



# HOST CHARACTER LIST – MAIN GAME

## CHARACTERS #1 - #12

12 characters total – **8 REQUIRED** and 4 optional (5 F, 3 FLEX, 4 M)

All optional players are optional to gameplay but have the same type of materials and are suspects in the mystery.

There is one character (🌟 Clark Griswall) that may be played solo (download version and boxed sets A, B) or with an optional team of non-suspect players (the Griswall family) for the download version and boxed sets C-F.

The boxed version (party pack) includes the following suspect characters in all kit sizes, while the expandable team players (Griswall Family) are only prepared with kits C - F.

ASSIGNED TO:	CHARACTER	BRIEF BIO	COSTUME SUGGESTIONS
	<b>MARTHA MAY BELLS</b> <i>Heiress</i> <b>REQUIRED</b> - female	Martha May is an heiress who is used to getting what she wants—except for her secret childhood crush. A master of eavesdropping, Martha May is best avoided if you have skeletons in your closet. She often annoys the neighbors during the holiday season with her ultra-competitive Christmas décor.	<i>Tacky but elegant Christmas sweater. Hair in an outrageous Christmas-inspired updo.</i>
	<b>CAROL KNIGHT</b> <i>Manicurist</i> <b>REQUIRED</b> - female	Carol is one of the friendliest people in town. She knows nearly everyone in Holly Hills through her client list as a manicurist. However, the holiday season can be stressful, especially when her eccentric brother comes to visit.	<i>Tacky sweater. Even tackier Christmas accessories to go with your sweater.</i>
	<b>SAM MANGER</b> <i>Dog Groomer</i> <b>REQUIRED</b> - flex	Sam is an enthusiastic and obnoxious dog groomer at <i>Manger Mutt Cuts</i> . Sam, an animal lover, takes excellent care of pets, but the grooming ideas have become less popular. The latest creation, the box cut, has left Holly Hills' poodles hiding until their hair grows back.	<i>Tacky sweater. Print off pictures of ridiculous dog grooming cuts to bring with you as your portfolio (optional).</i>
	<b>EDDIE EVERGREEN</b> <i>Baker</i> <b>REQUIRED</b> - flex	Eddie is a brash baker at <i>Cousin Eddie's Cookies</i> , living unapologetically and without concern for judgments. Known as 3C (Crass, Cluttered, and Chaotic), this baking artisan's unique personality is infamous in Holly Hills.	<i>Tacky sweater. Spatula or whisk and chef's hat are optional accessories.</i>
	<b>GINGER STARRY</b> <i>Display Design Manager</i> <b>REQUIRED</b> - female	Ginger is a spirited display designer at <i>Nogstrum's Department Store</i> . She's renowned for her outlandish tree designs and stunning holiday décor, which lights up the store every season.	<i>Tacky sweater. Very over-the-top Christmas accessories.</i>

	<b>FARRAH FROST</b> <i>Ballerina</i> <b>REQUIRED</b> - female	Farrah plays the role of The Sugarplum Fairy at <i>Decking Halls Playhouse</i> . A beautiful ballerina, she also teaches private lessons to children in the offseason. Farrah is always on her toes during the holidays, balancing rehearsals and performances.	<i>Tacky sweater. Ballet shoes &amp; fairy wings are optional accessories.</i>
	<b>ROXY RUDOLPH</b> <i>Olympic Ice Dancer</i> <b>REQUIRED</b> - female	Roxy is a mysterious figure in Holly Hills. She's a retired Olympic and U.S. National Champion ice dancer who wishes to take on life at a much slower pace. She plans to open an eggnog shop on Winter Street next to <i>Cousin Eddie's Cookies</i> .	<i>Tacky sweater. Silver medal as an optional prop.</i>
	<b>SCUT FURKUS</b> <i>Candy Store Owner</i> <b>REQUIRED</b> - flex	Once the infamous bully of the Sugarplum Point subdivision, Scut changed course after inheriting a grandfather's candy store and facing protests from the townspeople. Scut's transformation has surprised many, now known as one of the kindest figures in Holly Hills.	<i>Tacky sweater. Coonskin cap as an optional accessory.</i>
	<b>RALPHIE CHESTNUT</b> <i>Train Conductor</i> Optional male	Ralphie, a North Pole Express train conductor, is a natural comedian known for entertaining passengers with jokes and stories. His locally famous tale involves a Christmas BB gun mishap where he nearly shot himself in the eye on his first pull of the trigger!	<i>Tacky sweater. Glasses as an accessory.</i>
	<b>KEVIN MCALLISTER</b> <i>Unemployed</i> Optional male	Kevin is thirty-something and still living at home due to a childhood incident. Accidentally left alone on Christmas Day, he was forced to defend the house against burglars. The holiday season makes him anxious, and he is unsure if he can ever get into the true spirit of Christmas again.	<i>Tacky sweater.</i>
	<b>HOWIE LANGSTON</b> <i>Mattress Salesman</i> Optional male	Howie, a devoted father and busy mattress salesman, will go to great lengths to find the perfect Christmas present for his son. Howie is at his wit's end this year, searching for the elusive Supersonic Man doll.	<i>Tacky sweater.</i>
	<b>* CLARK GRISWALL</b> <i>Inventor</i> Optional male	Clark is a traditional family man and struggling inventor, willing to do anything to make his family happy. Unfortunately, Clark is known for getting into trouble and making questionable choices. * This player can lead an optional team of up to 25+ members of the Griswall family – these are duplicate, non-suspect roles but have the same type of materials as everyone else. Make a copy of the Griswall Family file (another download on your account) for each member of the team.	<i>Tacky sweater.</i>

## FAQ ABOUT THE EXPANDABLE TEAM:

### What are expandable teams, and how do they differ from expansion pack players?

This game was designed to cover large groups using optional expandable team(s). **With the downloadable version**, each downloadable pack (purchased separately) has an expandable team that can be added anytime.

*\*Expandable teams are only prepared with kits C-F with the boxed version.*

**With the downloadable version**, the main game has one expandable team (see the host character list above). The specified player is designed to lead an optional team during the game. It's as if this team

leader got the invitation and decided to bring their extended family who are visiting from out of town. 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? They have a mutual friend (their team leader), so these players have game cards that contain their team leader's story.

For example, Clark Griswall brings all of his family to the party. You can have up to 25+ members on this team – in the story, they are cousins, grandmas, nephews, second cousins, etc. – it doesn't matter. The Griswall Family cards have information about Clark'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 duplicate cards. **With the downloadable version of the game**, you will download a file from your account and make copies for each team member. They are second-tier, non-suspect players because they do not have unique character names or stories but play the game like everybody else.

**The boxed kits A (12 players) and B (24 players) do not contain the expandable team players. Kits C-F include them.**

But – nobody wants to investigate too many suspects in a fun murder mystery game. This is the best way to actively add people to your game without overwhelming it. These team leaders will have the same materials as the other players, so they will feel included. This is far better than simply having spectator players with no materials. However, you can do that if you wish.

### **Do expandable teams get character names, and will they feel included?**

Please do not give them character names; in our experience, they will 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 suspect roles to host a large group game. Each team member has game cards, name tags, and investigation sheets. They are not assigned names to make them appear as unique characters. 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 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 unique characters and suspects. As stated above, 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 and included. Assign your more reserved players to these roles, as they would prefer to have them, as well as your last-minute add-ons.

However, this expandable team has a blank underneath 'Griswall Family' on the name tag, and your players can fill in their relationship with Clark (e.g., mom, niece, wife, brother, third-cousin, etc.). Without a character name, they won't be considered suspects.

## **HOW TO HOST A LARGE GROUP GAME (DOWNLOADABLE VERSION):**

- **12 characters with the main game (these characters)**
  - Up to 25+ duplicate, non-suspect Griswall Family team members (Clark Griswall is the team leader – it's a main game player - you do not need to purchase the expansion pack to expand the game unless you want more suspect player roles.)
- **12 characters with expansion pack #1 (purchased separately)**

- Up to 25+ duplicate, non-suspect department store elves with Hermey Garland (expansion pack #1 player)

**Therefore, you can have a party with 24 suspects and 50+ team members, covering over 74 players if you purchase both packs.**

## **GAME FLEXIBILITY (DOWNLOADABLE VERSION)**

**For budget concerns, you can cover up to 37+ players by only purchasing the main game. You'd assign the 12 suspect roles in the host character list on the first two pages of this file. The rest will play the non-suspect, duplicated roles of the Griswall Family. This way, you can avoid having to pay for an expansion pack.**

**Is this optimal? Not usually, but in some instances, this could be optimal:**

- You have a group of kids under the minimum age for this game who wish to play along with the same game materials as a 'character.' These roles are excellent for players who want to play but maybe aren't ready for full engagement in a mystery party.
- You have a portion of your players coming late/leaving early or are known to enjoy too many cocktails. These roles are fantastic for these players.
- You only have 13 players. It's a waste to purchase another expansion pack for only one player. You can assign this person as a partner to Clark, and if someone no-shows or cancels in advance, you can slip this player into the vacant role. This person also serves as a good backup for your required roles.

**Otherwise, it is optimal to assign everyone to a suspect player. If you have it in your party's budget, we suggest you assign the 24 suspect players from the main game and expansion pack #1 (purchased separately) before adding the expandable team roles.**

## **BOXED KIT SIZES – THIS IS FOR THE PARTY PACK VERSION OF THE GAME.**

**Kit A: 12 suspects** from the main game (characters #1-12)

**Kit B: 24 suspects** (main game, expansion pack #1 characters #13 - #24)

### **Kits with Expandable Team Players:**

The following kits include the 24 suspect roles above plus varying numbers of the expandable team (duplicated, non-suspect) players (Griswall Family and Department Store Elves), with Clark Griswall and Hermey Garland designated as the team leaders.

These players have the same type of materials as the suspect players, but do not add unique storylines to the game – their clues will involve their team leader's storyline.

#### **Kit C: 32 players**

8 expandable team players (duplicated, non-suspect roles) - 4 on each team

#### **Kit D: 40 players**

16 expandable team players (duplicated, non-suspect roles) - 8 on each team

#### **Kit E: 56 players**

32 expandable team players (duplicated, non-suspect roles) - 16 on each team

#### **Kit F: 64 players**

40 expandable team players (duplicated, non-suspect roles) - 20 on each team

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