



Murder Mystery Game Sample

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Partial script; some explanations and details are omitted but will be included with your game purchase (such as when to take breaks for optional dinner courses, costuming ideas and samples, how to stage a fight, etc.)

There are 2 versions of the game available to you with purchase. Version 1 is the Know It All version wherein the prime suspects get the script/sequence of actions ahead of time and know whodunit. Version 2 is the Narrator version where they'll just get their character descriptions ahead of time and you'll add a narrator to tell the story while your prime suspects act out what he/she is saying. In this version they won't need to know whodunit. **YOU WILL RECEIVE BOTH VERSIONS WHEN YOU PURCHASE THIS GAME.**

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Got
questions?

Please don't hesitate to contact us

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----- KNOW IT ALL VERSION -----

Use this version of the game if your prime suspects will know whodunit
(We recommend this version for larger groups of 60 or more).

A sample of the **NARRATOR VERSION** follows.

HOW THE **KNOW IT ALL VERSION** OF THIS MYSTERY GAME WORKS:

- You'll need to cast your prime suspects (see character descriptions below). They'll have full knowledge of the script, which means they'll know whodunit.
- The rest of your guests will take on the role of detective and it will be their job to actively solve the case by examining evidence, finding clues, following and questioning suspects - whatever it takes for them to solve the mystery.

Essentially, everyone will have a crucial, interactive part in the mystery.

- The whodunit will be about 1 1/2 to 2 hours long but you can make it shorter by tightening up the sequence of events (*warning: this means LESS audience participation*) or longer by allowing more time between the scenes/action.
- Your guest actors won't have to memorize a lot of dialogue but they will have to be familiar with a sequence of events (see script sample below) or timeline ([see our sample timeline](#)) that will move the mystery through the clues, the murder(s) and the solving of the crime. They'll have to carry out certain actions (like arguments) and suspicious activities to set themselves up as suspects.
- All are mystery games are challenging to solve but they're also comedies - a great combination for an unforgettable event.
- This will not be a stationary mystery - it will be action-packed; we get people active and involved unlike those mysteries-in-a-box where everyone just sits around reading their part and asking questions they get from a booklet.

NOTE: You can modify any of our mystery games to best suit your needs so long as each suspect maintains a motive to commit the crime(s).

My Alma Martyr

YEAR: 1948 (*you can put this in any era you want*).

EVENT: Tenth year class reunion for Opossum State College's (*plug in a local college or high school here if you want*) Class of 1938.

NOTE: Depending on the median age of your group, make it a 5 year reunion or a 15 year reunion - it doesn't really matter.

STORY: Tonight, the Class of '38 celebrates their 10th year reunion. The reunion is however marred by tragedy because one of their alumnus, **Simon Klint**, recently died* an untimely death at the age of 33 (*adapt age as necessary*). Class president, **Molly Salem**, knows this because his invitation was returned, marked "dead" and his death certificate was enclosed with the RSVP. **Molly** was quick to spread the macabre news. No one knows who sent his RSVP but everyone is talking about how strange it is. Add to that, his closest school friends each received an anonymous letter with a copy of **Simon's** death certificate, telling them to be sure to attend the reunion because **Simon** left them a special gift. No one can resist the intriguing letter--perhaps they have been remembered in his will?

THE LETTER EACH SUSPECT RECEIVED. This letter will be presented during the course of the mystery.

Dearest Lifelong *FRIEND* of Simon Klint:

As you may have heard, being the dear and generous *FRIEND* (???) of Simon's that you are he just recently passed away in the most tragic way (see enclosed death certificate). All is not as it seems with his death and that is where you enter the picture.

Simon has left you (and a few others) a gift but you must attend the reunion to claim it. I can not tell you any more than this but you will be made aware of what I mean if you attend.

You will be affected by what happens at the reunion for the rest of your life, mark my words.

See you there!

PRIMARY SUSPECTS

These are the folks who will have full knowledge of the mystery; you'll give them this complete script as well as their prime suspect guidelines ASAP.

Peggy Garfunkle: She claims she is a librarian in Fargo, ND. She comes across as a bookish, nervous and hysterical woman who's prone to panic attacks. She even carries a brown paper bag that she uses when she starts to hyperventilate.

COSTUME: Provided in the full script.

Cliff Clarence: The #2 best-selling horror writer in the U.S. He lives in Maine and he's flat out weird (think Christopher Walken weird): dark, macabre, pale, dark circles

under his eyes (as if he stays up all night), all dressed in black, strange hairdo. He's often seen in whispered conversations with unseen beings. His eccentricities bring him attention and he loves attention.

Cliff used to be the #1 horror writer in the US but that changed since his last 2 books didn't sell very well and he lost a lucrative motion picture deal, leaving him living WAY beyond his means. Now he'd do anything to get a good story.

"The Runner" (plot: stop running, you die) was his first novel and it quickly became a best-seller. "Hoboken's Lot" was his first commercial failure, followed by another failure "The Almost Naked and the Very Dead". "Hoboken's Lot" was supposed to be made into a motion picture. The project was shelved when **Cliff's** screenplay of the novel was deemed un-filmable.

Gloria Dowd: A tough girl, tom boy through and through. Anything girlie or feminine horrifies her. She works behind the desk at her town's police department but she'd be better suited as a cop. She IS "Rosie the Riveter" - she gave her heart and soul to the war effort but she would have loved to have been on the front lines.

A great bit would be for **Gloria** to challenge women/men to arm wrestling and pushups if she's in good enough shape.

She falls hard and fast for **Milton** Covina the minute she sees him. To her, he's become quite the man about town - of course she may just be desperate.

Lana Bluster: Maiden name: Langley. The beauty queen. She's not the brightest sandwich at the picnic but she married well - if you like being married to a very powerful, very controlling, very self-serving, very mean and very rich man. She may have at one time enjoyed the experience but now she wants a divorce (thanks to some prompting from her friend **Molly**). Her husband **Phineas** won't allow it of course (*remember it's the 1940's - no women's lib*).

She and **Molly** are still best friends so **Molly** knows the trouble **Lana's** seen - they still to this day act like teenager girls around each other (*good bits for you both to use during the mystery*). In college, **Lana** and **Frankie** McCall were heavily involved but he just took off one day after graduation and that was the end of that relationship. **Phineas** was waiting in the wings. In her little beauty queen brain, she knows now she never should have married him on the rebound from **Frankie** but what's a girl to do?

She would have jumped at the chance to help **Simon** but **Phineas** caught wind of her plans to send him money and put a stop to them immediately. "No wife of mine" and all that. She was never able to communicate to **Simon** that she wanted to help and now she feels bad about that.

Lana is also prime for the picking as far as attention from the opposite sex is concerned, having been so long neglected and verbally abused by her husband. **Frankie** is right there to give her that attention. She is a different woman around him: Still beauty queen dumb (*no offense to all those brainy beauty queens out there*) but sexy, flirtatious and actually happy.

Phineas T. Bluster: Lana's husband. He's a loud, obnoxious surgeon who treats his wife like dirt and is a skinflint to boot. This is an arrogant, self-absorbed, mean man. What made him so hateful between now and his college days? He wasn't as awful then or Lana wouldn't have married him. Perhaps it's his talent as a surgeon that gives him a holier-than-thou complex. Whatever the cause, he was never much of a human being and now he's even less so. He's obsessively cautious and prideful about his "skilled" hands (*a good character bit would be to NOT shake hands with anyone who wants to*).

Frankie McCall: An aviator. Handsome, tough and sexy - a bad boy through and through (the kind women dream about). He and **Simon** were best friends back in college. Lana was the love of his life back in those days but he was too scared to do anything about it but leave. There have been many women since then but none of them Lana.

Molly Salem: Maiden name: Buford. The college cheerleader with the most school spirit. She was also the Class President and head of her sorority.

An outgoing, boisterous, high energy gal who always seems to have too much to do which is why she loves her self-created "schedule system" (think: 1940's pre-felon Martha Stewart type) - it keeps her plans on schedule and organized. Party planner extraordinaire, she's organized this reunion and has every moment scheduled for "optimal fun".

She's now married to a door-to-door salesman.

Molly knows of Lana's bad marriage and is very protective of her best friend. She hates **Phineas** with such a passion it can't help but show every time she's near him.

Milton Covina: He's a psychologist.

Milton was hoping to impress the darn heck out of everyone at the reunion but he will, of course, fail miserably (except to **Gloria** of course) which fills him with an uncontrollable rage against those that mock him.

Phineas used to play pranks on **Milton** all the time (put his hand in water while he was sleeping so he wet himself; put shaving cream in his hand while he was sleeping so he'd smear it all over his face when he woke up; set him up on non-existent blind dates, etc.) **Milton** was **Phineas'** whipping boy and **Milton** has made a promise to himself not to let **Phineas** get the better of him tonight.

Gloria scares the heck out of **Milton** with her attempts at "flirting". She's a little too much man for him.

SECONDARY SUSPECTS (optional).

Remember, EVERYONE will be actively involved in this mystery because it will be their job to solve the case and because you'll be encouraging them to come in costume and in character. Use any or all of these secondary suspects if you have "extra" cast members you want to use or if you have some guests who want to take on a character but not take on the full responsibility of a primary suspect. You will **NOT** give them a

script but you will give them a description of their character and let them run with it. *****FOR LARGE GROUP MYSTERIES (75 OR MORE):** I'd definitely suggest you cast your secondary suspects and give them a script - just like you'll do with your primary suspects. During the mystery it will be the secondary suspects' "job" to act as general support for the primary suspects. They'll roam the room "gossiping" about the goings-in, quiet the audience down during a main action, answer questions, bring primary suspects to tables for questioning and make sure your guests have seen the physical clues that have been revealed.

There's a separate document included with this kit that contains instructions for these guests.

1. **Vinnie "Mr. Sell'em" Salem:** Molly's husband. He LOVES selling any thing that will make a housewife's work easier so she can welcome her man home at the end of the day.
2. **Kitty Reagan:** Frankie's date for the evening. A jealous sort so she won't like Lana one bit.
3. **Herman Swiggle:** Milton's best friend in college. It's "Revenge of the Nerd's" 40's style.
4. **George:** Phineas' driver whom he insists is at his and Lana's beck and call. Phineas loves showing off his wealth so he doesn't hesitate to demand things from George. "Get me a drink"; "I don't want this drink; get me such and such." "Hold the glass while I drink so my hands don't get cold." "My wife is chilly, find her a sweater." "Not that sweater, it's ugly." You get the picture.
5. **Poppy Arthur:** Gloria's "date" whom she insists is just a friend. Because Gloria is such a tom boy, it'd be fun to set up a "what if" situation. What if she really prefers women to men? This is where Poppy can come in. Insinuate to your heart's content and feed the gossip that will ensue - gossip is a big crowd pleaser. Poppy, you're a love sick puppy around Gloria whether she responds to you or not. You're just happy to have a friend.

MOTIVES - full script will have a list of motives for each suspect.

THE SEQUENCE OF EVENTS

FACILITATOR NOTES - There are notes to the facilitator preceding any scene that requires props or some sort of prep work (like making up the victim)

0:00 - 0:15

All enter and mingle in character. As you mingle:

ALL: Show the mysterious letter you received asking you to attend this reunion - your organizer will have copies for you; ask your guests if they received one too. Ponder with them what Simon's "gift" is.

ALL: Talk about Simon's death; Mention that Simon contacted you for money once -

tell them why too -- but you didn't respond (or, in **Lana's** case, **Phineas** wouldn't let her) for whatever reason you come up with.

ALL: SET UP YOUR MOTIVES FOR KILLING PHINEAS - see above motive list.

MOLLY: Show RSVP card and **Simon's** death certificate (*your organizer will have copies for you*) - these are clues and evidence that will help the savvy detective solve the case. When you're done showing them around leave them on your evidence table.

PEGGY: Tell a few guests the following: "I wanted to be an actress--I think I'm good but somehow I got stuck in Fargo..."

FRANKIE/LANA: Frankie openly flirts with **Lana**. The passion is still there and it should be obvious. She quickly responds to the attention and they obviously plan a secret meeting for later on in the evening. When any of the guests catch on **Lana** should tell them NOT to tell **Phineas**.

GLORIA: Starts her very brutish flirtation with the very frightened **Milton**. She asks advice of the guests on how to make **Milton** notice her (people love to help!) She asks for make up tips, sexy walk tips, (*anything you can think of to get them involved*).

PHINEAS: You need to be self-centered, obnoxious and mean so that your guests immediately and intensely dislike you.

0:15

Molly gets everyone's attention.

MOLLY: Welcome to our class reunion everyone. We want to play "catch up" and hear of your accomplishments and where you are in life at this time but first let's do a little walk down memory lane.

OPTIONAL: Insert any inside jokes/roasts/stories you want here by "categorizing" your guests. Ex. Most likely to marry an alien from outer space, best hair...(list included with full script)

After which, **Molly** updates everyone about her life (*and her husband if you're using secondary suspects*).

She then moves onto different guests in the room and to the cast.

GUEST PARTICIPATION HERE - get 'em talking and volunteering information!
Let them show off their "character".

When it's **Lana's** turn (*after some audience participation*), **Phineas** interrupts her before she can even say anything but "umm".

PHINEAS: She's my wife and that is her whole life as it should be for all women. I provide a very luxurious lifestyle for her due to my being an excellent surgeon. My hands are my fortune. As I look around I can see I'm clearly far more skilled than anyone else here.

LANA: Ummm, **Phineas**...

PHINEAS: Speak when you're spoken to **Lana**, how many times do I have to tell you? Are you stupid?

MOLLY: I *WAS* talking to **Lana**, but you interrupted **Phineas**. Leave her alone and don't bore us with your bragging. We don't care. Someone else tell us what they've been doing for the past 10 years.

CLIFF: You all know I'm a writer so I must protest **Phineas'** contention that he's far more skilled than anyone here tonight.

He elaborates more about his writing (*see your character description*) - continuing the "catch up game with his fellow alumni".

Phineas sulks, interrupts and makes derogatory comments about the cast/guests for the rest of the "catch-up".

Molly ends with a moment of silence for **Simon** during which **Phineas** loudly comments that **Simon** was a queer man who believed in aliens and the Blusters weren't about to give him any money!

PEGGY: Shame on you and what you've become, **Phineas**. **Simon** was your friend once - otherwise you wouldn't have gotten the same letter from him we all got. (*To the audience*) In case you haven't heard, **Simon** wrote to all of us about 2 months ago asking for money to fix a transmitter found on an alien spaceship. What if he was right and the aliens do exist? What if that alien spaceship crash in Roswell was real? How do you know it wasn't, **Phineas**? What if those aliens could have cured him? What if your money could have saved him? You're a disgrace to the human - and alien -- race. I pity you.

PHINEAS: Don't bother. I have more than you'll ever have. Pity yourself and your sorry little life as a librarian instead of an actress. If I remember right, you were pretty good on the stage and now look at you.

PEGGY immediately gasps, "how dare you" and starts to hyperventilate (panic attack)

into her brown bag. **Lana** takes a hissy fit telling **Phineas** she can't take it anymore and she needs him to just be quiet!

Molly intervenes before **Phineas** has a chance to respond.

MOLLY: Come on **Lana**, **Peggy**, everyone, let's do our famous cheer before we move on.

She leads everyone in a classic cheer from her cheerleading days at school.

Make up some cheerleader choreography to go with this cheer **Molly**.

Possum cheer included in full script.

Repeat if necessary and encourage your guests to join in. Help her out everyone (*everyone but Phineas*).

Molly then jumps up yelling "Go Possums!"

(c) Haley Productions

----- NARRATOR VERSION -----

Use this version of the game if you don't want your prime suspects to know whodunit. They will simply follow instructions provided by your narrator.

HOW THE NARRATOR VERSION OF THIS MYSTERY GAME WORKS:

- You'll need to cast your prime suspects (see character descriptions below). They'll get their character descriptions and the basic premise of the mystery but that's it. You'll also cast a narrator to be the storyteller. Your prime suspects will act out what the narrator says. They'll have to carry out certain actions (like arguments) and suspicious activities to set themselves up as suspects.
- The rest of your guests will take on the role of detective and it will be their job to actively solve the case by examining evidence, finding clues, following and questioning suspects - whatever it takes for them to solve the mystery.

Essentially, everyone will have a crucial, interactive part in the mystery.

- The whodunit will be about 1 1/2 to 2 hours long but you can make it shorter by tightening up the sequence of events (*warning: this means LESS audience participation*) or longer by allowing more time between the scenes/action.
- All are mystery games are challenging to solve but they're also comedies - a great combination for an unforgettable event.
- This will not be a stationary mystery - it will be action-packed; we get people active and involved unlike those mysteries-in-a-box where everyone just sits around reading their part and asking questions they get from a booklet.
- **NOTE: You can modify any of our mystery games to best suit your needs so long as each suspect maintains a motive to commit the crime(s).**

Prior to your mystery event/party, you'll send your prime suspects complete character descriptions of all the suspects - which are the same as described above, costume suggestions and the following instructions.

THE NARRATOR

This character will narrate the action in the mystery game.

As a prime suspect, your instructions are very easy. Your job will be to act out what this narrator says and follow his instructions (*feeling free to ad lib if you are so inspired*). You also need to react - as your character - to what's going in the mystery so listen well to your narrator and don't hesitate to interact with your fellow suspects and the audience. Have fun, let loose, and ham it up!

PRIME SUSPECTS, WHEN THE MYSTERY STARTS HERE'S WHAT YOU'LL NEED TO DO:

- Mingle and introduce yourself. Work the room! Get into the fun of playing your character.
- Use the character bio we've provided to tell your story and to gossip about your fellow suspects.
- Engage in conversations with guests and answer their questions. Any time the narrator is not narrating the story you should be mingling and playing up the story as it unfolds.
- *Any additional character notes/actions are inserted here in the full Narrator version.*

YOUR PRIME SUSPECTS WON'T GET THE FOLLOWING INFORMATION; ONLY YOU AND YOUR NARRATOR WILL. This is what he/she will read during the mystery:

ORGANIZER NOTES - There are notes to the organizer preceding any scene that requires props or some sort of prep work (like making up the victim).

Narrator: Welcome Ladies and Gentlemen. My name is Bert (Berta) Beetlejuice and I am here to lead you through this mystery. I hope by now you've met everyone. If you haven't yet had the chance, don't worry you will.

Molly (who will get these instructions from the Organizer) will take over and push you out of the way. Be sure to react to be ousted from "center stage". She will do her welcoming bit as described above. There will be 2 options here: Molly will just introduce the prime suspects and have them say a bit about their lives OR Molly will just introduce the prime suspects and have them say a bit about their lives THEN move on to the "Class Category" list. Whenever she finishes up with her moment of silence for Simon you can move on to the next scene...

Narrator: Thank you Molly for a trip down memory lane and for remembering Simon. *(To the audience)* In case you all haven't heard, Simon wrote to some of his old school friends about 2 months ago asking for money to fix a transmitter found on an alien spaceship. Anyone want to elaborate on that a bit more. We have some curious folks who want to know more. Phineas, why don't you fill them in and tell them how much money you sent Simon to help your friend.

Let Phineas fill folks in – he'll be ad-libbing here based on what the narrator has asked of him.

Narrator: Peggy takes umbrage to Phineas' comments about Simon and his belief that the aliens were real and they could have saved him. She angrily tells Phineas' he disgusts her and shame on him for not helping his old friend. *(Pause to allow her to do this.)* Phineas comments on her sorry little life as a boring librarian instead of the famous actress she wanted to be once. *(Pause)* Peggy immediately gasps, "how dare you" and starts to hyperventilate into her brown bag. *(Pause for the action.)* Lana takes a hissy fit telling Phineas she can't take it anymore and she needs him to just be quiet!

(Pause) Molly intervenes to encourage everyone to do our famous school cheer before we move on.

She leads everyone in the school cheer as outlined in the character description section above.

(c) Haley Productions

This is just a sample of the game.

Here's what you will receive when you purchase this Haley Productions Murder Mystery Game for fun or for teambuilding:

Our regular murder mystery games (\$24.99) complete package includes:

PRIMARY GOAL: Just having FUN!! Perfect for house parties, fundraisers and other events where it's all about having a very memorable, fun time.

WHAT'S INCLUDED WITH YOUR PURCHASE:

☉ Friendly, helpful support via email

AND MASTER COPIES OF:

☉ Step By Step Organizer Instructions, Planning Checklist and Supply List (*approx. 10 pages*)

☉ The Mystery Script (of course). *Scripts are approximately 40 to 50 pages; these can be emailed to your prime suspects. Scripts provide further instructions.*

There are 2 versions of the game available to you with purchase:

Version 1 is the Know It All version wherein the prime suspects get the script/sequence of actions ahead of time and will know whodunit. Your suspects won't have to memorize a lot of dialogue but they will have to be familiar with a sequence of events/actions. They'll have to carry out suspicious activities to set themselves up as suspects and make sure their guests know some key facts. This format will allow them to better play off the guests and get them actively participating in the mystery.

Version 2 is the Narrator Version. You'll add a narrator to narrate the mystery (tell the story) while the prime suspects act out what the narrator is saying. They will not need to know whodunit in this version. They'll only get their character descriptions and some set up information ahead of time.

☉ Prime Suspect Guidelines chock full of helpful hints on how to prepare for the exciting mystery party and their role as a suspect in a murder (for scripts where the suspects will know whodunit).

☉ The Program. You'll provide this program to all participants. It'll be their guide by providing the basic plot of the mystery, the primary suspect list and the "rules" of the game - all the info they need will be right in front of them at all times. Go here for a sample:

<https://www.haleyproductions.com/mystery/ProgramSample.pdf>

☉ The Detective's Evidence Record (solution sheet). They'll fill this out as the mystery progresses (notes, clues, evidence, method of murder, motives and

their theories on whodunit) and hand it in at the end of the mystery before the killer is revealed.

⊙ The Invitation. You can use our printable invitation included with the kit or see our mystery game resource page for a list of e-invite URL's to send all your party invites via email (all free to use). Resource page: <https://www.haleyproductions.com/resourcesmmg.html>

⊙ Secondary Suspect Instructions (optional). EVERYONE will be actively involved in this mystery because it will be their job to solve the case and because you'll be encouraging them to come in costume and in character. Use any or all of the secondary suspects included with each mystery game if you have "extra" cast members you want to use or if you have some guests who want to take on a character but not take on the full responsibility of a primary suspect. **FOR LARGE GROUP MYSTERIES (75 OR MORE):** We definitely suggest you cast your secondary suspects. During the mystery it will be the secondary suspects' "job" to act as general support for the primary suspects. They'll roam the room "gossiping" about the goings-in, quiet the audience down during a main action, answer questions, bring primary suspects to tables for questioning and make sure your guests have seen the physical clues that have been revealed.

⊙ Outstanding and Bumbling Detective Award Certificates

⊙ Paper Clues (for ex. a medicine label or a will)

⊙ Name Tags/Dinner Table Place-cards (optional use)

⊙ Thank You Notes

⊙ "I'm Dead" Sign for your victims so they can come back and enjoy the rest of the mystery (optional use)

⊙ Mug shot Placard (optional use)

⊙ Costume Suggestions For The Prime Suspects. Also, if you select a show set outside of modern day we include costume illustrations. (Check out our mystery game resource page for costume and historical links if your script is a period piece. *That page is a great resource for you in general so please bookmark it: <https://www.haleyproductions.com/resourcesmmg.html>.)*

WHAT WILL YOU NEED TO BUY? You'll need to provide a few items like murder weapons (*like a fake knife, a pill bottle for a poisoning or rope for example*). We'll let you know exactly what you need to buy/obtain in our handy organizer guide that comes with each mystery game. Everything you'll need to get will be very easy to find and very inexpensive.

Our corporate team building mystery complete package includes:

PRIMARY GOAL: Corporate team building. Improve communication skills, listening skills, problem-solving skills & performance. Emphasize multi-tasking, goal setting & strategic thinking in a group atmosphere. *All while having lots of fun of course! (My many years (since 1988) of hands on experience, expertise and knowledge will help you take the guesswork out of how to build a better team and will save you hours of prep, research and design time.)*

**** A double asterisk indicates material only included in the teambuilding version of the mystery game, but not in the regular version.**

☉ Friendly, helpful support via email

AND MASTER COPIES OF:

- ☉ ** Team Building Instructions and Materials (*approx. 32 pages*)
- ☉ ** Team Building Adaptations to the Mystery Script & Your Planning/To-Do Checklist
- ☉ Team Roles and Rules
- ☉ ** Teamwork Cheat Sheet
- ☉ Team Solution Sheet/Evidence Record
- ☉ ** Open Now Labels - for Teamwork Projects
- ☉ Final Presentation Scoring Cards
- ☉ ** Opening Speech by Organizer to the Teams
- ☉ ** Facilitator Assessment Form for Team Observation & “Teams in Trouble” Guide
 - ** Teamwork Assessment Form for you to use during debrief and to hand out to participants
- ☉ ** Addendum (Optional Use Only): A Bonus Project and Our Getting To Know You Form to help you get to know your team better.
- ☉ ** Teamwork Project
- ☉ The Mystery Script **** Adapted for Team Building:** The participants will be divided into teams (usually each table represents a team) and will receive instructions for solving the case as a team. They’ll be assigned team roles and, to incorporate multi-tasking, they’ll be asked to complete a project while working together to solve the case, which they’ll present to the other teams. Each team’s speaker will also present their findings at the conclusion of the mystery. (*Scripts are approximately 40 to 50 pages; these can be emailed to your prime suspects. Scripts provide further instructions.*)

There are 2 versions of the game available to you with purchase:

Version 1 is the **Know It All Version** where the team of suspects will know whodunit. It will be their job, as primary suspects, to work AS AN ENTHUSIASTIC, WELL-FUNCTIONING TEAM to present a cohesive - and fun - murder mystery).

Version 2 is the **Narrator Version**. You'll add a narrator to narrate the mystery (tell the story) while the prime suspects act out what the narrator is saying. They will not need to know whodunit in this version. They'll only get their character descriptions and some set up information ahead of time. Your prime suspects will not be functioning as a team as much in this version because they won't know any specifics on what they will be doing during the actual mystery but they will need to be prepared by knowing their fellow suspects and their relationships with them.

- ⊙ Step By Step Organizer Instructions, Planning Checklist and Supply List
- ⊙ Prime Suspect Guidelines chock full of helpful hints on how to prepare for the exciting mystery party and their role as a suspect in a murder (for scripts where the suspects will know whodunit).
- ⊙ The Program. You'll provide this program to all participants. It'll be their guide by providing the basic plot of the mystery, the primary suspect list and the "rules" of the game - all the info they need will be right in front of them at all times. Here's a sample:
<https://www.haleyproductions.com/mystery/ProgramSample.pdf>
- ⊙ The Invitation. You can use our printable invitation included with the kit or see our mystery game resource page for a list of e-invite URL's to send all your party invites via email (all free to use).
Resource page: <https://www.haleyproductions.com/resourcesmmg.html>
- ⊙ Secondary Suspect Instructions (optional). EVERYONE will be actively involved in this mystery because it will be their job to solve the case and because you'll be encouraging them to come in costume and in character. Use any or all of the secondary suspects included with each mystery game if you have "extra" cast members you want to use or if you have some guests who want to take on a character but not take on the full responsibility of a primary suspect. **FOR LARGE GROUP MYSTERIES (75 OR MORE):** We definitely suggest you cast your secondary suspects. During the mystery it will be the secondary suspects' "job" to act as general support for the primary suspects. They'll roam the room "gossiping" about the goings-in, quiet the audience down during a main action, answer questions, bring primary suspects to tables for questioning and make sure your guests have seen the physical clues that have been revealed.
- ⊙ Award Certificates
- ⊙ Paper Clues (for ex. a medicine label or a will).
- ⊙ Name Tags/Dinner Table Place-cards (optional use).

- ⊙ Thank You Notes
- ⊙ "I'm Dead" Sign for your victims so they can come back and enjoy the rest of the mystery (optional use)
- ⊙ Mug shot Placard (optional use)
- ⊙ Costume Suggestions For The Prime Suspects. Also, if you select a show set outside of modern day we include costume illustrations. (Check out our mystery game resource page for costume and historical links if your script is a period piece. *That page is a great resource for you in general so please book mark it: <https://www.haleyproductions.com/resourcesmmg.html>.)*

WHAT WILL YOU NEED TO BUY? You'll need to provide a few items like murder weapons (*like a fake knife, a pill bottle for a poisoning or rope for example*). We'll let you know exactly what you need to buy/obtain in our handy organizer guide that comes with each mystery game. Everything you'll need to get will be very easy to find and very inexpensive.

View all our mystery games:

<https://www.haleyproductions.com/mystery/murdermysterygames.html>

Purchase and download your game today & get your party started!