



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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G^{ot}
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).

The Demise of the Downhome Dealers

YEAR: Current year. Option: The early 1940's (*think of the movie "O Brother Where Art Thou?" starring George Clooney*).

PLACE: The Pig and Poke Bar, Mossy Bottom, Texas.

STORY: Major Country & Western (*or Bluegrass if you put this in the 1940's*) stars Dixie Diver and the Downhome Dealers (*whose home base is now Nashville*) have come back to their hometown of Mossy Bottom, Texas for a special concert and to allegedly announce the signing of their new contract with Belle Buford and Good Ole Boys Records.

EVENT: A post-concert press conference and party at The Pig and Poke, where it all started for the band.

HISTORY: The band has been playing together for the last **7 years** although they've known each other all their lives. They've produced 2 albums: *The Downhome Dealers* and *I Wish I Was In Dixie*.

THEIR TOP-SELLING SONGS WERE, IN ORDER OF RELEASE (*words to songs included below*).

1. *KICKIN' SATAN IN THE KNEE*
2. *LAUNDERLAND*
3. *DOES GOD WEAR A ROLEX?*
4. *I'VE NEVER SEEN JESUS BUT I'VE BEEN TO HIS APARTMENT*

PRIMARY SUSPECTS

These are the folks who will have full knowledge of the mystery; you'll give them this complete script ASAP.

DIXIE DIVER: Lead singer/major diva/prima donna. She has a HUGE secret and has made a decision that everyone is sure to hate. Well, almost everyone. Before the night is over, there will be drama thanks to Dixie.

Her relationship to the other characters: **INCLUDED IN FULL VERSION OF GAME**

DAN DAWSON: Dan plays the guitar and sings. He is a moody, arrogant (and sometimes cruel) bad boy, through and through. He was recently engaged to **Magnolia Randall**, Dixie's cousin, but 2 months ago, just a week before their wedding, he broke off their engagement. **Magnolia** fled to Los Angeles to try to mend her broken heart. **Dan** told **Dixie** that **Magnolia** was cheating on him. He insists **Magnolia** was the one that broke his heart, not the other way around despite what **Magnolia** says. **Dixie** believes his lie and has refused to speak to **Magnolia** since.

DAVE DIVER: Dixie's brother. He plays the drums in the band. **Dave** is very loyal to his sister. In fact, he's been pressing her to be the "Donny and Marie (Osmond) of the new millennium" with him, much to her embarrassment. He loves and reveres the super talented Donny and Marie!

DICK DELANEY: Another band member (the bass player). Not the smartest man. Okay, he's slow and stupid. He's also madly in love with **Dixie** but it's entirely unrequited. He doesn't care so much about the band as he does **Dixie**. The band just provides him with an opportunity to be with her every day. Once she finally agrees to marry him then he doesn't care what happens to the band.

BELLE BUFORD: She works for Good Ole Boys Records. The Downhome Dealers gave **Belle** her career and money in the bank. She'd still be selling vacuum cleaners door to door (and turning tricks on the side), if it weren't for the band. Of course, **Belle** remembers it differently: The Dealers would be nowhere without her, despite their musical talent. The Dealers used to play at a grubby cowboy bar **Belle** frequented called The Pig And Poke - yes, the very same bar you're in tonight. One night after selling a deluxe model vacuum cleaner (and a little hanky panky) to Charlie Daniels, the president of Good Ole Boys Records, she got an idea. She convinced him to join her for a drink at the Pig and Poke, promising him the next big thing in C&W. The deal: she becomes Charlie's newest employee if he signs the band to a record deal. He signed the Dealers all right and she became an agent for Good Ole Boys Records. The Dealers cut their first album, *The Downhome Dealers*, with Good Ole Boys 2 years ago. They cut their second album, *I Wish I Was In Dixie* with Good Ole Boys this year. Now their contract with Good Ole Boys is up for renewal. She has to get them to sign that new contract!

MAGNOLIA RANDALL: **Magnolia**, since being dumped by **Dan**, has become a Hollywood agent. She works for the famous Peter Dragon and Dragon Films. Since **Dan** left her, she has had it in her head to destroy him and his fame but she hasn't wanted to hurt her cousin, **Dixie** in the process. They were like sisters growing up so she only wants the best for her cousin and she sure doesn't understand why **Dixie** is refusing to talk to her since she and **Dan** broke up and why on earth she'd believe **Dan** over her own cousin. Now she has a way to end The Dealers, get **Dan** out of their lives and make **Dixie** happy (she knows **Dixie's** wants to get into the acting business). She wants to sign **Dixie** to a 3-picture movie deal. That should do the trick.

SUE ELLEN FRUPP: **Dixie's** personal assistant. Naive, nerdish, overly eager to please, very much taken advantage of by **Dixie** and **Dan**. She is feeling very ill this evening as she has been for the past week.

BUBBA McCOY: The Roadie/Security. Very tough and intimidating except when it comes to **Sue Ellen**. He's in love with her and is very, very protective of her. He's under control and very good at his job but he'll lose his temper in a heartbeat when it comes to anyone being mean to **Sue Ellen**. Maybe one day he'll tell her how he feels but she's so beautiful and sophisticated and so perfect he thinks she'd never go out with a big lug like 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 (see *invitation included with this game*). 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 this full script but you will give them a description of their character and some instructions (see *Instructions to secondary suspects* document included with this game) 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 this 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.

1. **Charlie Daniels:** Owner of Good Ole Boys Records. He just wants the band to re-sign with Good Ole Boys and expects **Belle** to do her job. He has one goal for **Belle:** Get **Dixie** and the band re-signed or she is fired.
2. **Otis Otter:** The Dealers' lawyer: He can run interference between the band and **Belle**.
3. **Peter Dragon:** **Magnolia's** boss. He's here to make sure **Magnolia** gets the deal signed. He has one goal for **Magnolia:** Get **Dixie** signed or she is fired.
4. **Pansy Parkman:** A tabloid magazine writer or TV reporter, writing an expose on the Dealers.
5. **Lulajeon Love:** **Dan's** "biggest fan" - a groupie that follows the band - well actually **Dan** - everywhere. She never misses a concert. She can hang all over him to further prove he's a louse.
6. **OPTION: The other band members' groupies:** It'd be fun to have them fight over who is the cutest, most talented, etc.

Here are your motives as prime suspects. These motives will make more sense once you read through the script. **(INCLUDED WITH FULL VERSION OF THE GAME)**

THE SEQUENCE OF EVENTS

To get the mystery started, Belle acts as host, welcoming guests to the party as they arrive and raving about the Downhome Dealers concert they all just witnessed. Sue Ellen and Magnolia also mingle, introduce themselves. Sue Ellen makes sure everyone has a pen and paper so they can ask for autographs from the band.

Organizer: You need to give pens to your guests for them to fill out their evidence records/solution sheets. Instead of placing them on tables have Sue Ellen enthusiastically hand a pen to each guest as she mingles.

SERVE SALAD/1ST COURSE. Once everyone has their 1st course (and while they're eating) Belle can give her speech and intro the band which is the official start of the mystery.

0:00

Belle gives a dramatic, rather conceited intro to The Downhome Dealers, focusing on herself more than them, playing herself as the heroine that made the band what it is today.

Note: You can write up a speech on cue cards if you want.

Finally, she introduces the band and encourages applause.

Sue Ellen is most enthusiastic with her applause. If someone isn't applauding Sue Ellen makes them applaud.

Bubba enters before the band, doing his tough guy security thing. He immediately sees a suspicious guest and frisks him (*this is a GREAT crowd pleaser*). He then clears the way for the band and during their entrance keeps the enthusiastic fans at bay (*make 'em enthusiastic, even if they're not, Bubba, so you can show 'em who's boss!*)

Dixie and the band enter, waving, shaking hands, signing autographs as they head to the front of the room. Sue Ellen can prompt people to ask for autographs if no one is doing so.

OPTIONAL BUT I'D RECOMMEND IT: They sing an impromptu acapella version their latest release, "I've Never Seen Jesus But I've Been To His Apartment" (audio included with this script; It's meant to be sung acapella. It's also REALLY easy to sing. How do I know? Because the voice you hear on the audio is mine and I can't sing worth a dang! Credit for this fabulously funny song goes to Patrick Preston, one of the funniest men I know.)

0:05

After the song or in place of it, **Belle** announces that the group will be signing a new contract with Good Ole Boys Records this evening.

Dixie interrupts.

DIXIE: Ladies and Gentlemen of the press, loyal fans, **Belle**, with all due respect, I have decided I am not going to sign a new contract at this time. . .

Dick, **Belle** and **Dave** react vociferously and with great horror to this announcement.

Dan is silently smirking as he watches the scene unfold. It's clear he's in on **Dixie's** announcement.

Magnolia (*who has been keeping a low profile in the audience since the band's entrance*) dramatically stands up and walks toward **Dixie** as she introduces herself and announces that she is here representing Dragon Films in Hollywood and is prepared to offer **Dixie** a 3-picture movie deal because she, as someone who knows **Dixie** better than anyone, knows **Dixie** wants to be a movie star.

Dixie is shocked and angrily asks **Magnolia** what she's doing here?

Dan also angrily asks her the same thing.

Dick interrupts (*keep this scene nice and tight*) with an announcement of his own.

DICK: If **Dixie** ain't signin' a new contract is 'cuz she and me are in love and are planning on taking a break and traveling around the world together.

DIXIE: Wait, **Dick**, I never said that...

DICK: Yes, you did. You done tole me you loved me. I remember it was last Tuesday at 7:52 p.m.

She denies it.

DAVE: So then you're finally going to go along with my idea of being the new Donny and Marie but only in this century? **Dixie**, I'm so excited. This world needs us! Remember how everyone loved Donny and Marie? They'll love us too!

Dixie tells him that she is not going to be the Marie to his Donny. It's just never, ever gonna happen. Ever.

0:10 PRACTICE

Now pandemonium breaks out as everyone is trying to speak but no one is listening to each other. Somehow, **Sue Ellen**, in her attempts to approach **Dixie** to see if she needs anything, is pushed and shoved around by just about everyone as tempers flare. This of course makes **Bubba** mad. He pulls the band members and **Magnolia** away from each other and **Sue Ellen** and sends them to different corners of the room. He's

imposing so they all immediately obey. He then immediately sees to Sue Ellen who is looking more frazzled than ever. She is suddenly overcome with nausea and rushes from the room, holding her hand over her mouth with her other hand on her belly.

Next, Dan gets everyone's attention:

DAN: Everyone quiet down and listen up. Dixie has an announcement. If you'd give her the floor so she can finish telling everyone what she has to tell y'all, I'm sure she'd be grateful!

He then sweeps her into his arms and passionately kisses her and keeps on kissing her until everyone quiets down. He breaks the kiss and possessively pats her on her behind. *THIS ACTION IS OPTIONAL BUT RECOMMENDED: It's important to foreshadow their upcoming announcement in a dramatic way.*

DAN: Come on Dixie, girl, I know you know how to do more with that mouth 'a yours than just kiss me so tell 'em...

DIXIE: Dan and I were married last night and we plan to record an album together, just the 2 of us. Barista Records wants to sign us and we've decided to do it.

Dave dramatically rushes from the room in tears, muttering loudly that it's all Dan's fault that his dream is dead!

Magnolia crosses the room and angrily throws a drink in Dan's face (*have a small amount of water at the ready Magnolia*).

Dan just laughs at her. She storms away from him, furious.

After Magnolia leaves, Dick (who has clearly needed time to mentally process what's happened) then asks Dixie if this means she don't love him no more?

DIXIE: I love you like a brother Dickie and that's all.

She begins to walk away but he falls to his knees, grabs one of her legs and pleads with her to love him. She drags him as she walks away. She finally disentangles herself. Meanwhile, Dan gets a bottle of booze (*pre-set somewhere or your organizer will have it for you*)

Dan gives Dick a bottle of booze.

DAN: Meet your new lover because it sure ain't gonna be Dixie. Dixie's mine, cowboy! The Dealers are done. And so are you Dickie Boy!

Dick starts guzzling the booze, clearly miserable and mumbling that he just might as well kill himself if he can't have Dixie.

Swill your bottle of "booze" Dick because you have to get drunk real fast for an upcoming scene.

By now **Sue Ellen** has returned to the room, still looking peaked. She heads right for **Dan**. **Bubba** follows her asking her if he can do anything seeing as she's clearly not feeling well. She brushes him off to approach **Dan** to "talk" to him but she can't get his attention. He blatantly ignores her. **Sue Ellen** tells **Bubba** that she can't tell him just yet why but she has to talk to **Dan** and soon. **Bubba** tries to question her but she begs him not to ask her anymore questions yet. He complies of course. He can now mingle with the guests and ask them what they think is up with **Sue Ellen**. He can perhaps ask people for suggestions on how to ask **Sue Ellen** out in a really classy kinda way.

Organizer Make sure **Magnolia** has a checkbook and pen.

0:15 PRACTICE

Magnolia approaches **Dan**, checkbook and pen in hand.

MAGNOLIA: I will get **Dixie** to sign with **Dragon Pictures** if it's the last thing I do. I hate you for what you did to me. I hate you for making **Dixie** mad at me. I hate everything about you. I want to see you ruined or dead. It's my life's callin' to make that happen. But in the meantime, I'm sure you'll take my little monetary incentive to back off. How much do you want?

Dan takes the checkbook and tucks it down her blouse (optional).

DAN: **Magnolia**, sugar, you can't have **Dixie** and you can't have me and you for certain don't have enough money to buy me off. I can see it in your face that you're still in love with me. Who can blame you? But it just ain't gonna happen, none of it. Get that through your dim-witted little brain...

Before he can walk away, **Magnolia** informs him that she's very over him and she'll make sure **Dixie** is too. She knees him*. She leaves him gasping and in pain.

***INSTRUCTIONS:** **Included in full version of this game**

Dixie rushes to **Dan** to help but he angrily tells her to get lost and pushes her away.

Sue Ellen moves in to help him and to try to talk to him.

Bubba sees **Dan** abusing sweet **Sue Ellen** and pulls her away from him as **Sue Ellen** yells back to **Dan**, "We have to talk **Dan**. I have something to tell you."

She then feels ill and rushes out of the room.

Bubba follows her, asking her if he can do anything.

----- 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 if female) 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. Feel free to get up and mingle; talk to people who interest you. Examine any evidence that may be revealed; question suspects and be sure to read your program. You get to play detective this evening and solve the mystery that's about to unfold. Now I'd like to introduce Belle Buford who will tell you a bit about herself, Good Ole Boys Records and introduce the Downhome Dealers. Belle...

[Belle's speech and band intro/entrance. They sing???)

0:05

Organizer - Please get Dan out of the room. Give him these instructions: AFTER SUE ELLEN RUSHES OUT OF THE ROOM FEELING SICK IN THE UPCOMING SCENE, Dan with Dixie by his side gets everyone's attention. He then sweeps Dixie into his arms and dips her, giving her a kiss - or a pretend kiss. After which he dramatically announces that he and Dixie got married last night and they plan to record an album together - just the 2 of them.

Dan will also have to give Dick a bottle of "booze" shortly after this scene - he'll be cued by the Narrator. It should be planted somewhere in the room so he can grab it. Please tell him where it is.

Narrator, wait for Dan to return to the room before you continue...

Narrator: Dixie could you come up here please. *Once she is standing by you continue:* Dixie has asked me to tell you that she will not be signing a new contract with Belle and Good Ole Boys Records at this time. Isn't that right Dixie? **(Pause for her response)**. And yes, as I would expect Dick, Dave and Belle react with great and dramatic horror and disbelief to this announcement. **(Pause for them to react.)** Only Dan seems unaffected for some strange reason. **(Pause for just a minute to let the suspects finish reacting.)** Magnolia takes this opportunity to introduce herself and who she works for. She then presents Dixie with a 3-picture

deal which she is sure Dixie will accept with great enthusiasm. (Pause so Magnolia can do this.) Dixie's reaction is not enthusiasm but anger over Magnolia having the gall to show up here tonight. Dan isn't happy to see her either. Oh wait, it appears that Dick wants to remind Dixie about them being in love and traveling around the world together. (Pause to let Dick say this) As Dixie denies this, Dave then figures she's finally ready to jump on board with his Donny and Marie idea. (Pause to let Dave say this) Dixie says no. Well folks she has rejected everyone thus far, no love for Dick, no Marie to Dave's Donny, no 3-picture movie deal. Now pandemonium breaks out as everyone is trying to speak but no one is listening to each other. (Pause for the pandemonium) Somehow, Sue Ellen, in her attempts to approach Dixie to see if she needs anything, is pushed and shoved around by just about everyone as tempers flare. (Pause to let this action happen) This of course makes Bubba mad. He pulls everyone away from each other and from Sue Ellen and sends them to different corners of the room. He's imposing so they all immediately obey. (Pause for action) He then immediately sees to Sue Ellen who is looking more frazzled than ever. (Pause) She is suddenly overcome with nausea and rushes from the room, holding her hand over her mouth with her other hand on her belly. (Pause)

[Dan will make his marriage announcement. Narrator, he's been given instructions but you may need to prompt him or remind him.]

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!