



Murder Mystery Game Sample

© Haley Productions. All Rights Reserved.

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.

Got
questions?

Please don't hesitate to contact us

800-293-3302/707-762-2323 - We're located in California (PST)

Email: susan@haleyproductions.com

Web Site: www.haleyproductions.com

Shopping Cart: 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).

Final Cut

YEAR: current (the 1950's is also very fun era for this script).

STORY: Director **Eddie** Cheek is looking for backers for his new movie so he's throwing a gala shindig for interested parties. In return for their funding his movie, he's promised them parts in the picture.

PRIMARY SUSPECTS

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

COSTUMES: Dress like you'd dress for the Academy Awards. Go Hollywood all the way and don't hesitate to over do it – you're all on the B-list, not the A-list so you're more desperate in your desire to attract attention! Note for the victims when choosing your costume please be aware that it may get bloody. See script for details.

Eddie Cheek: A self-absorbed, egocentric B-movie director whose movies tend to become cult classics more than mainstream films. His mentor is Ed Wood, Jr. a director, in **Eddie's** esteemed opinion, undeserving of the title "Worst Director Of All Time"*.

EDDIE'S MOVIES (IN ORDER OF RELEASE):

1. THE LASCIVIOUS LOVERS OF LONGHORN, 2 years ago
2. BRIDE OF DWAYNE, last year
3. THE ZOMBIE WAS AN ALIEN, current film (and why you're here)

*FYI, **Ed Wood, Jr.** is a real person. He was a director in the 1950's who has been voted "the worst director of all time." His movies are so bad, they're fun! ****IF YOU HAVE TIME, CHECK THIS MOVIE OUT, AND/OR RENT THE MOVIE, "ED WOOD", STARRING JOHNNY DEPP FOR A GREAT CHARACTER STUDY OF THE MAN.**

Billie Clubb: Owns Clubb Casting and Management, a second rate management company that represents B movie and television stars. She's working with **Eddie** to cast his movie. Her casting agency is filing Chapter 11 (Reorganization) because quite a few of the talent she represented, led by **Nova Devoe** decided to move to another management company, The Robin Dropping Agency. **Billie** is also on good terms with **Cherri**. She naturally hates **Nova**.

Nova Devoe: She was **Eddie's** mistress for about a year. They just broke up a month ago after **Nova** found him in bed with **Cherri Pitt**. **Nova** is also **Rock Stud's** ex-wife (married for 6 months; divorced for 2 years). Word is out that she's ready for a tell-all interview with *Entertainment Tonight* about her relationship with **Eddie**, her marriage to **Rock** and her notorious rivalry with other actresses – she has a reputation for mysteriously taking their lead parts away from them. She is even said to know some dark secrets about **Quinnie Winston** after having worked with him on *BRIDE OF DWAYNE*, **Eddie's** last picture.

Cherri Pitt: Cherri is new to Hollywood. After lots of unsuccessful auditions, she was getting desperate for a role in ANYTHING so she slept with **Eddie** after he promised her the lead in THE ZOMBIE WAS AN ALIEN (yes, the old casting couch is alive and well in Hollywood). She's the reason why **Nova** and **Eddie** broke up because **Nova** caught them in bed, sealing the movie deal as it were. She's madly in love lust with **Rock** AND she has the lead in a movie. Oh boy, there's no stopping her now! She's plays ditzy and dumb when she needs to but underneath it all she's pretty cut-throat and smart.

Rock Stud: He's the male lead in **Eddie's** picture. He pays an exorbitant amount of alimony to **Nova**, his ex-wife because the court ruled she was responsible for his push to stardom after she got him cast in the TV series, *Sky Fling, Pilot Pl.* Unfortunately, it was a very short-lived series, cancelled after six episodes. Money is tight these days, parts are scarce and he's on the brink of losing everything, which is why he took this role. He's been involved with **Cherri** since meeting her at the film's first read through two weeks ago and firmly believes "she's the one" if only he could afford to marry her! He's naturally thrilled she's playing the lead opposite him. He's a writer as well and says he has a perfect murder mystery in the making about the demise of a viperous ex-wife of a famous movie star.

Quinnie (not "Queenie") Winston: The (possibly gay) make up artist and supporting actor **Eddie** uses in all of his movies. **Quinnie** doesn't speak about his past very much. He was born in Hoboken, NJ and moved from Orlando, Florida to Hollywood about 4 years ago where he became your average starving wannabe makeup artist and wannabe actor. **Quinnie** met **Eddie** when **Eddie** hit him with his car. **Eddie** promised him a job on all his movies, both as a make up artist and in one of the acting roles if **Quinnie** didn't take him to court. They struck a deal, even though **Quinnie** was "in a lot of pain".

MOTIVE SUMMARY CHART included in full script.

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. Give them their secondary suspect instructions (included) and let them run with it. *****FOR LARGE GROUP MYSTERIES (75 OR MORE):** I'd 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.

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

1. **Dan Druff:** **Nova's** bodyguard, go-fer, assistant, secretary, manservant and chauffeur. **Nova's** very demanding of him.

2. **Henny Loggersnapper:** The frazzled and frumpish but devoted script supervisor. She's madly in love with **Quinnie** – yes **Quinnie**.
3. **Chance Heartfelt:** The set designer and prop master. He can work wonders making alien spaceships with crazy glue and paper plates.
4. **Edith Header:** The eccentric but brilliant costume designer. She'll also be helping **Quinnie** with make up.
5. **Dr. Willie:** **Rock's** therapist - he's on **Rock's** payroll and therefore goes wherever **Rock** wants him to be available for counseling. Dr. Willie should be at the ready to expound on the meaning of **Rock's** behavior and everyone else's for that matter. He should be the shoulder **Rock** cries on - a little too often. His greatest desire is to be an actor.

You can also assign personal assistants to everyone in your cast. You can't work in Hollywood without one.

THE SEQUENCE OF EVENTS

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).

0:00

Everyone makes their Hollywood style entrance, each trying to upstage one another. They sign autographs for the guests (even if the guests don't actually ask for one, of course they want one) and set up their motives for murder by telling their stories (character info provided in this script).

Eddie lets certain guests know that he thinks they should audition for the bit parts later on in the evening. He orders **Henny (optional secondary suspect)** around: "take this woman's name down because I want her for the part of..." etc.

When **Nova** enters, she drags her bodyguard, **Dan Druff** out of a chair* (*if you're not using secondary suspects she'll randomly select her "Dan" from the crowd*) and makes him announce her and clear a path for her so she isn't touched by the masses all while berating him for "taking a break" and ignoring her needs.

Nova gives a "secret" note to **Dan** to give to **Eddie**. **Nova** first quietly instructs **Dan** to show it to as many people as he can before actually giving it to **Eddie** then, in a normal voice, demands **Dan** give the note to **Mr. Cheek**.

The note says, *"I'm scheduled to tape an Entertainment Tonight special next Thursday. I will tell everything I know, every secret, about **Rock, Billie and Quinnie** but especially YOU. Cast me in the lead or you will be blacklisted from this town forever! Anonymous."*

Yes, she signs it "Anonymous". She ain't smart – people see her give the note to Dan – there's nothing anonymous about that. Add to that, if Eddie doesn't know who wrote the note, how can he cast her in the lead?

When **Eddie** gets the note, he reads it and throws it down in disgust on the evidence table (*so, again, the guests will have access to it*).

Rock approaches the guests with his own screenplay idea and tries to get them interested in backing it by doing a skit from it, in which he plays all the parts.

Of course, **Cherri** and **Rock** are all over each other. **Rock** can even get **Cherri** to help him act out his screenplay.

Quinnie can roam around the room with **Edith** (secondary suspect) and ask people to model the clothes they're wearing and can attend to their make up needs (men and women alike).

Billie is also involved in looking for potential actors for the movie.

0:10

Rock and **Chance** leave the room to prep for their upcoming scene and so **Rock** doesn't witness the following scene.

Eddie and **Cherri** have a heated conversation in which he informs her of his decision to take the lead away from her and give it to **Nova**. He promises to beef up the 2nd lead and promises her the lead in his next picture. She is clearly furious. She holds up a cassette recorder and threatens to ruin his career just like he's ruining hers by replacing her with **Nova**. He tries to get it from her but she quickly moves away. She then gets everyone's attention.

The audience should see more than hear the conversation and only get important bits and pieces of the discussion as they occasionally raise their voices and then bring them back down again.

CHERRI: As potential backers of Mr. Cheek's movie, there's a change you should know about. It seems that our dear director has decided to do some cast rearranging (she dramatically holds back a sob). Just in case you need any convincing on my abilities to play the lead role in this movie, I present the following monologue ...

Cherri just starts to do her monologue ("To be or not to be, that is the question") when **Eddie** immediately interrupts by clapping enthusiastically for her while nudging her away from the limelight and the rapt attention of his potential backers.

She stops him from removing her and threatens that she is not happy, no matter how much he rewrites his script.

Billie immediately asks what kind of rewriting **Eddie** is doing - He hasn't had an original thought since the day he was born...

CHERRI: I think I'll take this cassette to Screen Actors Guild right now...

As **Cherri** walks away from **Eddie**, **Billie** tries again and asks **Cherri** what the matter is?

Cherri cries that **Eddie** has taken the lead away from her and no amount of rewriting is going to change that. She breaks down in tears so hysterical **Billie** needs to take her from the room.

PRACTICE 0:15

Eddie nervously regroup.

EDDIE: Thank you all for coming tonight. I'm looking forward to working with you all and I thank you in advance for providing the financial backing my motion picture needs. Yes, **Cherri** is correct. I did have to make a minor cast change and I have indeed been doing some rewriting. **Nova Devoe** will now be playing the heroine, **Kat Klondike**, BUT I will be beefing up the 2nd lead of **Maggie Lamb**, which **Cherri Pitt** will now play. It's a brilliant decision on my part, sure to make the movie better.

Nova screams delightedly and runs around hugging everyone as if she just won the Academy Award.

After a moment of her doing that, **Eddie** tells **Nova** that she left him no choice in the matter.

Once **Nova** has calmed down, **Eddie** continues:

EDDIE dramatically gets into describing his movie: (He will have cue cards for this in the full version of the script).

Just as **Eddie** finishes this announcement, **Rock** and **Chance** start a verbal fight "off stage" – just outside your main playing area. It ends with **Rock** asking, "What are you doing? Nooooo! Ahhhh!"

An explosion* is heard and **Rock** dramatically and realistically throws himself into the room as if the bomb exploded and the impact threw him. He is covered in blood. He lies still for a few moments as all rush to him. **Instructions included with full script.*

----- 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 to Hollywood at its most mediocre everyone! Heh-heh, a little Hollywood humor there. **My name is Bert (Berta) Beetlejuice** and I'm here to lead you through this mystery. Hopefully you've all met the stars by now and have gotten their autographs and all that. If you haven't, they'll introduce themselves to you now. Everyone... (*encourage each of the suspects to introduce themselves and say a few words*). Well there you go. Are you ready to back the movie and audition for a part in this 'academy award winner'? I surely hope so.

Narrator: (*NOTE TO NARRATOR: Remember pause to let the suspects carry out the actions you're describing and when the moment seems right, continue...I've included pause examples here to give you an idea of what you're supposed to do*) Uh-oh, it looks like Eddie and Cherri are about to have a heated conversation. It seems he has some bad news for Cherri. He's rewriting the script and taking the lead of Kat Klondike away from her and giving it to Nova Devoe! (*Pause to let them have this heated conversation.*) Well, that sure does make Nova happy if one takes her irritating screams as 'happy'. You'd swear she just won the academy award with all the inappropriate hugging she's doing! (*Pause and let her carry on.*) Eddie meanwhile is trying to make Cherri feel better by promising to beef up the 2nd lead of Maggie Lamb in the movie and by giving her the lead in his next picture. Clearly Cherri Pitt is not a happy actress. She's downright furious! (*Pause*) She's now digging for something in her purse. A gun perhaps? No, it's a cassette recorder. She holds it up and loudly threatens to ruin Eddie with its contents. (*Pause*) He tries to get it from her but she is too quick for him and under no circumstances lets him take it from her. (*Pause*) As she clutches that recorder, she is apparently not above begging the potential backers of this movie to make Eddie give her the lead back. (*Narrator, let her beg.*) Meanwhile Billie demands to know what sort of rewriting Eddie is doing to an already perfect script that he should leave alone or he'll ruin it because he can't write worth a damn (darn). (*Pause*) An exasperated Eddie tells Billie he's the director and can do whatever he pleases to make his masterpiece better.

Narrator, let them all carry on for a moment and when you think it's time to move on, continue...

NARRATOR: And now I'd like to turn over the floor to our director, Mr. Eddie Cheek. He has a speech about his movie that he'd like to make. Eddie...

Eddie's speech: (*reading from a cue card provided to him – see Organizer Instructions document for cue card*)

Explosion scene and reaction to Rock. Full instructions on how to set this up included in full version.

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!