



## Murder Mystery Game Sample

© Haley Productions. All Rights Reserved.

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

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

*Worldwide copyright laws and conventions protect all Haley Production's scripts and script samples such as this one. None of our games may be used for profit or commercial use without contacting us for written permission and to discuss usage rights.*

**G**ot questions?

Please don't hesitate to contact us

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

Email: [susan@haleyproductions.com](mailto:susan@haleyproductions.com)

Web Site: [www.haleyproductions.com](http://www.haleyproductions.com)

Shopping Cart: [www.haleyproductions.com/shop](http://www.haleyproductions.com/shop)

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

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

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

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

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

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

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

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

# Vintage Murder

**Year:** Current (you can actually put this in any year you'd like).

**Event:** You are gathered together for the very last wine auction that the Tortellini Winery will probably ever hold due to the impending sale of the estate. This is truly tragic for wine lovers and tourists alike because the winery is not only known for its excellent vintages but it's the only winery in the area.

**History:** Tortellini Brothers Winery, est. 1909 by Frank Tortellini (he had no brothers in actuality). Up until his death 6 months ago, Frank's only grandson, **Georgio**, ran the winery.

The Tortellini Brothers Winery is a small winery that produces rare cabernet sauvignons (scarcity and quality = a rare wine). The winery maintains a private waiting list for their wines but production is small so only a few people are able to obtain the wine. They use no middleman to distribute their wine but do use auctions to sell their wines (along with selling direct to their client base).

**Georgio** died 6 months ago from natural causes. He left behind a will, dated 2 days before he died. It named his two daughters, **Toni & Olive** as equal beneficiaries to his estate. Surprisingly, it also named his driver, **Carmine Blanca**, as executor (he is not a beneficiary). As a result, all other wills were revoked, including one that made **Toni** Tortellini, **Georgio's** youngest daughter, executor.

**THIS IS IMPORTANT:** **Georgio** left no instructions on who was to replace him and carry on the winery's day-to-day operations. When he was alive, the business depended heavily on him although **Toni** was eager to learn the business. He did have a production foreman, one **Walter Jones** (father to one of your prime suspect **Jessie** Jones), but **Georgio** fired the man 1 month before his death for allegedly stealing money left in the office safe (it was really **Carmine** who was the thief).

**GEORGIO'S WILL ALSO CONTAINS A NO CONTEST CLAUSE:** a "no contest" clause can be used in a Will to automatically exclude anyone who challenges the Will in court. His daughters' hands are tied unless they present a legitimate claim of outright fraud or other significant impropriety against the Executor.

**Executor details and Georgio's Will (for further clarification):** provided in full script.

## PRIMARY SUSPECTS

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

1. **Olive Tortellini:** **Georgio's** eldest daughter and self-proclaimed surrogate mother to her younger sister, **Toni** (their mother died when they were teenagers when a grape stomping festival took a tragic turn). **Olive** hates this wine business because she isn't smart enough to understand it and wants to sell the business and its acreage to **Joe Bob Biggs**, her new boyfriend. Only she can't seem to convince **Carmine** that her plan is a better one than selling to **Gertrude Tuesday**. Moreover, she can't contest the will because she'll be disinherited! **Joe Bob** has strongly implied that they have no relationship without the property so she's desperate to

make that happen. He's the only man who's shown interest in her in a long, long time.

**COSTUME:** Prime suspect costume suggestions provided in full script.

2. **Toni (Antoinette) Tortellini:** As a woman who wants to belong to the "smart set", she will do anything to hold onto the winery and continue the business, including marrying the very wealthy but very pathetic **Nigel Tuesday**. She loves the prestige and attention the winery brings her. It makes her feel important and accepted in upper class society. She's self-absorbed, cold, mean and calculating; and she loves to make her sister's life miserable (perhaps that's part of the reason why she wants to keep the winery).
3. **Jessie Jones:** The local law. SHE LOVES HER JOB!!!! **Jessie** just recently applied to the FBI and was rejected - she failed miserably on the written test having to do with intuitive thinking, deduction, and intelligence. She is sure that because this small town never sees any real action, she didn't have the experience necessary to pass that test. A murder she solves could change all that when she reapplies. She lays claim to the Tortellini Winery on behalf of her father, **Walter**, who **Georgio** fired shortly before his death. She feels her father is due some sort of severance compensation after 25 years on the job and she feels he was unjustly fired. So far, **Carmine** is rejecting her claim.
4. **Carmine Blanca:** He became **Georgio's** driver about a year ago after giving him a ride when his car broke down in the Nevada desert. They became very close and so **Georgio** made him executor of his Will and thus a millionaire (due to the 5% executor's fee). **Carmine** is a stupid, rather goofy thug (except for his exceptional understanding of money). **CARMINE MUST DRINK HEAVILY.**
5. **Joe Bob Biggs:** He's a morally bankrupt land developer whose specialty is destruction of property, especially historical or ecologically significant ones like the winery. He owns the land neighboring the winery and wants the winery's land to build a large (and need we say garish?) strip mall. He's led **Olive** to believe he's interested in her (*after hitting on Toni 1<sup>st</sup>-he was rejected- at their father's funeral*). He's lying. He's using her to get the winery. Aside from being a liar and morally bankrupt, he's also a male chauvinist pig who plays charming Southern boy very, very well.
6. **Nigel Tuesday:** A lily-livered mama's boy who's often taken advantage of because of his wealth tied with his inability to say no. He carries around a bag of pills containing various medicines to help with his hypochondria. **Toni**, realizing he was the only way she could keep the winery, came up with a plan involving **Nigel**. Because his mother is gambling in Reno (or Atlantic City) right now and not answering her pages, he is not able to ask her what to do when confronted with this "plan". He's beside himself with remorse for his bad behavior and his unmitigated fear of **Toni**.

#### **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. You will **NOT** give them a

script but you will give them a description of their character 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 a 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.

1. **Angel "The Eggplant" Serra:** **Carmine's** tough guy crony who is clearly "connected".
2. **Dr. Jacobi:** **Olive's** new age shrink who advises her and talks her through her "stressful" situations. *Male or female.*
3. **Barney Schneckel:** **Jessie's** new and enthusiastic trainee who is too much of a newbie to see that **Jessie** is out of line by raiding the party to investigate a murder that hasn't even happened yet (see below). He's like a puppy dog who only wants to please. Think Barney Fife from *The Andy Griffith Show*. *Female version: Brenda.*
4. **Zach Henry:** The winery's sexy gardener and **Toni's** boy toy. They clearly lust after each other but do their best\* to keep their relationship under wraps. He is her staunchest defender. \*They fail of course.
5. **Nannie:** **Nigel's** homecare nurse and substitute mother.

**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**

**Toni & Olive** mingle and introduce themselves welcoming everyone to the last wine auction the Tortellini Winery may ever hold. They pettily argue with each other as they welcome their guests to set up their extreme dislike for each other. **Olive** can't stop talking about her new boyfriend **Joe Bob**.

All mingle, set the scene, explain the storyline, and set up your motives. *The only one not present yet is **Jessie**.*

**Joe Bob** tries to convince **Carmine** that he ought to sell the property to him. **Carmine** asks him if he provides a "seller's fee". **Joe Bob** magnanimously says, "Sure, I'll give you \$5,000." That of course, just amuses **Carmine**.

**Nigel** pops one pill after another (give him some vitamin C in one of those pill bottles) as he clearly laments the fact that his mother won't answer his pages.

After her initial meet and greet with **Olive**, **Toni** is like a Cheshire cat – she can't wait to make her announcement (read on). In the meantime, she flirts with the cute men and **Zack**, your secondary suspect if you're using him.

**Olive**, meanwhile, attaches herself to **Joe Bob** – **Joe Bob** clearly tries to be patient and show his interest in her but it ain't easy.

### 0:10 PRACTICE

**Toni** gets everyone's attention and forces nervous **Nigel** to announce to everyone that he and **Toni** are getting married. **Olive** is furious!

**OLIVE:** I can't believe you **Toni**! By forcing **Nigel** to marry you, you ultimately get to keep this stupid winery along with your inheritance. You don't want to see me happy with **Joe Bob** do you? He needs this land and I promised him I'd come through for him and you've ruined it for me. **Nigel**, you don't love **Toni** and you know it, admit it! (She physically accosts him). Admit that she made you say you're going to marry her. You're scared of her for crying out loud, how can you love her?

As **Olive** tries to get **Nigel** to confess to his being coerced, **Toni** won't let him get a word in edgewise. She vehemently defends her, uh, "their" decision to get married while insulting both **Olive** and **Joe Bob**.

As she and **Olive** argue, **Nigel** begins to hyperventilate. He, in his discomfort, is ignored as the 2 women get physical with one another and push each other around - keeping **Nigel** right in the middle of their physical confrontation.

**Joe Bob** makes derogatory and chauvinist comments as the women fight until **Olive** calls for him to help her. He jumps right in to rescue **Olive**, enjoying it all immensely.

**Carmine** "rescues" **Toni**.

**Olive** turns herself around in **Joe Bob**'s arms and looks at him with all the infatuation she feels for him as she thanks him profusely. **Joe Bob** pats her behind.

**JOE BOB:** You owe me darlin' – you promised me this land and I know you'll keep that promise right? I want this property no matter what and, if you're a good girl, you can be a bonus gift to me.

She giggles like a schoolgirl as he goes off to talk about her gullibility to some male guests.

**Nigel** then whines to **Toni**.

**NIGEL:** I just suffered through what I think was a heart attack and you did nothing. My mother wouldn't ignore me!

She looks at him, grabs his bag of pills and shoves it back at him.

**TONI:** Take a pill **Nigel** or call your mother. I don't care. If you suffered a heart attack, you'd be on the floor right now! Remember, I'm the vulnerable one here after what you did to me last night!

She storms away, leaving **Nigel** searching for a pill to take and mumbling to himself.

**0:20**

**Jessie** now makes her entrance, gun drawn and screaming for everyone to freeze. It's a classic FBI type raid, albeit a lonely one seeing as she has no backup (unless you're using **Barney**, your secondary suspect).

She informs everyone she intercepted a call from police dispatch about a murder...

(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. Now Toni and Nigel I do believe you have an announcement to make so please come up here with me.

*Pause to allow Toni to announce their impending marriage and the subsequent reactions by your guests and suspects.*

**NARRATOR:** Well, how um, lovely – a wedding. A match made in heaven that clearly doesn't sit well with Olive. She KNOWS Toni is forcing Nigel to marry her so she gets to keep the winery AND her inheritance. The furious and ranting Olive physically accosts Nigel to get the truth out of him (*pause so she can do this*). But Toni won't let Nigel get a word in edgewise. She vehemently defends Nigel's decision to do the right thing by her. Poor Nigel can't help but to hyperventilate. (*Pause*) He, in his discomfort, is ignored as the 2 women get physical with one another and push each other around - keeping Nigel right in the middle of their physical confrontation. (*Pause and let the scene play out for a bit.*)

**Narrator:** Joe Bob and Carmine are clearly enjoying the fight but alas they know they must break it up now. Olive is very, very, very, very grateful to her boyfriend, Joe Bob. (*Pause*) Joe Bob reminds Olive that she promised him the winery land for his strip mall and he ah, sincerely hopes she will be his bonus gift once she gets the land for him. She giggles like a schoolgirl as he goes off to reacquire some male testosterone with some male guests. Nigel seeks a substitute mother to help him through all this. Well, I'll leave it to all of you to offer your uh, congratulations...

*Pause to allow the suspect to mingle and for first course.*

SERVE SALAD/1<sup>ST</sup> COURSE.

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!**