

SAMPLE GAME MATERIALS. 8-14 PLAYERS, AGES 14+

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THESE SAMPLE GAME MATERIALS ARE FROM THE DOWNLOADABLE VERSION. FOR AN EXPLANATION OF THE PARTY PACK (BOXED SET), SEE PAGE 12 OF THIS FILE.

FILES THAT ARE INCLUDED WITH THE DOWNLOAD VERSION OF THIS GAME:

- 00 INVITATION (*Optional*)
- 01 HOST INSTRUCTIONS
- 02 PRINTABLES (*Game materials*)
- 03 SOLUTION (*Spoiler alert – you may not even need this*)
- 04 EXPANDABLE TEAM FILE – BELLE'S FRIENDS (*Optional*)
- 05 EXPANDABLE TEAM FILE – ALPHONSE'S COLLEAGUES (*Optional*)
- 06 TRIVIA SLIPS – ROUND ONE ICEBREAKERS (*Optional*)

This game was revised on 01/29/25. Previous versions will not be seamless.

Due to its relatability and difficulty, this game is for ages 14+. It does not contain foul language, sexual content, illegal drug usage/alcohol abuse, or other highly inappropriate content, and it does not involve marital affairs. This theme is light-hearted and silly sometimes, leading to many laughs and memories. Most groups of murder mystery game players should be playing a level 4-6 difficulty, which is considered moderate.



HOST CHARACTER LIST – MAIN GAME

CHARACTERS #1-14

14 characters total in the main game. 8 required (4m, 4f), 6 optional (3m, 3f).

*There are two expandable characters (more information follows in this sample pack) that come with the **downloadable version**.

BOXED SETS (PARTY PACKS): The suspect characters listed (characters #1-14) are included in all the boxed kits. However, the two (optional) expandable teams are only included in kits C+.

SUSPECT	BIO	SUGGESTED ATTIRE
<p>HELOISE AUCOIN Marathon Runner</p> <p>REQUIRED female</p>	<p>The ultra-energetic marathon runner from California, Heloise is chronically homesick for her Cajun roots. Every year, she treks across the country to her hometown of New Orleans to soak up the Mardi Gras magic. However, Heloise's aggressive mannerisms make her a bit much for her childhood friends and family, who often find themselves needing a break from her intensity.</p>	<p>Wear a bright, athletic-inspired Mardi Gras tracksuit with a beaded sash for a runner-meets-party vibe.</p>
<p>LEON NAQUIN Bourbon Street Chef</p> <p>REQUIRED male</p>	<p>Leon Naquin is the executive chef at the renowned Bourbon Street restaurant Balatoire's. He's the epitome of precision and tidiness, with the cleanest kitchen in New Orleans. While his culinary skills are unmatched, Leon's perfectionism and blunt attitude make him a problematic personality to handle, earning him more than a few enemies in the city.</p>	<p>Dress in a crisp chef's coat with Mardi Gras beads and a festive toque hat.</p>
<p>BERNADETTE DE LA FOSSE Bourbon Street Performer</p> <p>REQUIRED female</p>	<p>A long-time street performer on Bourbon Street, Bernadette is charismatic and outgoing. Her soulful music draws crowds, but she dreams of becoming a famous comedienne. Always ready with a quick joke, she performs standup routines for anyone willing to lend an ear, turning everyday moments into a comedy set.</p>	<p>Opt for a colorful street performer outfit with exaggerated accessories like feathered masks and glitter.</p>
<p>ZENOBIA LEBLANC Leader, 'Pink Cajuns Motorcycle Club'</p> <p>REQUIRED female</p>	<p>A rebellious heiress, Zenobia traded her luxurious life for the thrill of cross-country biking. As the fearless leader of the <i>Pink Cajuns Motorcycle Club</i>, Zenobia is a contradiction: her wild adventures are balanced by her perfect etiquette and love for literature. Rumor has it her rebellious streak may have ties to boredom...and a complicated family history.</p>	<p>Sport a leather jacket with Mardi Gras flair—like purple, green, and gold accents—and biker boots.</p>
<p>JEAN-BAPTISTE DOUCET Football Referee</p> <p>REQUIRED male</p>	<p>An infamous high school referee in New Orleans, Jean-Baptiste has earned a reputation for making questionable calls on the field. Half-blind, half-deaf, and easily distracted, his career choice has baffled everyone. Known for making more enemies than friends, Jean-Baptiste thrives on the game's drama, even if it's accidental.</p>	<p>Go for a referee uniform jazzed up with Mardi Gras-colored whistles and striped beads.</p>
<p>ACADIA LAFLEUR Cheerleading Coach</p> <p>REQUIRED female</p>	<p>Acadia Lafleur is a spunky and dramatic high school cheerleading coach with a booming voice that carries for blocks. This ultra-feminine diva never holds back her emotions, often bursting into tears at the drop of a hat. Whether rallying her team or causing a scene, Acadia is a spectacle to behold—and you better have tissues handy.</p>	<p>A sparkly cheerleader outfit with Mardi Gras pom-poms and a matching headband would suit her perfectly.</p>

<p>JACQUES BERGERON S.W.A.T. Team, N.O.P.D.</p> <p>REQUIRED male</p>	<p>Recently promoted to the New Orleans S.W.A.T. team, Jacques takes his new role far too seriously. Always on high alert, Jacques trusts no one and is convinced chaos could break out at any moment. While his dedication is admirable, his inability to relax makes him a constant source of tension in any room.</p>	<p>A tactical SWAT uniform with Mardi Gras beads draped over the gear adds a festive twist.</p>
<p>CLOVIS CHATELAIN Jazz Musician</p> <p>REQUIRED male</p>	<p>A friendly and talented jazz musician, Clovis serenades the early risers of Bourbon Street starting at 5 AM. Though his music is beloved, whispers in the city suggest that Clovis is hiding a sordid past. Whether his backstory is real or fabricated, no one can deny his charm or skill.</p>	<p>A classic jazz musician look with a Mardi Gras-themed vest, bowler hat, and a saxophone prop.</p>
<p>OPHELIA BOURQUE Professional Bowler</p> <p>Optional female</p>	<p>A professional bowler living as though it's perpetually the 1950s, Ophelia's wardrobe, slang, and lifestyle are straight out of a golden oldies film. Her excitement for life is contagious, and she's always ready to celebrate good news with a dance. But don't be surprised if you're dragged into a dance-off at the sound of music!</p>	<p>A retro 1950s bowling dress in Mardi Gras colors with a polka-dot scarf and saddle shoes.</p>
<p>BERTRAND BUJEAU Martial Artist</p> <p>Optional male</p>	<p>The enigmatic martial arts instructor at the Bourbon Street Dojo, Bertrand blends Cajun and Japanese heritage into his teachings. A modern-day ninja, he creeps through social settings, observing and analyzing everything around him. His intense focus and mysterious demeanor make him both fascinating and intimidating.</p>	<p>A ninja gi with purple, green, and gold accents, paired with a masquerade mask.</p>
<p>BEAUREGARD FAUCHE Opera Singer</p> <p>Optional male</p>	<p>The star opera singer at the New Orleans Opera House, Beauregard is as egotistical as they come. Obsessed with his reflection and reveling in his glory, Beauregard never misses an opportunity to discuss how wonderful he is. Beneath the vanity, however, lies a surprisingly decent and caring soul—if you can find it.</p>	<p>An opera singer's tuxedo or dramatic cape adorned with Mardi Gras sequins and a feathered mask.</p>
<p>MAGNOLIA THIBODEAUX Hostess, Café Beignet</p> <p>Optional female</p>	<p>Patience is a must if you're dining at Café Beignet during Magnolia's shift. She is in no rush and prefers the company of animals over people. Known for spreading gossip the moment she hears it – this nosy hostess has a reputation for being completely untrustworthy. She lives by her own rules—and a lack of conscience.</p>	<p>A café server's apron in Mardi Gras colors, paired with a quirky headpiece like a mini beignet hat.</p>
<p>*ALPHONSE DUGAS Blackjack Dealer, Harrold's Casino</p> <p>Optional male</p>	<p>The lively blackjack dealer at <i>Harrold's Casino</i>, Alphonse is as slippery as they come. Only half of what he says is true, and he's notorious for cheating at board games with his closest friends. Deep in debt to local bookies, Alphonse is never seen without his casino buddies. With charm and deceit in equal measure, he's always playing an angle.</p> <p>Downloadable version: *This character can lead a team of 25+ Alphonse's Colleague players (optional).</p>	<p>A casino dealer's vest and bowtie in purple, green, and gold, complete with a deck of cards accessory.</p>
<p>*BELLE ARCENAU Housewife and Nosy Neighbor</p> <p>Optional Female</p>	<p>Belle Arcenau is the queen of gossip in the French Quarter - a catty housewife with a knack for stirring up drama wherever she goes. Her sharp tongue and an endless supply of secrets make her the center of attention among the neighborhood wives—whether they like it or not. Belle's so-called friends stick by her side to avoid becoming her next target. Beneath her polished exterior lies a woman who thrives on chaos and will do whatever it takes to keep her name off the rumor mill.</p> <p>Downloadable version: *This character can lead a team of 25+ Belle's Friend players (optional).</p>	<p>A glamorous cocktail dress with over-the-top Mardi Gras jewelry and a peacock feather mask.</p>

PROPOSED TIMELINE OF EVENTS

Put your time(s) in the blanks so you can use this during your party.

- ____ 0:00 hrs. **Guests arrive.** Take photos and serve refreshments. Have the guest list (suspect list) available for the players to view as they trickle into the party. Once everybody has arrived, snap a group photo!
- ____ 0:10 hrs. Go over the **players' instructions** for the mystery game (or play the video (link is given with the game). It's **optional** for each character to introduce themselves to the group (it adds ~1 minute per player).
- ____ 0:20 hrs. Pass out the **round one clue cards**. The players mingle and discuss the clues to be revealed. They can withhold or share their concealable clues – it doesn't matter.
- ____ 0:50 hrs. An **optional bonus game** is played.
- ____ 1:05 hrs. An **optional dinner** is served. Snacks can be served throughout the party instead.
- ____ 1:35 hrs. **Round two cards** are presented, and the pre-murder section is discussed by mingling and speaking to every player.
- ____ 1:50 hrs. The victim player will sneak to the nearest restroom to become the victim (their card directs this for 15-20 minutes after the round begins, or once they've spoken to everyone).
- ____ 1:55 hrs. The **victim returns to the party** and allows everyone to read the victim sign, which contains the crime scene details.
- ____ 2:00 hrs. The investigation is launched, and the **post-murder clues are discussed** by mingling in private chats, as they did before in round one. All round two clues must be shared and discussed, and players should speak to everyone at least once.
- ____ 2:25 hrs. An **optional bonus game** is played.
- ____ 2:45 hrs. The **forensic report** is presented to the group. After five minutes, take up their guesses of whodunit.
- ____ 2:55 hrs. **Optional:** after collecting the guesses of whodunit, the **players may take turns accusing** who they believe did it.
- ____ 03:05 hrs. Dessert and coffee are served (**optional**), and the **round three solution cards** are handed out. Each player presents their solution, and the murderer will confess.
- ____ 03:25 hrs. **Optional:** allow the players to mingle to discuss the mystery.
- ____ 03:35 hrs. Another **optional** bonus game may be played, and/or an **optional** awards ceremony may be hosted! (~ 15-20 minutes for each.)
- ____ 03:50 hrs. Party over!

To shorten the mystery party, omit all **optional** activities. You can also shorten the game further by having only the required players read their solutions (or even the murderer). Finally, if you wish to extend the party's length, add more bonus games, and do all optional activities!

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This is the only thing that needs to be printed. The table of contents above shows how many pages to print.

SAMPLE GAME MATERIALS

NAME TAGS

Heloise Aucoin

MARATHON RUNNER



Leon Naquin

**BOURBON STREET CHEF,
BALATOIRE'S RESTAURANT**



EACH PLAYER WILL RECEIVE A NAME TAG.

PRE-GAME TASK CARD EXAMPLE.

CHARACTER NAMES HAVE BEEN REMOVED TO **MINIMIZE SPOILERS**, BUT YOU CAN READ TO SEE THE TYPE OF PLOT LINES IN THIS GAME.

Character G

* PRE-GAME TASKS*

Contact Character J and say you heard someone threw a drink on the stage at the *New Orleans Opera House*. You find that extremely rude and are dying to know who would do such a horrible thing. You'll talk to him more at the Mardi Gras party – you'll be there.

CONTACT INFO:

Contact Character E and say you want to become a ninja. Ask him if he can train you and how long it will take before you have ninja skills. You'd like to be a ninja by summer if possible. You feel like your cheerleaders will give you more respect.

CONTACT INFO:

Contact Character N and say you heard she showed up at *Balatoire's* wearing inappropriate attire and wasn't seated for dinner. You don't blame them! A nice restaurant must keep standards! Character N should be ashamed of herself!

CONTACT INFO:

If anyone contacts you, respond that you're busy with your cheerleaders – you're making them practice 7 days per week. You'll catch up at the Fat Tuesday's Pub Mardi Gras party.

ROUND ONE CLUE CARD EXAMPLE.

CHARACTER NAMES HAVE BEEN REMOVED TO **MINIMIZE** SPOILERS, BUT YOU CAN READ TO SEE THE TYPE OF PLOTLINES IN THIS GAME.

CHARACTER T ♀ ROUND ONE

CLUES TO REVEAL:

- Tell Character Y that she has nobody to be angry at besides herself regarding the corners on Bourbon Street. You are a street performer just as she is and get up at 5 AM every day. Because you're there first, you can claim the best street corner on Bourbon Street. *The early bird gets the worm!* She should convince Character B to allow her to perform in front of *Balatoire's* – the second-best spot.
- Character V keeps staring at you. You're nervous!
- You've decided to discuss how you used to be a chef before you chose to be a jazz musician and street performer. You moved here from Alaska three years ago because you preferred the culture and loved the weather. You picked up a Cajun accent quickly.

CLUES YOU CAN CONCEAL:

- You used to be the executive chef at ***removed to minimize spoilers.*** You were publicly humiliated after a customer found a chopped-up rat in their gumbo. You know it didn't happen in the kitchen – this customer planted the rat in their food after it was served. You have no idea why this happened & you'd never seen this customer before. You were so embarrassed; you dyed your hair and wore dark sunglasses and a hat. You became a street performer because you needed money and were good at playing jazz (you learned as a teen). You didn't move here from Alaska 3 years ago – you've been here the entire time. It's nobody's business.

ROUND TWO CLUE CARD EXAMPLE.





CHARACTER NAMES HAVE BEEN REMOVED TO MINIMIZE SPOILERS, BUT YOU CAN READ TO SEE THE TYPE OF PLOTLINES IN THIS GAME.

CHARACTER L ROUND TWO

PRE-MURDER CLUES:

- * Ask Character C how hard it is to be a street performer on Bourbon Street. You learned how to play a recorder in 3rd grade and were the best in your class. You think you still have the recorder.
- * Tell Character P you won't be sorry when he is gone. He makes you feel insignificant, and you're tired of it!
- * Ask Character E if you can join her motorcycle club. You need to do something with your life, and riding a motorcycle seems easy.
- * Tell Character U you've thought about it, and he should continue making erroneous calls on the football field. You support his decisions on the field – flawed or not! You want your brother to fail for once so your family will stop making comparisons on how wonderful he is and how much of a disappointment you are. You blame Character W for making your parents believe your brother is the best.

POST-MURDER CLUES:

-  There will be various numbers of forensic clues, chronology clues, and alibis given here.
-  There might also be clues that give hints and tips for how to solve a mystery.
-  There could also be eyewitness clues here.
-  The victim's sign will describe the crime scene and serves as the victim's post-murder clues.

ROUND THREE SOLUTION CARD EXAMPLE.

CHARACTER NAMES AND THE SOLUTION WERE REMOVED TO PREVENT SPOILERS.

CHARACTER S **ROUND THREE**

READ AFTER CHARACTER K

The character's solution will be given here. They will take turns standing in front of the group to present their solution. The cards will direct the order for the players to read – so no host intervention is needed. In this game, the expansion pack characters (purchased separately) do present their solutions in front of the group. The expandable teams stand with their leader while s/he presents and can add improvisations if they wish.

CHARACTER Z IS NEXT

EXPANDABLE TEAMS:

***The downloadable version of the game includes two optional expandable team player roles: Alphonse and Belle.** Alphonse and Belle may be played as solo characters like the rest. But they may also be a team leader with many players assigned to them. With the download, you will receive two additional optional PDF files specifically for these roles with your purchase. Make a copy for each player on each team.

If you need to accommodate more than 14 players, and either don't want to purchase the expansion pack or have also purchased the expansion pack and need to cover more players, you can use these two teams of non-suspect, duplicate players.

These team members will have the same materials as everyone else in the game but are not suspects themselves. Instead, their storylines support their team leader's narrative.

HOW TO HOST A LARGE PARTY:

- **14 suspect player roles in the main game** (purchased separately)
 - Up to 25+ duplicate team players as Alphonse Dugas's colleagues / casino dealers (main game)
 - Up to 25+ duplicate team players as Belle Arceneaux's friends (main game)
- **8 suspect player roles in the expansion pack #1** (purchased separately)
 - Up to 25+ duplicate team players as the Lambs Football Team to play with Steve Spaniolo (expansion pack #1)
 - Up to 25+ duplicate team players as Robbie Patterson's Entourage (expansion pack #1)
 - Up to 25+ duplicate team players as pharmacy assistants of Farma Celadie (expansion pack #1)
 - Up to 25+ duplicate team players as Mary A. Felo's wedding party (expansion pack #1)
 - Up to 25+ duplicate team players as fellow street vendors with Sela Fude (expansion pack #1)

Therefore, you can expand the game to up to 200+ players with 22 suspect players and the rest being non-suspect, duplicated team players under team leaders.

The + means that you can go over the 25 players, but just don't push it to over 30 on each team.

WHAT ARE EXPANDABLE TEAMS?

Expansion packs contain suspect character roles to add to the game, primarily seamlessly with the main game-required players. Some of our games will be able to cover large groups by using expandable teams.

A specified player(s) is designed to lead an optional team during the game. It's as if this team leader got the invitation and decided to bring along friends, family, or colleagues (this varies). Assume (in the story) that these tag-along guests don't know anyone at the party. What would

they speak to the other partygoers about? Well, they have a mutual friend (their team leader), so these players have game cards that contain their team leader's story.

For example, a reporter brings along fifteen members of their news crew. The news crew cards have information about their boss's story that they will use to mingle and discuss with others (or they can play strictly as a team and stay with the leader).

The expandable players have duplicated cards, as (with the downloadable version) you will download a file on your account and make copies for each team member. They are second-tier players because they do not have unique character names or stories but play the game like everybody else.

The party packs (boxed kits) will only add expandable team players after all suspects are in the game, so the kits including the team members start with Kit C. The team players are divided among the 7 available teams and do receive all the same type of materials as the suspect players.

DO EXPANDABLE TEAMS GET CHARACTER NAMES, AND WILL THEY FEEL INCLUDED?

The expandable team members will get name tags, but it's a general title, such as Mary's Bridal Party, or Robbie's Entourage.

Please do not give them character names. As, in our experience, these players do feel included in the game. They play as team members under a team leader who is playing a character. The teams enable you to expand the game beyond the unique character roles and host large group games. Each team member has game cards, name tags, and investigation sheets. They are not assigned names to make them appear as suspects. Once you give a character name - the other players will consider them suspects, adding confusion to your investigation and drawing more attention to the player being in a secondary role. Therefore, try to avoid passing these off as equal player roles. Everyone should understand that a game has a finite number of suspect characters. The alternative to these secondary roles is for your extra players to be bystanders without game materials, which you can do - but it's best to give them a team role to keep them engaged. Assign your more reserved players to these roles, as they would prefer to have them, as well as your last-minute add-ons.

Just think – would you want to sift through 100 suspects, all with individual stories and motives? Nope. Nobody wants to do that. So, this is the workaround and we've tested it thoroughly to be optimal.

THERE IS ALSO A BOXED VERSION (PARTY PACK) FOR THIS THEME:

[CLICK HERE FOR A CHART THAT MATCHES THE DOWNLOADABLE VERSION AND THE PARTY PACK](#)

[CLICK HERE FOR A VIDEO THAT SHOWS YOU AN EXAMPLE PARTY PACK.](#)

The photo below shows the Hatter's Ball party pack as an example, but the materials are the same other than the graphics on the nametags and host character list shown in the photo.



**THE BUMPED OFF ON BOURBON STREET (BOXED SET)
WILL SPECIFICALLY INCLUDE:**

- A guest list for reference.
- Guest list worksheet for the host to organize the invite list.
- A host instruction booklet (standard).
- A game-specific instruction sheet for this theme.
- 14 Adhesive nametags – peelable, one for each player.
- 56 game cards - 4 for each player. There are four rounds. The cards are (6" by 9") – foldable, double-sided, parchment-style paper with a detective theme.
- 56 labeled round envelopes - 4 different colors, bundled separately with an insert for each round.
- A victim sign inserted into a victim's envelope (labeled, 8" by 8")
- A forensic report inserted into an envelope (labeled, 5" by 8")
- 14 Mystery investigation cards (6" by 9", cardstock, detective themed).
- An envelope containing the answer key to the game.
- A spoiler-free version option is available for an additional charge. With this option, our staff will fold and slip your round 1, 2, and 3 cards into their corresponding envelopes to prevent you from seeing any spoilers. Your kit will be ready to go for your party.
- A free pre-game website for your players (this also comes with the download) that includes expanded bios, the game trailer video, and costume suggestions.
- A free printable, electronic invite (this also comes with the download).

MORE INFORMATION:

- Send your players to the Your Mystery Party player pre-game site: <https://yourmysteryparty.com/bourbonstreet>
- Pinterest page: We have created a board for all games that includes theme-specific DIY party food and décor.
- Player instruction video – there is a link provided. (Click on this link so you don't accidentally have typos.) This video is optional.
- Social media posts: #MyMysteryParty—no spoilers, please! Spoilers include pictures or text identifying the victim or murderer, such as a decorated victim wearing their name tag in the photo. Please do not ruin the game for others. The game license prohibits the transfer of copyrighted materials, including images, text, verbal, or other means. The host is responsible for notifying the players of this policy.
- The game trailer video is located on the Your Mystery Party page.
- The full Terms and Conditions for this game is at www.mymysteryparty.com/info



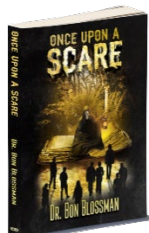
This game was created by [Dr. Bon Blossman](#) – the top murder mystery game developer since 2006 and fiction author. Please check out our author's line of young adult (YA) award-winning mystery novels!

ONCE UPON A SCARE – YA HORROR SHORT STORIES

A chilling collection of holiday-themed horror tales where reality twists, monsters lurk, and survival is never guaranteed.

AWARDS:

Silver Medal - Juvenile/Young Adult Fiction, IPPY Awards, 2022
Distinguished Favorite for Short Stories, NYC Book Awards, 2022
Winner of Young Adult Fiction, New England Book Festival, 2022
Solo Finalist for Short Stories, Book Excellence Awards, 2023.

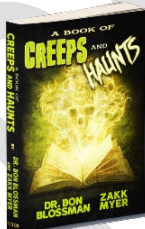


BOOK OF CREEPS & HAUNTS – YA HORROR SHORTS

A spine-chilling collection of 13 haunting tales that will leave you watching the shadows and questioning what lurks in the dark.

AWARDS:

Distinguished Favorite, NYC Book Awards, 2020. Indi B.R.A.G. Medallion Winner, 2020.



DREDS ISLAND – YA THRILLER

A gripping YA dystopian thriller where survival means outwitting a legendary serial killer on a brutal prison island.

AWARDS:

Silver Medal for YA Mystery from Reader's Favorite 2018. Won the Beverly Hills Book Awards for YA fiction, 2018, Solo Medalist for New Apple Book Awards, 2018. Honorable mention for Reader Views book awards in the YA Category, 2018.

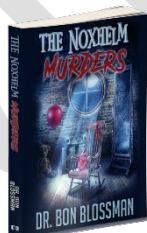


THE NOXHELM MURDERS – YA MYSTERY HORROR

A mob daughter in witness protection moves into a haunted estate, only to become the prime suspect in a chilling murder.

AWARDS:

Indie Brag Medallion honoree. Gold: Young Adult Mystery, Literary Classics Book Awards, Gold :Young Adult Supernatural, Literary Classics Book Awards, Honorable Mention: YA Mystery, Reader's Favorite, Official Selection: Young Adult Fiction, New Apple Literary Book Awards.

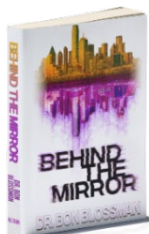


BEHIND THE MIRROR – YA DARK FANTASY

A teenage girl discovers a dark, mirrored realm, unlocking hidden powers and a prophecy that binds her to four guardians in a race to stop a cataclysm threatening both worlds.

AWARDS:

Gold medal in Special Interest Thriller by Literary Classics, 2019. Silver medal in Young Adult Science Fiction by Literary Classics, 2019. Finalist in Young Adult Fiction - Manhattan Book Awards, June 2020.

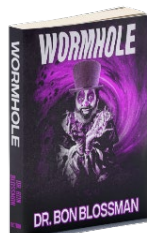


WORMHOLE – YA DARK FANTASY

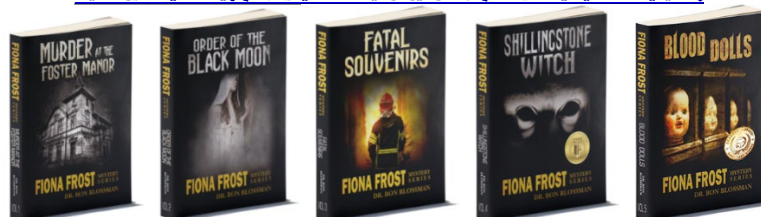
Ella's destiny takes a perilous turn in Wormhole, the gripping second installment of the Behind the Mirror Trilogy, where alliances blur, survival is uncertain, and the fate of existence hangs in the balance.

AWARDS:

Silver Medal for YA Fiction, Literary Classics, 2019. Gold Medal for Special Interest Thriller, Literary Classics, and a seal of approval, 2019.



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