



## **SAMPLE GAME MATERIALS** A My Mystery Party Game by Dr. Bon Blossman.

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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 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 and use Adobe Reader to view the file and print from, as PDFs are Adobe products and work best with Adobe software.**

**Adobe Reader is standard software, but if you find you don't have it installed – head over to Adobe.com and download it for free for Mac or PC.**

**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.**

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**NAME TAG SAMPLE** each player will have a name tag in the printable file.



For the main game downloadable file, there would be a max of 39 pages to print for 16 players, depending upon how many players are in your game.

**PRE-GAME TASK SAMPLE CARD – THIS ROUND IS OPTIONAL BUT SUGGESTED.** Each player will have one in the printable file. Character names have been 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.

**NAME REMOVED**

**CONTACT THE FOLLOWING PEOPLE BEFORE THE PARTY:**

**Contact** the guest playing **Name Removed** and tell her if she invited **Name Removed** to the party, you'll have a tough time being around him because he is threatening you over the *Mailbox Bandit* case. It's a long story; you can catch up at the party.

**CONTACT INFO:**

**Contact** the guest playing **Name Removed** and say you don't want to go to Sunny's party without her (She is your best friend). You're tired of dealing with this *Mailbox Bandit* issue and need her for emotional backup! You're losing your mind!

**CONTACT INFO:**

**Contact** the guest playing **Name Removed** and say you didn't appreciate the fairytale reported on RBC News about sharks in the shallow waters around the beaches. You are losing your clients over a lie! You've never spotted a shark there—not once! You are there all day teaching surfing lessons!

**CONTACT INFO:**

**ROUND ONE SAMPLE CARD.** Each player will have one in the printable file. Character names have been 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.

## NAME REMOVED - ROUND ONE

### CLUES TO REVEAL DURING THIS ROUND

- Ask around for the best way to get revenge on bullies. Your childhood bully is at this party. You've never let him bother you before, but now that you're an adult and around him, you have vastly different feelings. You don't like conflict, though—you avoid it at all costs.
- Tell a couple of folks you will become a neurosurgeon but don't like to brag. You hate braggers! You don't care if people think you have no aspirations in life – in fact, you find it funny.
- Talk about how *name removed* contacted you when he found out you were invited to this party. He made fun of your job as a *job removed* and said you lack ambition.
- Ask *name removed* why she invited *name removed* to this party. Nobody seems to even like *name removed*.

### PERSONAL CLUES TO CONCEAL

- *Name removed* was your childhood bully. You cannot stand him. You are a nice guy. Being bullied as a child never bothered you because you have a high IQ and felt sorry for him – he's pathetic. You're about to go to school to become a neurosurgeon - you only have one semester left of pre-med undergrad. You can't stand it when people brag about themselves, so you've never told any of your friends that you will be a doctor.
- You are a good friend and listener but not one for stimulating conversation.

**ROUND TWO SAMPLE CARD.** Each player will have one in the printable file. Character names have been 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.

### **NAME REMOVED - ROUND TWO**

#### **PRE-MURDER CLUES:**

- Tell *name removed* you despise her brother, and he will fire you tomorrow because you 'borrowed' candy from work. You need your job – you do not have time to find a new one! Also, you don't have any other skills. You can't do anything besides *job removed!* (Plus, you love playing video games all night, and no other job would allow you to sleep while you work.) See if *name removed* will make her brother a spokesman for her commercial campaign in exchange for *name removed* not firing you. You are asking for a favor.
- Talk to *name removed* about the *Mailbox Bandit* case. You received a box of chocolates anonymously in your mailbox recently. You thought it was sweet – no pun intended. You always thought she did it, as you could have sworn you heard her laughing outside!

#### **POST-MURDER:**

- Clues removed to prevent spoilers, but there will be
- ~ 3-5 clues per character card.
- They will mingle about and share these after the murder occurs.

**ROUND THREE SAMPLE CARD.** Each player will have one in the printable file. Character names have been removed to minimize spoilers. The solution has been removed from this card, but you can view the format of the solution card below.

## **Character K**

### **Final Solution Round**

#### **READ AFTER CHARACTER L**

The solution is here. Each player will read their solution to the group and the murderer will confess at the end.

**CHARACTER H IS NEXT.**

## EXAMPLE TIMELINE

*It's advisable to have this timeline with you during the party. In the blanks, write your proposed times.*

Guests arrive. Take individual photos and serve appetizers. The guest list should be available for the players to view as they trickle into the party.

\_\_\_\_\_ **0:00 hrs:** The host reviews the player instructions via the script on the following page or stream from YouTube: [Link provided with purchased game](#). Having each character stand up and introduce themselves to the group is **optional**. Playing the game trailer video for an introduction is **optional** to set the mood and give the premise.

\_\_\_\_\_ **0:20 hrs:** The Round One cards are handed out, and the game begins. The players mingle and discuss the clues in private chats, speaking to everyone at least once. Motives will start to unfold during this round.

\_\_\_\_\_ **0:50 hrs:** An optional bonus game is played.

\_\_\_\_\_ **1:05 hrs:** Dinner is served. (**Optional**—you can serve appetizers/snacks the whole time instead.)

\_\_\_\_\_ **1:35 hrs:** The Round Two cards are handed out, and the players mingle about with pre-murder clues.

\_\_\_\_\_ **2:05 hrs:** The victim is revealed, and the investigation of the crime begins. The mystery investigation sheets are handed out, and the players mingle to discuss their post-murder clues and investigate the crime.

\_\_\_\_\_ **2:25 hrs:** The forensic report is revealed. The players review it and finalize their best guess of whodunit.

\_\_\_\_\_ **2:40 hrs:** The investigation sheets (*theories of whodunit*) are turned in to the host. Players take turns accusing who they believe is guilty and why (accusations are **optional**).

\_\_\_\_\_ **3:00 hrs:** Dessert and coffee (both **optional**) are served, and the Round Three cards are handed out. The players sit in a circle, and each suspect reveals their solution, ending with the murderer's confession.

\_\_\_\_\_ **3:20 hrs:** Another bonus game is played (**optional**)

\_\_\_\_\_ **3:35 hrs:** **Optional** awards ceremony—the time depends upon the number of awards, but it's usually 1 to 1.5 minutes per award.

Average time for the game is 2.5-3 hours. If you want to shorten the mystery party, omit the **optional** items above—all bonus games, skip the character introductions, skip the game trailer video, don't stop for dinner, omit the accusation round and/or the awards ceremony. If you wish to extend the length of the party, add more bonus games!

Here is the table of contents for the host instruction file (which doesn't have to be printed). However, it's suggested (not mandatory) that you print the timeline sheet on pg. 11 and have it with you during the party. You could also screenshot it and have it electronically.

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**If you have any questions, you can open the [game solution file](#) after the mystery is resolved.**

This file is representative of the download version. The party pack version of this game will be prepared on double-sided, detective-themed, parchment-style paper with foldable clue cards 6 by 9". With the spoiler-free option, your rounds 1-3 will be slipped into their corresponding envelopes for those rounds. What we offer for the boxed kits cannot be accomplished at home with the DIY download version, so the download version and boxed sets are not seamless.

With the boxed version, the nametags will be on adhesive-backed peel-off paper, the victim's sign will be placed in a graphically labeled envelope, and the forensic report will be slipped into an envelope.

The note for round one will be cut out and placed into the correct envelope for you - whether you have us prepare your kit spoiler-free or not.

The host instructions are within a professionally printed/bound booklet, and the investigation cards are double-sided, detective-themed, 6" by 9", and professionally printed on cardstock.

**For all differences between the download and party pack versions, go here: [Chart that describes party pack vs download](#)**

**[And this page has a video where you can see an example boxed set.](#)**