



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).

SPIES LIKE US

AUTHOR'S NOTE: There are lover relationships in this script (Ana/E.T. and Wanda/Harry). If you're uncomfortable with these relationships and/or some of the dialogue is too "racy" for your event, just tone it all down. Questions? Just ask.

The place: The laboratory compound and research center of Dr. E.T. Mars, a scientist and an expert in the field of alien research.

The event: Phase 2 testing of a flu eradication drug. Everyone in attendance is a paid test subject for this drug.

The real story: Dr. Mars is about to unveil his secret and very evil plan for world domination and control - disguised as "the latest breakthrough in flu eradication technology" namely *Tetracyclonine (tetra sigh clo neen)*, an inoculation that will eliminate the flu virus from the human race.

Mars is actually conspiring with certain extraterrestrials in their quest to take over our world which is scheduled to occur on the 31st of this year. Mars figures it's better to fully cooperate with this particular enemy than not...

PRIMARY SUSPECTS

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

Costume suggestions and detailed motives are included in full mystery game kit.

Dr. Ernest Terrence Mars (but you can call him E.T.): Mad and evil scientist set on world domination and control--only very few people know he's a mad and evil scientist because he's much respected in the world of science.

While he was working at Area 51 the super secret air force test site in Nevada back in the early 90's, the aliens provided him with a greenish, jelly-like fluid he's simply named Formula X. It contains mind control properties when used on humans. Unfortunately, it also kills some test subjects (as it did in Phase 1 of Dr. Mars' testing. The true results were covered up of course.) E.T. is unable to figure out why (thus the need for the Phase 2 test subjects). A minor glitch really....His job is to market this as a cure for the flu as the first step in the alien's quest for world domination.

E.T. thinks he's kept his little alien secret under wraps. He hasn't. Word is out that he has some sort of mind control formula and certain nefarious underground black market operatives (*some of your prime suspects*) want it. It will make them very, very wealthy and very, very powerful if they play their cards right when they sell it to the highest bidder. The first plan of action of course is to infiltrate E.T.'s lab and steal the formula - tonight.

Ana Graham: E.T.'s beautiful, confident, strong-willed assistant; actually a black market covert op who used her feminine wiles to infiltrate E.T.'s lab and his bed 2 months ago. **Ana** always gets what she wants. Despite being E.T.'s girlfriend, she LOVES men, she loves it when men pay attention to her, notice her. The added benefit to being a beautiful woman men can't help but notice is that an insecure boyfriend like E.T. pays more attention to her and gives her more things to make her stick around. When she succeeds in stealing this Formula X with its mind control properties to sell to the highest and most disreputable bidder, she will be a very rich woman indeed and she'll be in high demand for other such "extractions". Nothing like job security, is there?

Wanda Frohicky: An alleged test subject. She's the President and perhaps the only truly dedicated member of The Roswell Raiders, a group made up of individuals who've been abducted and/or probed by aliens one or more times. In a conspiracy theory kind of way, she obsessively and compulsively suspects E.T.'s up to no good; she desperately wants to shut him down and she's picked tonight to try and stop him.

In her quest to save the world, she will be your pseudo-detective.

Wanda and Harry Truman were once engaged (*see his character description below*) - which is how she knows or thinks she knows so much about E.T. Mars - **Harry** works on E.T.'s security team. **Harry** broke **Wanda's** heart when he ended their relationship a mere 2 weeks ago. She's now desperately trying to prove she's over him when he's around so she brazenly if awkwardly and annoyingly flirts with any male in her radar zone. She should, in her flirting, be the extreme opposite of **Ana**.

NOTE: **Wanda**, if you don't have one pre-assigned (*see secondary suspects below*), please pick a guest to be Vice President of The Roswell Raiders and your co-detective. Look for someone who is so ready to play that they can barely stay in their chair.

Harry Truman: E.T.'s security guard (on the job for 2 years). He's also a former member of The Roswell Raiders, having been abducted and probed once. A real geek with big ideas and big plans (read: fantasies) who loves action movies and romance novels. He lives by them and, as a result, has

convinced himself that he's a stud muffin and fearless hero of the free world. Uh, he's not in case you're wondering.

Harry and Wanda used to be engaged but he ended the relationship 2 weeks ago when he was recruited by a little known government organization to keep an eye on E.T. This was exactly the sort of "action" an action movie hero would be involved in. How could he say no? He felt, due to the high level of danger involved in this mission, that he should end all "extraneous" relationships so as not to endanger anyone. And so he ended his membership with The Roswell Raiders and broke off his relationship with **Wanda**, which did not make her happy.

Rocco Rosetti: An alleged test subject who is actually a first rate thief. Because he comes across as a rather stupid and classless oaf (think Sylvester Stallone's "Rocky" character), no one would ever think him capable of the thefts he and his wife **Lila** have pulled off (*read more in Lila's character description below*).

Lila Rosetti: **Rocco Rosetti's** wife. **Lila** is one street smart cookie (from New York?) who likes to be loud, who likes to snap her gum and who could probably beat the pants off and drink under the table anyone in the room - including her husband (which is one of the reasons he loves her so much). Her cover is **Lila Jones**, the new cleaning woman for the compound (*she doesn't reveal she's married to Rocco until their covers are blown*). **Rocco** and **Lila** are not only newlyweds, they're two notorious, elusive, first-rate thieves - they met casing the same jewelry store in Paris and it was love at first sight.

Their specialty is **jewels and fine art**, which is why **Lila's** puzzled about **Rocco's** insistence that they steal this scientific formula. He was coming here with or without her and eventually succeeded in convincing her that it would be their biggest financial coup yet and a great opportunity for expansion from their usual jobs. How could she argue with that? Besides the blush isn't off the rose with this romance/marriage and **Lila** is willing to do anything for the man she loves passionately.

Check out this website: <http://www.rael.org/english/index.html>

You want alien conspiracies? This site has 'em.

SECONDARY SUSPECTS (optional).

Remember, EVERYONE will be actively involved in this mystery because it will be their job to solve the case and because you'll be encouraging them to come

in costume and in character (see *invitation included with this game*). Use any or all of these secondary suspects if you have "extra" cast members you want to use or if you have some guests who want to take on a character but not take on the full responsibility of a primary suspect. You will **NOT** give them this full script but you will give them a description of their character and some instructions (see *Instructions to secondary suspects* document included with this game) and let them run with it.

*****FOR LARGE GROUP MYSTERIES (75 OR MORE):** I'd definitely suggest you cast your secondary suspects and give them this script - just like you'll do with your primary suspects. During the mystery it will be the secondary suspects' "job" to act as general support for the primary suspects. They'll roam the room "gossiping" about the goings-in, quiet the audience down during a main action, answer questions, bring primary suspects to tables for questioning and make sure your guests have seen the physical clues that have been revealed.

There's a separate document included with this kit that contains instructions for these guests. Be sure to change the names if you need to - all these roles are interchangeable.

1. **Lou Langley (male or female):** Works with **Harry Truman** in security. Think of **Harry** and **Lou** as the **Abbott and Costello** or **Dumb and Dumber** of security.
2. **Joey Pants (male or female):** The Vice President of The Roswell Raiders who is just as fanatical as **Wanda** is. **Wanda** is **Joey's** mentor so **Joey** enthusiastically agrees with everything **Wanda** says.
3. **Melvin and Mervin Myers (Female alternatives: Melvina and Mervina):** Twin test subjects who've undergone too many tests. Think of them as E.T.'s "Renfields" (remember Renfield from the Dracula lore?) - devoted yet not-all-there assistants or go-fers who are inseparable. Their sole purpose is to please E.T. so they constantly ask him what they can do for him or they bring him gifts they steal from tables (like a cat brings her master a mouse).
4. **Jerry (Jerri for a female) Rivera:** An undercover reporter for the National Probe newspaper who has volunteered himself as a test subject. His experiences will be chronicled in a series of articles for them. **Jerry** is as self-centered as they come. His ego drives everyone nuts in short order. He also has a tendency to narrate the goings-on into a small cassette recorder which also drives everyone nuts. If anyone asks if he's a reporter he'll loudly deny then take them into his confidence and boastfully admit that he is but he's undercover.

THE SEQUENCE OF EVENTS

ORGANIZER NOTES (You'll find these throughout the mystery):

- Give speech cue card to E.T.
- Give guns to everyone but Wanda.
- Give handcuffs and cell phone to Harry.

0:00

All suspects mingle with your guests and establish who you are for now. If you're "undercover" you naturally don't reveal it at this time.

Ana and E.T. are clearly an item. He obviously lusts after her. As much as he tries to maintain a neutral, professional demeanor, it just doesn't work when he's around her.

SERVE SALAD/1ST COURSE. Once everyone has salad, continue on immediately...

0:10

E.T. gets everyone's attention to give a welcoming speech.

Note: He can refer to notes he's made as many speakers do - your ORGANIZER will provide you with a copy of what's written below for the actual performance.

WELCOME REMARKS BY DR. E.T. MARS

"Welcome everyone to the unveiling of my new drug, Tetracyclonine, and to Phase 2 of the testing of this miraculous drug which will eliminate the flu virus from the human race."

"The FDA will give the drug fast track approval and it will be on the market within the year providing the tests we begin running tonight are successful - and I know they will be."

OPTIONAL: Acknowledge a few specific guests as Phase 2 test subjects who will help change the world because they've volunteered. (This is a nice way to pull your guests into the mystery.)

"My research lab has spared no expense in making sure everyone is comfortable - thus the reason for the social gathering and dinner before the Phase 2 testing begins. It's our way of thanking you for volunteering."

Introduce your invaluable and very talented assistant, Ana Graham.

Gesture to covered box containing the flu presentation. "The next frontier in health and science is in that box. We will all be making history tonight and over the next few days."

Wanda now makes her presence known by asking him if he thinks his test subjects are all idiots.

E.T. looks uncomfortable and asks her to sit down or his security will remove her.

Wanda refuses.

WANDA (with fanatical exuberance): I'm not going anywhere. My name is **Wanda** Frohickey, I'm an alien multiple abductee and president of The Roswell Raiders. Do you all know who Dr. **E.T.** Mars really is? Well, I'll tell you. He's a mad and evil scientist who's working the extraterrestrials on their plan to take over the world. I, **Wanda** Frohicky, will not let that happen!!! My fellow alien abductees (*point to some other abductees or better still, hug them to really break down those barriers and get a laugh*) and I know the truth and we laugh in the face of our tormentors (*get those abductees to laugh with you*), **E.T.** Mars included! We will destroy the aliens and those earthlings that work with them, before they destroy us! We rule our world!

E.T. insists **Wanda** is a crazy woman and urges **Harry** to subdue her.

Wanda turns on **Harry** and orders him to stop as she holds out her hand in front of her.

Harry hesitates.

She informs everyone that **Harry** is her boyfriend and he won't do anything to her!

Harry, clearly exasperated, claims he's no longer her boyfriend.

Wanda insists he still loves her.

Harry denies this.

Harry approaches **Wanda** as he pulls out his handcuffs

Any joke or novelty shop will carry these for very little money - also check toy stores; as an alternative, use rope or a binding of some sort.

WANDA (furious): You think you're a tough guy, using the very same handcuffs we used as lovers? You think you can just break up with me and not suffer the same pain I suffer now?

Harry's had enough. He rushes her, grabs her and handcuffs* her to a guest (*or his fellow security guard. If you use a guest Harry, be sure to find someone ahead of time that's ready to play along*).

He orders said guest to keep **Wanda** quiet and under control or he'll get Dr. Mars to sedate her.

Wanda is shocked! She yells after **Harry's** retreating back that no one betrays **Wanda** Frohicky and lives to tell about it!

Harry ignores her.

Now of course (*and without disrupting the next scene*) **Wanda** tries to get away from her captor.

*Not using handcuffs? Then **Harry** needs simply put this guest in charge of **Wanda**. **Harry** should announce that it will be this person's responsibility to make sure **Wanda** does not leave the room or get into trouble. Should this person fail, he will have to answer to **Harry** and it won't be pleasant.

0:15

E.T. thanks **Harry** and continues with his presentation. He announces that his lovely assistant will unveil his new masterpiece in flu elimination, *Tetracyclonine!*

Ana dramatically raises the material off the box allegedly containing the drug. The box is empty. **E.T.** literally screams in horror.

Ana grabs him by the lapels and demands to know where Formula X is. (*This is the first time your guests will hear the term "Formula X"*).

Rocco and **Lila**, still in the audience, pull their guns and hold them on **E.T.** and demand to know what kind of trick he's pulling on them.

E.T. pushes **Ana** behind him, pulls his own gun and orders them to back off.

Ana pulls her gun and holds it on **E.T.** demanding again to know where Formula X is?

This takes **E.T.** by total surprise. His **Ana** with a gun?

Wanda is very busy trying to escape the danger, guest in tow.

Harry has been in the corner of the room with his back to the guests talking on his cell phone - this conversation is so intense (*yet cryptic - think spy talk Harry just in case anyone from the audience is listening in*) it takes him a minute to realize something is going down. He turns and sees everyone with a gun drawn and screams in sheer terror (so much for the hero in **Harry**).

Upon hearing **Harry's** loud scream, everyone then turns his or her gun on **Harry**.

He, for a brief moment, looks like a deer in headlights. He then, for a brief moment, looks like he's a kid about to wet his pants before he gives into his fear and faints dead away.

Wanda demands that a guest go help the man and unbutton his collar or give him CPR or something.

Lila goes to help the guest (*or she may have to do this herself depending on how involved your audience is*). As she or the guest unbuttons **Harry's** collar she sees that he's apparently wearing some sort of woman's undergarment. While **Harry** is still down for the count, **Lila** makes sure to loudly comment on it.

Lila then slaps his face a bit (lightly please) to wake him. He comes to, a bit dazed and sits up. He realizes his shirt is unbuttoned and his secret is exposed. He lets out another little scream and quickly buttons up, jumps up and bravely demands to know why an inordinate amount of test subjects in this room have guns!

(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).

0:10

Narrator: Welcome Ladies and Gentlemen. My name is Bert (Berta) Beetlejuice and I am here to lead you through this mystery. I hope by now you've met everyone. If you haven't yet had the chance, don't worry you will. Do feel free to get up and mingle, talk to people who interest you. Examine any evidence that may be revealed; question suspects and be sure to read your program. You get to play detective this evening and solve the mystery that's about to unfold. And with that, I'd like to call Dr. E. T. Mars up here to also welcome you. Dr. Mars...

[E.T. makes his speech; followed by Wanda - each will have their cue cards]

Here's Wanda's speech - just so you know what she'll be saying.

Organizer, see Clues for master copy of Wanda's cue card

My name is Wanda Frohickey, I'm an alien multiple abductee and president of The Roswell Raiders. Do you all know who Dr. E.T. Mars really is? Well, I'll tell you. He's a mad and evil scientist who's working the extraterrestrials on their plan to take over the world. I, Wanda Frohicky, will not let that happen!!! My fellow alien abductees (*point to some other abductees or better still, hug them to really break down those barriers and get a laugh*) and I know the truth and we laugh in the face of our tormentors (*get those abductees to laugh with you*), E.T. Mars included! We will destroy the aliens and those earthlings that work with them, before they destroy us! We rule our world!

Narrator: E.T. of course insists Wanda is a crazy woman and urges Harry to remove her from the laboratory. **(Pause for Harry to begin approaching Wanda)** Wanda informs everyone that Harry is her boyfriend and he won't do anything to her! Harry, clearly exasperated, pulls out his handcuffs as he claims he's no longer her boyfriend. **(Pause for action)** Wanda insists he still loves her. Harry denies this which makes Wanda furious with a capital F. She insists he will feel that same pain she feels from him breaking up with her. **(Pause for action)** Harry has had enough. He rushes

her, grabs her and handcuffs her to another random test subject who apparently looks like he can handle the crazy Wanda (*or his fellow security guard if you're using the secondary suspects. Narrator, you may have to help this along if Harry seems lost or can't find someone. Also if he has trouble with the handcuffs, go help him out.* (Pause for action) Harry orders this fellow to keep Wanda quiet and under control or he'll get Dr. Mars to sedate her. Wanda is shocked! She yells after Harry's retreating back that no one betrays Wanda Frohicky and lives to tell about it! (Pause for action)

NARRATOR, practice the handcuffing ahead of time if you can! It's harder than you think to pull off and Harry may have trouble (which could be very funny of course) so you may need to help.

0:20

NARRATOR: (Remember to pause for the various actions throughout the mystery. Make notes if you need to.) E.T. thanks Harry for subduing Wanda and continues with his presentation. Harry nods then goes to a quiet corner to make a phone call while E.T. announces that his lovely assistant, Ana Graham will unveil his new masterpiece in flu elimination, *Tetracyclonine!* Ana dramatically raises the material off the box containing the drug. The box is empty!!!!!! E.T. literally screams in horror. Ana grabs him by the lapels and demands to know where Formula X is. Rocco and Lila, in a surprise move, pull guns and hold them on E.T. and demand to know what kind of trick he's pulling on them. E.T. pushes Ana behind him, pulls his own gun and orders them to back off. Ana pulls her gun and holds it on E.T. demanding again to know where Formula X is? This takes E.T. by total surprise. His Ana with a gun? Wanda is very busy trying to escape the danger, guest in tow. Harry has been in the corner of the room with his back to the guests talking on his cell phone - this conversation is

so intense yet cryptic it takes him a minute to realize something is going down. He turns and sees everyone with a gun drawn and, in sheer terror, screams like a girl. Upon hearing Harry's loud scream, everyone then turns his or her gun on Harry. He, for a brief moment, looks like a deer in headlights. He then, for a brief moment, looks like he's a kid about to wet his pants before he gives into his fear and faints dead away. Wanda demands that someone help the man and unbutton his collar or give him CPR or something. Lila checks on Harry and unbuttons his collar. Oh my, are my eyes deceiving me or is he wearing some sort of woman's undergarment??? Lila then lightly slaps Harry's face a bit to wake him. He comes to, a bit dazed and sits up. He realizes his shirt is unbuttoned and his secret is exposed. He lets out another little scream and quickly buttons up, jumps up and bravely demands to know why an inordinate amount of test subjects in this room have guns!

(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:
<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!