recent feud with the dogs – but you're not surprised; Character A never apologized for throwing an entire ham over the fence and hitting your grandmother in the head!

POST-MURDER CLUES

- There will be anywhere from 2 to 4 clues to be used in the investigation. These clues might deal with various aspects of the case where the character is concerned. They will mingle and share them after the victim is revealed.

SOLUTION CARD

CHARACTER K - ROUND THREE

READ AFTER CHARACTER S

Each of the main game characters will have a solution to present to the group. They will take turns and the murderer will confess at the end. The murderer didn't know who they were until these cards were passed out. Everyone is on an even playing field.

CHARACTER U IS NEXT

BOXED VERSION (PARTY PACK):



The party pack will have all you need to play the game. If you choose the spoiler-free option, you have no chance of spoiling the victim or murderer and can play along with no worries!

The boxed kit does not require any downloads. However, you can download the free invitation on the game page (the link is right beside the link to this sample game).

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 (spoiler-free) 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.

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](#)