



Murder Mystery Game Sample

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

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

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Got
questions?

Please don't hesitate to contact us

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

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

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

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

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

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

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

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

Murder On Maui

YEAR: Present day.

EVENT: One of **Harold Logan's** legendary luaus. Tonight is a very special night because **Harold** is hosting a fund-raiser for the Hawaiian Association of Authentic Leis (HAAL for short), an organization that is comprised of artisans that make authentic, handmade Hawaiian leis. Yeah, right.

PLACE: Maui, Hawaii

PRIMARY SUSPECTS

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

Harold Albert Logan: The owner of the Pineapple Haven Hotel. He was born in Hawaii so his wealthy ex-wife, **Stella's** "gift" of this hotel during their divorce was a surprisingly nice one – he was able to return to his beloved place of birth. This "gesture" doesn't mean that **Stella** doesn't scare him or that he doesn't hate her. He wishes she would just disappear from his life for good. Alas, that is not to be. Not only is SHE making an appearance tonight but **Thomas Magnus**, the man responsible **Harold's** latest run-in with the police, is attending the fund-raiser with that hack psychic crazy woman, **Abigail Wiggins**. In addition, **Harold** has no idea whether the entertainer he hired, **Donny Wo**, can really sing since **Harold** was drunk when he hired the man.

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

Bambi Bianca: **Harold's** girlfriend, or fiancée as she likes to think of herself. She's an ex-con turned mud wrestler who'll use anybody and everybody if it works to her advantage. She currently mud wrestles at the Comeoniwannalayya Bar. For **Harold**, she puts the "i" in "lei" – her little joke that she doesn't mind repeating to everyone. Beware anyone that tries to come between **Bambi** and her man (including his ex).

Note: If you need to tone this character down, you can simply make her a waitress in the Dive On In Bar. She doesn't have to be an ex-con.

Stella Capwell: **Harold's** uptight and nasty ex-wife from New York. Having come from an extremely wealthy (old money mind you) family, **Stella** gave the Capwell-owned Pineapple Have Hotel to **Harold** in their divorce settlement. She figured Hawaii was far enough away from New York so she wouldn't be bothered with him anymore. Only now, **Stella's** accountants have brought to her attention what a big money maker the hotel *could* be if it weren't for **Harold** running it to the ground. Never one to ignore a money-making situation, it's now time for **Stella** to exercise her power and kick **Harold** back into the gutter from whence he came--without HER precious little hotel. She hired **Thomas Magnus** to spy on her husband as she gathered more ammunition against him and more information about the value of the property. **Thomas** uncovered an illegal gambling operation at the hotel and found out **Harold** was in debt and about to lose the hotel due to his gambling addiction. **Magnus** informed the police about **Harold's** illegal operation but **Harold** was set free after jury misconduct resulted in a mistrial; the prosecution decided not to re-try the case.

Ruth Astoria: **Stella's** daughter from her first marriage (*if there's not enough of an age difference between Ruth and Stella, then make Ruth Stella's stepdaughter*). A snotty little witch with a bad attitude. She hates her mother and clearly has no respect for her either. She also has a love/hate relationship **Harold** because, while he was married to **Stella**, he and **Ruth** had a one night stand that **Ruth** thought really meant something. **Harold** didn't and broke **Ruth's** heart. Now **Ruth** is back with a vengeance to show **Harold** what he's missing and to do anything to get him back.

If you find the affair inappropriate, simply have **Ruth** pine away for **Harold** – the old “unrequited love for an older man” syndrome.

Mrs. Abigail Wiggins: She claims to be an author, psychic and expert on island voodoo (*hmm, is Hawaii known for its voodoo???*). She's weird – very new-agey and “organic”. She's an island native with a long line of ancestors that were “natives” of the big island--a fact of which she is most proud. She feels that the Pineapple Haven Hotel is cursed with bad energy (chi) and has often picketed the place encouraging tourists to stay away or suffer the curse. She has tried to convince **Harold** to donate the hotel property to the state to free his karma from the bad chi that surrounds him. He just thinks she's crazy and has refused - naturally. She and **Thomas** are friends, **Abigail** having psychically helped him on several of his cases. She has insisted **Thomas** escort her to this event because she strongly senses there will be trouble, the kind of trouble that **Thomas** is a pro at handling. Plus they both support HAAL of course (little do they know what that really means!).

Thomas Q. Magnus: A private eye. He and **Abigail Wiggins** are chums and he is here at her request because of her premonitions, even if it means facing **Harold Logan**. What turns out to be a bonus of sorts for **Thomas** is the fact that **Stella** shows up. She owes him money for the job he did for her. **Thomas** loves this island and couldn't imagine living on the mainland ever again. Like **Abigail**, he is an avid supporter of anything having to do with Hawaii and the preservation of Hawaiian tradition and lore. Like **Abigail**, he honors the Hawaiians' respect for their ancestry.

“**Rebel**” **Hanukkaiihani** (*have fun pronouncing this!*): He's **Harold's** business partner. When **Harold** makes money, he makes money and vice versa. He's just as worried as **Harold** is about **Stella's** visit and what it could mean. **Rebel** and **Harold** are like two peas in a pod – two men who never really matured beyond being rebel bad boy teenagers. They party hard, love hard, gamble hard and love to run a good scam. They certainly believe they are God's gift to women.

Donny Wo: A smarmy lounge singer – you know the type. The younger women laugh at him, the older women love to flirt with him because he makes them feel like a million bucks with his insincere charm. **Harold** hired him to sing at the luau but only after **Donny** barraged the man with daily calls and daily appearances. **Harold** didn't really want any entertainment – he has a tape deck and cassettes, what more do people want?

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. **Sadie Summer:** **Abigail's** new very enthusiastic assistant who is in "psychic" training (she does everything **Abigail** does with complete and utter reverence for her mentor).
2. **Chyna Doll:** **Rebel's** girlfriend. She, like **Bambi**, is a champion mud wrestler who will challenge anyone who rubs her the wrong way to a wrestling match. **Rebel** loves wrestling with her—he thinks it's sexy—but everyone else is just a little afraid of her, except **Bambi** who's up for the challenge of winning any fight.
3. **Robert:** **Stella's** driver and generally abused go-fer. **Robert's** in love with her, being the masochist that he is, so he does her bidding immediately and without question.

Stella needs to use him and abuse him as much as she can during your mystery.

4. **(and 5) Mack and Matilda Titmouse:** They won a free vacation to the Pineapple Haven hotel. They're working class types who look like the tourists you love to make fun of (in a gentle sort of way). They have never traveled far from their home town and are beside themselves with exuberant touristy joy. They ask for everyone's autographs – even if they're not famous - and take pictures of themselves with everyone and everything with wild abandon. **They are a great way to get photos of your mystery so make sure you arm them with a camera.*

MOTIVES – provided in full script

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 but **Stella** and **Ruth** get out there mingle with your guests. Remember you're in character now!

Harold begins to drink heavily in light of the fact that his ex-wife has chosen to pay him a visit and he is anxiously dreading her arrival (he doesn't know **Ruth** will be coming with her). As he tells his guests, he has no idea why **Stella** is coming but knows it can't be a good thing.

Bambi is all over **Harold**. Her protective gear is going up in anticipation of confronting the ex-wife. She makes it clear to everyone that she hates **Stella** for the way she's treated her stud muffin. She brags that she knows people who know people who know how to make someone hurt. All she has to do is say the word. She wonders if **Stella** knows how to wrestle because she's thinking about challenging her to a match.

Rebel is organizing a back room card game for after the fundraiser and doing his best to solicit donations for HAAL. He keeps questioning **Harold** about **Stella** and why she's paying him a visit. He has as much to lose as **Harold** if she's here to cause trouble and he makes sure **Harold** (and everyone else) knows it – goes to his motive to kill Stella.

Donny is flirting with all the women and gossiping with them about different people there (the prime suspects especially). He serenades the guests with tidbits of cheesy songs (suggestions: "Tiny Bubbles", "Feelings", "You Light Up My Life" and even "I'm Too Sexy for My Shirt").

Abigail tells anyone who will listen about the new book she's writing about Hawaiian ancestral rituals of the dead called RITUAL RECIPES FROM BEYOND THE GRAVE (Examples of other book titles she may have written: WHO DO VOODOO? YOU DO! MAGICK FOR MERE MORTALS.) She drones on and on about how her family settled here many generations ago--some of the first settlers ever to live on the island. She says she senses many spirits walking among us this evening and while she supports HAAL, it's really her premonition of evil that has drawn her here – yet again. She reveals her premonitions about the bad chi of the hotel, her protesting often to chase away the tourists and her desire to have **Harold** donate the land to Hawaii.

Thomas is by **Abigail's** side. Together they relate to the guests why **Abigail** felt it was important to have **Thomas** here tonight and they can chat about the past cases they solved together: the case of the missing 1000 pound prized pig; the case of the forged Jack Lord clown painting – yes, Jack Lord the actor who played Steve McGarrett on the TV show, *Hawaii 5-0* was also a painter (okay I'm making this up); the case of the murdered undertaker.

You can wing it or use these examples – it's up to you.

Thomas also relates the details of his relationship with **Stella Capwell** and, as a result, **Harold Logan**. He's determined to make her pay her bill when he sees her tonight (having heard about her impending arrival through **Rebel**).

After about 5 or so minutes of mingling, **Rebel** physically tries to remove **Thomas** from the room, stating that he's a no-good prying SOB who almost landed **Harold** and him in jail. **Harold** joins in. All 3 push and shove at each other and threaten each other to bring out the connection between all of them.

Abigail pulls **Thomas** away from the other men and retorts that she will withdraw her big donation to HAAL if they don't treat **Thomas** with more respect. That immediately stops

them. **Rebel** smooths **Thomas'** shirt down and apologizes, saying HAAL is desperate for donations. He laughs at his little inside joke. **Harold** chuckles as well then mumbles an apology and moves off to prepare for the next scene.

0:10

Harold gets everyone's attention to welcome them to his hotel. He thanks them for their support of HAAL. He points out a few guests that are famous for their authentic leis, a lost art in this world of mass production.

Bambi suddenly interrupts him, saying that she forgot to give him something—one of his employees was looking for him earlier to give him this envelope and **Bambi** volunteered to deliver it to him. She delivers it along with a sexy kiss.

NOTE: YOU CAN HAVE A GUEST OR SECONDARY SUSPECT DELIVER IT TO HIM SO LONG AS YOU'RE SURE THEY WILL NOT KEEP THE CLUE TO THEMSELVES.

Inside the sealed envelope is a money order for \$5,000 made out to **Harold** and a note. **Harold** informs the guests that a person by the name of J. Hanapepe has made a \$5000 donation to HAAL. He reads the note aloud: "Mr. Logan, there's more of this--much more--for HAAL if you sell this place to me. I will be in touch."

He then puts the note on the evidence table you'll have set up.

HAROLD: So either this Hanapepe person wants to buy quite a few hundred leis or he – or she - wants to buy my hotel.

BAMBI: You're selling this goldmine over my dead body! I have classy plans for this place that'll make us even more money!

HAROLD: I'll never sell, baby, don't you worry none. Hey, if anyone knows more about this Hanapepe person please tell me so I can properly thank them on behalf of HAAL. And because this generous donation is made out to me personally, I will sign it over to HAAL because that's the kind of guy I am: Honest as the day is long.

0:15 PRACTICE

Stella makes a grand entrance and calls out to **Harold**.

Ruth appears to stand next to her.

Harold sees them and says, "**Ruth** what the hell are you doing here?"

Stella orders **Harold** to come to her immediately.

Ruth coyly says, “Yeah, ‘*daddy*’, come to mama!”

He ignores them both, using guests to hide behind as he sort of runs away from the women.

Stella chases after **Harold** as **Ruth** sashays after them, clearly enjoying **Harold’s** discomfort.

STELLA (to Harold): You’re well on your way to being drunk as usual and you continue to be the loser you’ve always been I see.

Bambi puts herself between **Stella** and **Harold**. She pushes **Stella** and tells her to get out.

Stella gives her the once over and simply says, “The very definition of poor white trash” and moves around the now-infuriated **Bambi**.

Bambi (to Stella’s retreating back): Come on, wrestle me, right here, right now. I’ll take you down so fast...

(c) Haley Productions

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

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

HOW THE NARRATOR VERSION OF THIS MYSTERY GAME WORKS:

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

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

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

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

THE NARRATOR

This character will narrate the action in the mystery game.

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

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

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

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

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

0:00

Narrator: Welcome Ladies and Gentlemen. My name is Bert (Berta) Beetlejuice and I am here to lead you through this mystery. I hope by now you've met everyone. If you haven't yet had the chance, don't worry you will. That being said, Harold Logan would like to welcome you to his hotel and thank you for your support of HAAL. Ahhh, it appears that Bambi has something for Harold, don't you Bambi?

NARRATOR NOTE:

1. Allow Bambi to give Harold the sealed envelope.
Inside the sealed envelope is a money order from one J. Hanapepe for \$5,000 made out to **Harold** and a note. *"Mr. Logan, there's more of this--much more--for HAAL (H.A.L.??) if you sell this place to me. I will be in touch."*
2. If necessary, prompt Harold to open the envelope and tell everyone what's in it. He should read the note aloud and tell everyone about the check and who it's from.
3. Be sure these items are placed on the evidence table.

0:10

ORGANIZER: Make sure Stella and Ruth are ready for their dramatic entrance. Instruct Stella to call out for Harold as she arrives.

Narrator: *(Remember, you'll need to pause to allow actions to happen and you may need to prompt your suspects too. The more fun you have the more fun everyone else will have. I've provided places to pause in this next section to help you visualize what you need to do throughout the mystery).* We have some new arrivals folks. I do believe this is Stella Capwell and her daughter Ruth. Harold looks quite uncomfortable to say the least. *(Pause to allow them to be seen by the group and for Harold to react.)* Harold seems intent on ignoring both of them as he desperately tries to engage in conversation with any guest he sees. Stella chases after Harold as Ruth sashays after them, clearly enjoying Harold's discomfort. *(Pause)* Ah wait, there's Bambi putting herself between her man and his ex. She pushes at Stella and tells her to get out. Stella gives her a disdainful once over and pushes her way around Bambi. Bambi is ready for some wrestle-mania with that move! *(Pause)* Stella ignores her and asks Harold about the \$5,000 bribe he just received to sell the Pineapple Haven Hotel. *(Pause)* Harold insists he won't sell the hotel – to anyone. *(Pause)* Bambi rushes up and drapes herself on Harold. She plants a nice big kiss on him to claim what's hers. *(Pause)* Ruth immediately pushes Bambi aside and then pushes Harold, calling him a jerk. She storms away.

(Pause) Before Stella can start yet another tirade against her ex, Thomas pulls her aside and asks her to pay her what she owes him for the job. To which Stella replies that she'll do nothing but get his PI license revoked. She laughs wickedly pulls her arm away from him and walks off. (Pause)
More to come...

Narrator, you get a little break as the suspects now will mingle.

SERVE SALAD/1ST COURSE.

(c) Haley Productions

This is just a sample of the game.

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

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

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

WHAT'S INCLUDED WITH YOUR PURCHASE:

☉ Friendly, helpful support via email

AND MASTER COPIES OF:

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

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

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

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

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

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

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

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

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

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

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

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

⊙ Outstanding and Bumbling Detective Award Certificates

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

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

⊙ Thank You Notes

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

⊙ Mug shot Placard (optional use)

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

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

Our corporate team building mystery complete package includes:

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

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

☉ Friendly, helpful support via email

AND MASTER COPIES OF:

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

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

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

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

- ⊙ Step By Step Organizer Instructions, Planning Checklist and Supply List
- ⊙ Prime Suspect Guidelines chock full of helpful hints on how to prepare for the exciting mystery party and their role as a suspect in a murder (for scripts where the suspects will know whodunit).
- ⊙ The Program. You'll provide this program to all participants. It'll be their guide by providing the basic plot of the mystery, the primary suspect list and the "rules" of the game - all the info they need will be right in front of them at all times. Here's a sample:
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- ⊙ 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!