



## 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.**

*Worldwide copyright laws and conventions protect all Haley Production's scripts and script samples such as this one. None of our games may be used for profit or commercial use without contacting us for written permission and to discuss usage rights.*

**G**ot  
questions?

Please don't hesitate to contact us

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Web Site: [www.haleyproductions.com](http://www.haleyproductions.com)

Shopping Cart: [www.haleyproductions.com/shop](http://www.haleyproductions.com/shop)

## ----- 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).**

## THE DEAD MAN'S CHEST

*COMMENT TO ORGANIZER: This mystery takes place in 1857 in New Orleans at a Mardi Gras Ball. You can change any of this if you want although the time around 1857 was really the time of the classic pirates. Still pirates exist today so you can change it to modern day if you so choose. Also it doesn't have to take place during Mardi Gras. It can be any sort of gala event or party.*

**YEAR:** 1857

**PLACE:** New Orleans

**EVENT:** The Mystick Krewe of Cochon is having an end of Mardi Gras Ball hosted by Governor Fayette Warren and his wife, **Raylene**. The surprise guests include a few pirates searching for a treasure - a dead man's chest if you will.

**RESOURCES FOR 1850'S COSTUMES, PIRATE LINGO AND NEW ORLEANS' SLANG:** [provided in full script]

### 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.

**Cutler Sinslayer:** A New Orleans' judge with his own version of law and order. The very wealthy Sinslayer is slovenly and crass. He's also a total chauvinist (in today's terms) who treats his wife, Sookie, like a hired hand. The only time he parts with his money is when he spends it on himself. His quirk: he loves the feel of women's clothing so he carries a very feminine looking piece of fabric in his pocket (just in case women won't let him touch their clothes). The fabric calms him down when he's upset but horrifies and completely unsettles everyone else, especially the women. He recently and secretly purchased Isle de Fueille-Merde (Dung Beetle Island) - a small island located very deep in a bayou swamp, accessible only by boat and only with a map. He buried \$25,000 in gold and silver on that island.

**Sookie Sinslayer:** Cutler's wife. She loves the prestige and access to important people and high society that being married to her husband provides her, but she can barely tolerate Cutler and how he treats her. She's a hypochondriac with this irritating laugh that she uses when she finds something funny or when she's nervous, which means she's laughing quite a bit during this party - all while being sure she is dying of some disease or about to become ill.

She stumbles upon the map to the money Cutler has hidden and thinks that this is her way out of her marriage - but she needs her best friend Raylene's help to find the island and the treasure and make her escape. She wants to go to New York City and live amongst her type there (you know, the wealthy, important people).

**Governor Fayette Warren:** Cutler Sinslayer's long time friend. Fayette is an obsessive compulsive type personality - very buttoned up, very afraid of germs, needing exact order all the time. He keeps his new nurse (*and he's had many; most don't stay long*) Lilly Laveau by his side to hand him a small hand towel any time he touches another person (*shakes hands, etc.*) and to help him create order when he finds something off kilter or in disarray. He is particularly obsessed with keeping silverware and other items on dinner tables lined up and in order. He has a habit of picking up and whispering to clean silverware as if the item were a real person in whom he can confide. He is tired of being Governor - it's a dirty job literally and figuratively. He just wants to be done with it and move someplace that is clean, pristine and peaceful. He has heard that Switzerland is such a place.

**Raylene Warren:** Sookie Sinslayer's best friend. Raylene is arrogant, aggressive, insulting, pompous, conceited and totally in control of her husband. The more she enables his obsessive compulsive behavior, the more she remains in control of him. When she wants to taunt him, she causes some sort of mess or disorder that he has to rearrange/fix or touches something "dirty" then touches him. These actions require Lilly to constantly assist Fayette which is always highly amusing to Raylene. Tormenting someone is her skewed definition of love apparently. Oh and she loves to refer to herself in 3<sup>rd</sup> person and by her full name when she's talking about herself and she always calls her husband *Governor Warren*. She thinks it's a classy thing to do both.

**Jack Black:** He is sexy, handsome, charming, cocky and flamboyant - and he knows it. He always seems slightly drunk but who knows if he really is. The slurring could just be a speech impediment and the slight staggering just his way of walking. He would be what is known today as a "bad boy". He claims he is an actor from the Theatre of the Vampires in New Orleans where they do commedia dell'arte and original scripts mostly about death. He was able to convince Sookie to get him invited to the party to perform for the group. He's lying about who he is.

**Arturo Diablo:** Lilly Laveau's beau having just returned from sea, trading goods in China. (*In modern day, he'd be a merchant marine.*) He appears at the party to "surprise her with his return", claiming not to know about the event. Arturo is a very strange man; very darkly dramatic, definitely a bit crazy and definitely unstable. Think of him as a silent screen actor where motion and action "told the story". Of course he will speak but his body movements are bold and larger than life. He and Lilly are like the 1850's version of Bonnie and Clyde if you will.

**Lilly Laveau:** Arturo Diablo's woman who, like him, is a bit crazy and unstable. She is Cajun. And she is the Governor's new personal aide, on hand to provide him with a towel to wipe his hands after shaking hands or to fix any disorder that could cause him to break down. She is quick tempered, fiery and easily sent into jealous rages, especially when it comes to Arturo. She loves to play with knives and sharp objects.

**Annabelle Greatlush:** She is a doddering, blundering, awkward and very poor spinster new to town. She wears eyeglasses and frumpy, ill-fitting working class clothes. She is very bitter about being so poor and how much she dislikes being a caretaker, a job she's taken on to make ends meet. She constantly complains about both throughout the evening. When she meets Jack at this party, it's attraction at first sight - for him, oddly enough. For her, not so much. She actually wears a simple wedding band to "discourage any sort of attention from the opposite sex".

#### **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 the game that contains instructions for these guests.*

1. **Caleb (male)/Callie (female) Roscoe:** A very eccentric, very superstitious Cajun local who wrestles alligators, charms snakes and claims to be psychic. He (or she) is hoping to join the circus that's coming to town - - see "The Nosy New Orleanian" newspaper below. He also thinks that he and **Annabelle** are best friends. **Annabelle** would strongly disagree.
2. **Malvina Grunch:** She falls head over heels for **Jack** once she knows he's an actor. She herself is a wannabe actress who has never been cast in a Theatre of the Vampires' play or any play for that matter although she's tried out many, many, many times.
3. **Elton Coffin:** The local undertaker. Formerly betrothed to **Raylene** and still bitter she broke off their engagement to marry **Fayette**. He loves blood and gore more than just about anything else in this world.
4. **Harlan (male)/Harlene (female) Peachtree:** **Cutler's** very efficient secretary. Writes everything down no matter how insignificant and sees to **Cutler's** every single need (real and imagined). His (or her) enthusiasm for the law is very over the top and a bit scary as is his love of taking copious notes.
5. **Delmar Dubbs:** **Sookie's** brother, a wannabe pirate; dumb as a rock. He's constantly "playing" pirate (like a little kid would). He also falls madly in love with **Lilly** and her knives.

## 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

**Fayette** and **Raylene**, as hosts, meet and greet everyone.

**Raylene**, remember to talk in 3<sup>rd</sup> person and call your husband Governor Warren even when you're addressing him (this is an optional bit so if you don't like it, don't use it).

**Fayette**, remember you have Obsessive Compulsive Disorder (although it wouldn't have been called that back then).

The Sinslayers arrive. **Sookie** is clearly very upset and distracted but **Cutler** is oblivious to this (*she has of course discovered the map to the island is gone*). **Raylene** knows exactly why she's upset but she's not about to tell her she took the treasure map for herself so she pretends to be concerned although she makes any excuse she can NOT to be alone with **Sookie** to keep their conversation to a minimum. This leaves **Sookie** even more upset not to mention confused by her best friend's behavior.

**Sookie**, remember you're a hypochondriac so you're always talking about what you think you have wrong with you. And don't forget that nervous laugh! **Cutler**, don't forget to career your piece of cloth and do try and feel the sleeves of women's outfits if possible.

Shortly after the Sinslayers arrive, **Annabelle** stumbles into the room, recovers and then goes to **Fayette** and curtsies, which throws her off balance once again. **Fayette** bows back in an awkward manner not used to anyone curtseying for him. **Annabelle** introduces herself to the Warrens. When she says she's just moved to town, **Raylene** introduces her to the group. Remember, she's one of those people who like to be insulting while pretending she's not so she should introduce **Annabelle** by saying something like:

**Raylene**: Everyone, this rather awkward woman in the dowdy clothing is new to town. Mrs. Warren doesn't remember her name so if you'd care to introduce yourselves, Mrs. Warren will leave that to you when you give her a warm New Orleans personal welcome.

**Annabelle**, remember to cry poor mouth and complain how much you hate your caretaking job. Also mention a few times throughout the evening how you can't see a thing without your eyeglasses.

0:10

**Arturo** makes a dramatic entrance (*remember the silent movie star type actions*). **Lilly** sees him from across the room and lets out an enthusiastic and weird yelp of some sort. He rushes to **Lilly** and swoops her into a passionate embrace followed by a passionate kiss (*the kiss is optional but please do it if you can*).

**Raylene** demands to know who is kissing her hired help. **Lilly** introduces **Arturo** as her beau, a seafaring trader who has been in the Orient for some months now. She was not expecting

him home. **Arturo** dramatically begs forgiveness for attending the party uninvited but he had no idea there was one and just wanted to surprise **Lilly**. **Lilly** begs **Fayette** for him to be allowed to stay. She ignores **Raylene**. She gets the guests to encourage **Fayette** to let **Arturo** stay and enjoy the festivities. Under such pressure he agrees.

**Raylene** is furious at **Fayette** for doing so especially without consulting her first. She rubs her hand on the bottom of her shoe or some such "dirty" action and then caresses his face with that hand reminding him that he should have asked her what she thought before agreeing to let that strange man stay. **Fayette** pulls away, brushing his hands at his face, screaming for a towel. **Lilly** rushes to him and hands him one. He vigorously scrubs his face.

0:15

**Jack** makes his staggering entrance by announcing (*in his signature slurred voice*) he, "a brilliant stage actor from Theatre of the Vampires in New Orleans where they do commedia dell'arte and original scripts mostly about death", has arrived and requires refreshment.

**OPTIONAL:** If you're using your secondary suspects, **Malvina** (the wannabe actress) screams out that she LOVES the Theater of the Vampires and encourages everyone to look at the famous and astoundingly handsome actor from that theater troupe. She can further gush that she's tried out for their plays many times but is still waiting to be cast in the right part. She rushes to **Jack** for his autograph.

**Annabelle** "falls" for **Jack** - literally - as she walks in front of him and trips, and, as he's picking her up off the floor he falls for her - figuratively of course. He asks her name. She tells him, thanks him for picking her up and tries to move on. He doesn't want to let her go, so bewitched is he. She orders him to unhand her. He does but insists they should get to know each other better. She tells him it's not a good idea and quickly (and of course awkwardly) moves away from him. He follows, immediately in stalk mode. If any male shows interest, he gets threatening.

## ----- 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).

0:10

**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 almost everyone. If you haven't yet had the chance, don't worry you will. Wait a moment. Clearly I spoke too soon. Who is that man in the doorway? I do believe it is Arturo Diablo, Miss Lilly's beau. **(Allow for him to rush to Lilly and hug her before continuing on.)** Raylene demands to know who is kissing her hired help **(pause to allow her to do this)**. Lilly introduces Arturo **(pause to allow her to do this)**. Lilly begs the Governor for Arturo to be allowed to stay. Fayette is clearly unsure so Lilly encourages the guests to convince Fayette to let her beau stay and enjoy the festivities **(pause to allow her to do this)**. Under such pressure he agrees. Raylene is furious at Fayette for doing so especially without consulting her first. She rubs her hand on the bottom of her shoe then caresses his face with that hand reminding him that he should have asked her what she thought before agreeing to let that strange man stay **(pause to allow her to do this)**. Fayette pulls away, brushing his hands at his face, screaming for a towel. Lilly rushes to him and hands him one. He vigorously scrubs his face.

0:15

**Organizer**, prep Jack for his entrance now. Instructions to give Jack: He makes his staggering entrance by announcing *(in his signature slurred voice)* he, "a brilliant stage actor from Theatre of the Vampires in New Orleans where they do commedia dell'arte and original scripts mostly about death", has arrived and requires refreshment.

**Narrator:** **(after Jack enters introduces himself AND if you're using your secondary suspects, Malvina, the wannabe actress excitedly reacts to Jack's arrival.)** Annabelle is peering at our newcomer and moves in for a closer look. She "falls" for Jack - literally - as she walks in front of him and trips, collapsing in a heap on the floor. **(Remember to ALWAYS pause to allow for the action to happen)**. As he's picking her up he asks her name. She tells him, thanks him for picking her up and tries to move on. He doesn't want to let her go, so bewitched is he by her beauty and um, poise?? She orders him to unhand her. He does but insists they should get to know each other better. She tells him it's not a good idea and

quickly (and of course awkwardly) moves away from him. He follows, immediately in stalk mode. If any male shows interest, he gets threatening. Hmm, beauty is clearly in the eye of the beholder wouldn't you say?

(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:  
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- ⊙ Thank You Notes
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**View all our mystery games:**

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

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