



Murder Mystery Game Sample

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

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

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Got
questions?

Please don't hesitate to contact us

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Web Site: www.haleyproductions.com

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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).

Murder at the Midnight Hour

YEAR: December 31st, 1969 (think Woodstock!).

Note to Organizer: You do NOT need to use this date; it doesn't have to be New Year's Eve and it doesn't have to be 1969. You will need to tweak the program, the clues and bits and pieces of this script to take out any references to New Year's Eve and/or 1969. Keep that in mind as you read through this kit.

EVENT: **Jewel** and **Roger** get married – or die trying.

This is not your typical wedding at least not for the very wealthy groom and his mother. Old money would never participate in such an event unless it couldn't be helped.

Jewel and **Roger** will tie the knot in a small ceremony designed to end at the stroke of midnight (kind of a hippie thing to do, is it not?). This wedding has been postponed 3 separate times because **Roger** got sick (the first time was a severe case of hives, then it was a sort of diaper rash and the final time was a severe case of hiccups that lasted for days and required hospitalization). It's do or die time now – literally – which is why the Windsors even agreed to such a distasteful wedding.

Unfortunately for **Henry**, **Jewel's** father, **Abigail Windsor**, rich mother of the groom, has taken it upon herself to invite too many guests to drain the pockets of this already poor man even further.

PRIMARY SUSPECTS

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

*The Hogget's are poor pig farmers turned vegetarian hippies from Boars Tush, Alabama (the county seat); the Windsors are wealthy, old money descendants of the founders of your town.

Gert Doppleheimer: **Henry's** widowed sister. She's a nasty, mischievous gossip but she plays herself as a much-maligned victim ("poor me" syndrome). She keeps what she calls a Vendetta List – a list of gossip and secrets about those who have turned against her and even of those who haven't. She and **Henry** have not spoken to each other since **Henry's** wife, Pearl, died 10 years ago. **Gert** was a nurse then and took care of Pearl who was sick with tuberculosis. **Henry** blamed **Gert** when Pearl died. In the years since, **Gert** has spent time in Happy Hill Asylum, jail and other lovely places. However, no matter where she was, she managed to keep tabs on the Hoggets. As a matter of fact when she read about a certain **Roger** Windsor becoming engaged to one **Jewel** Hogget, she managed to get herself employed as a part time maid in the Windsor mansion. She wanted to see what sort of person **Jewel** was marrying. What she found out made her decide to crash their wedding as an uninvited guest.

COSTUME: Costume suggestions for all prime suspects provided in full script.

Henry Hogget: Father of the bride. First he lost his beloved pig farm in Alabama, and then he lost his wife, Pearl, 10 years ago and has had to raise his daughter by himself. He's a vegetarian hippie garbage collector with dreams of opening a commune for displaced vegan pig farmers. (That really annoys & humiliates **Abigail** Windsor, mother

of the groom.) **Henry's** not happy about his **Jewel** marrying this **Roger** fellow, despite her marrying into wealth, because **Roger** seems to bring out the worst in his daughter. Moreover, he'd like to strangle **Abigail** with his bare hands right now! **Henry** has a problem with his temper and is prone to violent fits of anger, especially when it comes to anyone maligning his daughter or his deceased wife.

Jewel Hogget: The bride. Truth be told, she's having second thoughts about marrying **Roger** but she'd do anything for her father and feels that marrying into money would be a big help to him. She could then afford to give him the one thing he really wants: that commune for displaced vegan pig farmers.

Roger Windsor: The snobby, whiny, mama's boy groom. A real limp noodle. **Roger** is in quite a dilemma. According to a stipulation in his father's Will...(see *the full script for what's in his father's Will*). He's convinced himself that he's completely in love with **Jewel** and isn't really marrying her because he has to.

****This secret will be on Gert's Vendetta List and must not be revealed until that Vendetta List comes out after Gert's death.**

Abigail Windsor: **Roger's** mommy dearest. A snobby socialite whose husband, Thurston Windsor, died 5 years ago in the arms of his mistress, Tippy Lamoure, exotic dancer extraordinaire. Appearances are everything to **Abigail**, especially after the debacle of her husband's death, and she is appalled at the thought of her son marrying a pig-farming, garbage man's hippie daughter. She's even more appalled when **Gert** shows up. Hiring **Gert** was a BIG mistake that she thought was behind her. Surprise!

Gregg Pierson, IV: **Roger's** best man. He's very competitive with **Roger** even though they've been best friends since they were boys.

While **Gregg** has indeed been having an affair with **Abigail**, he has come to discover he is in love with **Jewel**. This little tidbit will be on **Gert's** Vendetta List along with the fact that **Gregg** has been recently disowned by his parents so he has nothing to offer **Jewel** if she were to look his way. Alas, when that juicy information is revealed it will be the end of the affair for **Abigail** but not until she's publicly humiliated. She's already had enough public humiliation in her life but life just keeps heaping it on anyway.

MOTIVES – included with full version.

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. **Peace Oearth:** **Jewel's** best friend and maid of honor.
2. **Muffy Tidwater:** She's in love with **Roger** and she will confess her love tonight.
3. **Manfred:** **Abigail's** chauffeur and manservant (she can order him around all night).
4. **Brownie:** **Roger's** nanny (that's how much of a mama's boy he is!)
5. **Billy Joe Cyprus:** The preacher man. **Henry's** best friend and lover of all things Leary (Tim Leary that is).

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).

NOTE TO THE HOGGETS: Try to incorporate 60's lingo into your dialogue (see hippie dictionary on the last pages of this script).

0:00

Henry welcomes everyone to the pre-wedding dinner before the nuptials begin at 11:45 tonight.

HENRY: Peace and love everyone. For those of you that don't know me, I'm **Henry** Hogget, **Jewel's** dad. My daughter and her...her...oh man...her..uh, groom have planned their nuptials so they are pronounced husband and wife just as the clock strikes midnight tonight. So, uh, romantic or something, isn't it? I'd like to welcome the Windsor side of the family – it's a lot bigger than I imagined and dear **Abigail** doesn't seem to even know some of you oddly enough, yet here you all are invited to the wedding that I've had to pay for from my meager salary working for the sanitation department...

ABIGAIL: It's your daughter who is getting married **Henry** and therefore it is your responsibility to pay. Are you expecting that I pay for everything just because I'm rich? Oh no, sir you are quite mistaken...

This brings them to a heated but "private" conversation to end **Henry's** little speech.

In other words, **Henry** takes **Abigail** aside and your guests hear them angrily whispering to each other.

The primary suspects (all but **Gert**) mingle and identify themselves to the guests.

0:05

Jewel and **Henry** are doing their best to try and appease/please **Mrs. Windsor** but they are not having much success. She treats them like mere servants, ordering them around to see to her EVERY need on one hand but acting like a hostess on the other, urging guests to order what they want, etc. She also complains about everything!

Abigail must also establish that she lusts after **Gregg**; perhaps by grabbing his butt or patting him on the cheek or blowing him a clandestine kiss.

Roger, like his mother, can't stop complaining or whining. It seems like he has every minor ailment known to man afflicting him, perhaps due to the fact that he is very nervous and stressed about getting married before the deadline – he can't postpone anything now or he'll forfeit the money. **Abigail** caters to his EVERY need and treats him like a complete baby. He calls on **Jewel** to "help" him and be with him at all times. He is very needy and it's clear that he's grating on **Jewel's** nerves. Each gets progressively irritated with the other as the evening progresses and end up pettily arguing any time something troublesome happens.

Gregg pulls **Jewel** away from **Roger** whenever he has the opportunity. He uses the time "alone" with her to brag about all the manly & impressive things he's doing, comparing himself to the wimpy **Roger** without coming right out and using **Roger's** name. He keeps his hand on **Jewel's** back in a possessive sort of way as he speaks to her. **Gregg** must also deal with **Abigail** and the fact that he wants to end the affair, having come to the conclusion that he's in love with **Jewel**.

Gregg and **Roger** compete with each other over everything: who can drink the fastest, who can eat the most bread - anything and everything you can think of. They're both trying to outdo each other and show off in front of **Jewel**. *Physical humor like this is a real crowd pleaser.*

ORGANIZER

Make sure Jewel has some water to throw at Gert

0:10

Gert arrives, raring to make trouble. Everyone reacts to her surprise appearance. **Henry** angrily asks her what she's doing here.

GERT: I wouldn't miss my niece's wedding for the world, despite how badly and unfairly you've treated me all these years, **Henry**. Poor **Jewel** has nothing to do with our estrangement and she shouldn't be deprived of knowing her Auntie **Gertie**.

She brings the guests in on the "argument" to side with her, playing up the martyr bit and bringing up bits and pieces of why she and **Henry** are estranged (*he blames her for his wife Pearl's death remember*).

Jewel sides with and vehemently defends her father.

Finally, the horrified **Abigail** marches over to **Henry** and orders him to order **Gert** to leave. **Gert** claps **Abigail** on the back in a much too familiar greeting.

GERT: Well it sure is a small world because I used to work for "Dear Abby" here until Dear Abby fired me not too long ago, kicked me out, just like **Henry** did all those years ago.

Henry now physically tries to get **Gert** to leave but **Gert** digs in her heels – literally. The more he tries to move her the more she fights to stay right where she is.

PRACTICE

After establishing this action, **Jewel** tells her father to let her aunt stay---for now. **Gert** plants a big kiss and bear hug on **Jewel**. **Jewel** peels herself away from her aunt and obviously wipes **Gert's** kiss off her face as she warns **Gert**, "If you so much as hurt my father in any way, you'll have to answer to me!"

Gert shrugs and cattily tells **Jewel** that she ain't getting a wedding present if she doesn't show her auntie some respect.

In response, **Jewel** throws her drink in **Gert's** face and storms away.

INSERT OPTIONAL WEDDING CEREMONY HERE; included in full script.

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----- 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).

0:00

Narrator: Welcome everyone to the pre-wedding dinner before the nuptials begin at 11:45 tonight. My name is Bert (Berta) Beetlejuice and I'm here to lead you through this mystery. Hopefully you've chatted with the wedding party by now. 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).*

ORGANIZER:

You'll prompt Gert to make her larger than life, "raring to make trouble" entrance at this time. Please tell her that when she has the opportunity to mingle she should play up the "I did nothing wrong" bit with Henry and Jewel and she should tease Abigail mercilessly about the item she has in her possession that Abigail would never want revealed as hers.

0:05

NARRATOR: *(Remember you'll need to pause to allow the actions to happen! I've provided pause points here to give you an idea of what to do.)* A surprise guest has arrived – Gert Doppleheimer! Her brother Henry is not pleased. Actually no one looks happy! *(Pause)* Gert insists she wouldn't miss her niece's wedding for the world, despite how badly and unfairly Henry has treated her all these years. Poor Jewel has nothing to do with their estrangement and she shouldn't be deprived of knowing her Auntie Gertie. *(Pause)* Well, we'll let Gert mingle for a bit just to see what happens. Gert I'm sure will be happy to tell you how she knows everyone here and what she thinks of them. It's pretty clear what everyone thinks of her isn't it?

0:15

INSERT OPTIONAL WEDDING CEREMONY HERE; see end of script.

SERVE SALAD/1ST COURSE.

NARRATOR: Abigail and Gert seem to have an issue. Abigail demands that Gert return what she took. *(Pause)* Gert wants to know what its worth to her. Hmm, almost sounds like blackmail doesn't it. Oh my, the argument is escalating; it could turn physical. *(Pause)* I see some pushing and shoving. Not very lady-like Abigail Windsor but quite enjoyable to watch just the same. Oh yes, more pushing and shoving. How about a little rolling around on the ground ladies? Yes? No? *(Pause to let them fight a bit.)* And here is Gregg to save the day and break up this little cat fight. *(Pause)* The distraught Abigail throws herself into his arms for comfort but she refuses to reveal with Gert has. Gregg tries very hard to extract himself as he looks around for Jewel but **Abigail is very, very strong and just won't let go.** Well we'll just leave them alone for a bit. Hopefully Gregg proves himself to be stronger than some woman.

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.*)

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

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