



SAMPLE GAME 5/6-10 PLAYERS, AGES 14+.

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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 five downloadable files upon purchase. A free invitation (optional and available on the game page under helpful links), host instructions, printable file, solution key, and alt-endings file (optional storyenders). Be sure to download all files.

The party pack does not have anything to download besides the free invitation that is accessible prior to purchase under 'helpful links' on the game page. The two versions are not entirely seamless and not meant to be intermingled.

PROPOSED TIMELINE OF EVENTS

Put your time(s) in the blanks so you can use this during your party. Before the game, you've hidden the victim sign (and optional victim's items) in the nearest restroom and the bonus clues in your chosen area's location(s).

- ___ **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 HERE](#) It's **optional** to have each character introduce themselves to the group (adds ~ 1 min per player).
- ___ **0:15 hrs.** Pass out the **round one clue cards**. The players mingle and discuss their clues. They can share their personal information on their cards if they wish.
- ___ **0:45 hrs.** An **optional bonus game** is played.
- ___ **1:00 hrs.** An **optional hunt for bonus clues** is initiated. If you do it this way, you'll give the boundaries of the hunt to the group before starting. See the instructions for the flexible options to handle bonus clues.
- ___ **1:05 hrs.** An **optional dinner** is served. Snacks can be served throughout the party instead.
- ___ **1:35 hrs. Pass out the round two cards** and they will mingle as they did in round one using the pre-murder clues (and bonus clues if they wish). Eventually, the victim player will sneak to the nearest restroom to become the victim (their card directs this).
- ___ **2:00 hrs. Once the player returns to the room as the victim,** pass out the investigation sheets and a writing utensil to each player. The players review the post-murder section of their cards. They will mingle and discuss all of the clues in the game.
- ___ **2:20 hrs.** Present the **forensic report** and allow each player to attempt to match their inked fingerprint (on their round two card) to the prints found on the weapon in the report. Five minutes after the matches are made and announced, you take up the guesses of whodunit, keeping the sheets in order to determine the winner.
- ___ **2:30 hrs.** An **optional bonus game** is played.
- ___ **2:40 hrs. Optional - the players may take turns accusing** who they believe did it.
- ___ **2:50 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 at the end.
- ___ **03:05 hrs. Optional -** allow a few minutes for the players to mingle at the end to discuss the mystery. This is a good time to get your optional awards ceremony ready.
- ___ **03:10 hrs.** Another **optional** bonus game may be played &/or host an **optional** awards ceremony!
- ___ **03:20 hrs.** If you have the main game players in your game (and no expansion packs), you can do the **optional** alternative endings (separate download on your account) to end each players' story.

To shorten the mystery party, omit all optional activities and give the bonus clues instead of hunting for them or playing a bonus game for them. Also, you can shorten the game even further by only having the required players read their solutions (or even just the murderer). Finally, if you wish to extend the length of the party, add more bonus games and do all optional activities!

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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. All character names are removed from the cards for this sample to minimize spoilers, but you'll still be able to view most of the plotlines and see the format of the interactions.

CHARACTER A

KICK OFF THE FUN BY CONTACTING THE FOLLOWING PEOPLE:

Contact the person playing Character B and say: My prices have increased, but please sign up for a spray-tan membership at *Tantastic Rays*.

CONTACT INFO:

Contact the person playing Character F and say: I see how excited you are to come to the reunion. Remember -it's an '80s-themed second-chance prom – so dress to impress in your '80s best!

CONTACT INFO:

Contact the person playing Character I and say: I just got your RSVP – wow, you waited until the last day. But I got you down – dress in your '80s prom best! That's the party's theme.

CONTACT INFO:

Respond to the person playing Character D and say: No. I will never admit that because it didn't happen. Also, I keep waiting to see your name in the credits of a hit movie. What's taking so long?

(If Character D fails to contact you, skip this task.)

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 E – ROUND ONE

SAY THE FOLLOWING TO OTHERS:

- ✍ Character B's yearbook quote was cringe: *Life's too short not to eat pizza every day! Word!*
- ✍ I was on the chess team. During a tournament, everyone turned to look at someone who had slammed a door. I cheated, moving two of my pieces, and later won that match. Character H tattled to the sponsor. I got into serious trouble. I despise Character H.
- ✍ My first company was *Neon Nexus* – a game development company. I filed for bankruptcy because it went under. Then, I opened *Questworks*. Now, the investors of *Questworks* are multi-millionaires – including me, of course.
- ✍ Yes, I used to knit hats for pets and sell them in the parking lot at school. So what?

PERSONAL INFORMATION (DISCUSS IF YOU WISH):

Character F was an investor in your first company, *Neon Nexus*. Things took off, and you made illegal, sneaky moves to kill it to file bankruptcy. You quietly moved the tech your engineers had created but had yet to launch to your new company (*Questworks*), with fewer investors owning only 25% - a far cheaper route than losing 49% of your profits in the long term. Character F threatened to sue you and will win.

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 A – ROUND TWO

DISCUSS THE FOLLOWING BEFORE THE MURDER:

- Character G was strange in high school.
- Character C's a liar and has made up many terrible stories about things I never did in high school. Character C must die a thousand deaths!
- I was once in a play with Character B. On opening night, they peed their pants during the first scene. It was hysterical.
- I can't believe Character X is still trying to earn money from a failed, outdated tanning salon. UV radiation is terrible for the skin. Everyone knows that!

POST-MURDER FACTS TO DISCUSS:

- There will be up to 3 clues in this section (post-murder) for each player to share as they mingle and discuss (investigate) after the victim is revealed.
- *The detective inked your fingerprint. When the report's released, you'll use it to see if it matches prints on the murder weapon →*



ROUND 3 SOLUTION CARDS – there will be one for each player.

Solution Round

Character B

READ WHEN YOU'RE TOLD IT'S YOUR TURN

Their solution is here. They will take turns presenting to the group. The cards will dictate the order.

CHARACTER J IS NEXT

SAMPLE

I

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 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 will be placed into a graphically labeled envelope. The forensic report will be placed into a labeled envelope and the bonus clues will be cut out for you and placed into a labeled envelope.

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**](#)