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.

Haley Productions

----- 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).

Haley Productions

A DEADLY INCENTIVE

YEAR: Current (FEEL FREE TO CHANGE THE YEAR IF YOU WANT – 1960's, 70's – any decade will work).

EVENT: A treasure hunt sponsored by **Seamus ("Shay-muss")** O'Malley to bring business to his failing pub.

THE PRIZE: "A Pot of Gold" - Gold doubloons worth $5,000. These doubloons have been in **Seamus**' family for generations and they were allegedly part of the pirate **Grace O'Malley**'s bounty but **Seamus** is willing to part with them if it means he can keep his pub.

ABOUT "GRANUAILE" - Grace O'Malley: Grace O'Malley truly existed and was known in the 16th-century as "Queen of the Irish Seas". She was a pirate, chieftain, gambler, noblewoman, traitor and mercenary.

PRIMARY SUSPECTS

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

Seamus ("Shay-muss") O'Malley: Owner of O'Malley's Pub and Grub. A congenial, gregarious, boisterous and happy man who loves his little pub (started by his grandfather) and is devastated that he may lose it. That's why he hired **Peter Blackwell** to help him put O'Malley's on the map once again. Seamus doesn't drink alcohol but when he's nervous (and he will certainly be at the event he's hosting), he tends to drink a lot. He can drink water or soda but he always has a non-alcoholic drink in his hand. Think of this as his cigarette substitute.

COSTUME: INCLUDED IN FULL VERSION OF THE GAME FOR ALL SUSPECTS

His relationship to the other suspects: INCLUDED IN FULL VERSION OF THE GAME FOR ALL SUSPECTS.

Officer Johnny Malone: **Seamus**' cousin on his mother's side, in fact his only living relative. **Seamus** hired him as security to make sure no one touches that "pot of gold". **Johnny** has a raucous sense of humor, loves the ladies and is always the life of the party. One might question his police ability but underneath that fun-loving exterior lays a sharp mind. He is truly an excellent police officer (sort of like Colombo was an excellent detective).

Peter Blackwell: Self-absorbed owner of Blackwell's List Public Relations Firm (established 13 years ago). **Peter** is the man behind the treasure hunt contest.

He's married to a very wealthy woman (**Moira**) and uses her money to get what he wants. This greedy, self-indulgent man will scam anyone, anytime if he can make money at it. He's also a pretty darn good PR man.

Moira ("Maura" or "Moy-ra" – whichever you prefer) Blackwell: **Peter**'s wife of 12 years and a "consultant" with his company. That is to say, her wealth and class add

© Hall Productions

prestige to Blackwell's List. She is charming, classy and smooth (most of the time).

She married **Peter** despite her father's strong insistence that it would never last and that **Peter** would just use her. Unfortunately, Daddy was right although she'd be the last to admit it!

Irma Snell: A research analyst for Blackwell's List – she's been in the same position since **Peter** started the company 13 years ago. She researches potential clients and their products or services for **Peter** and his pitch team. A nerdish, very detail oriented unmarried/unattached woman with a very healthy libido, especially when it comes to **Seamus O'Malley**! She has been the bane of his existence, truth be told, ever since that first interview he had with her so she could provide **Peter** with the details necessary for a successful campaign. She doesn't take rejection well at all and becomes rather psychotic when she is turned down in her sorry attempts to get him to ask her out. (Think "Fatal Attraction".)

Lurleen Johnson: A vivacious, fun-loving Texas gal with a secret who's thinking of relocating to your town. Her trip here coincided with this contest and she thought the prize money would be a good start to her new life if she won.

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. **Ingrid Snell: Irma**'s "twin" sister. They are very much alike and protect and defend each other to the death. Ingrid wants a job with Blackwell's List but so far **Moira** insists there are no openings and refuses to let **Peter** hire her. It'd be great if they could dress alike.
2. **Desmond Lacey** *(or Lacey Desmond if you choose a female for this part)***:** A friend of **Johnny**'s whose help he's enlisted tonight as "assistant" security guard. Desmond currently works as a security guard at WalMart (or Kmart) – someplace where the danger level is just about non-existent. Because of his many health ailments, Desmond could never be accepted to the police academy despite his strong desire to be a cop. He will of course be thrilled to

© Riley Productions

help **Johnny** in any way he can throughout the evening. "Security" is his middle name. Well not really but he likes to think so.

3. **Bonnie (or Ben) Cochran: Seamus**' know it all, pompous lawyer here to oversee all things legal. She can advise **Seamus** (and the guests) on anything and everything – even if they don't ask for advice.
4. **Robin Leacher:** He (she) is a reporter for your small town newspaper who's here to cover this event. He really wants to be on TV so he likes to "report" the goings on as they happen as if he were in front of a TV camera then get feedback from folks on how to improve his technique. **Peter** will really want to impress this person. Good press is everything in a PR campaign.
5. **Maggie May O'Connor: Seamus**' girlfriend who wants a commitment from him, gosh darn it. She certainly doesn't like **Irma** moving in on her territory!
6. *You can also include **Peter**'s pitch team – the idea people. It'd be fun if they were all clones of each other in the way they dressed but highly competitive with one another in everything they did.*

Motives: INCLUDED IN FULL VERSION OF THE GAME.

THE SEQUENCE OF EVENTS

ORGANIZER, as you begin the evening:

Make sure Seamus has a pitcher of water or whatever sort of beverage he wants and a glass.

Give sealed envelope to Peter to pass to Lurleen as outlined above. Nothing has to be in it because it's never opened.

Make sure Johnny has his gun.

0:00

Seamus enters. He pours himself a drink from a pitcher of water *(set this up somewhere for him before the mystery begins)*, welcomes everyone to his pub and introduces himself.

After which, he introduces **Peter**, **Moira** and **Irma** from Blackwell's List – the PR firm responsible for this little treasure hunt.

He explains that the clue sheets for the "Pot Of Gold" Treasure Hunt will be given out after dinner when the hunt will begin. The winner will receive the gold doubloons worth $5,000 that have been in his family since the 16th century.

0:05

All primary suspects mingle and introduce yourselves to your guests.

(c) Haley Productions

Irma hits on **Seamus** (awkwardly but aggressively). She avoids **Moira** but doesn't hesitate to talk about her behind her back as they need to set up their mutual dislike of each other.

Seamus is a nervous wreck and **Irma** isn't helping calm his nerves. He overwhelms his guests by pushing in their chairs, re-arranging their silverware, trying to take half-empty drinks to clear the table, etc.

Peter brags that the treasure hunt was all his idea--an idea that will squelch the nasty rumors about his company being in trouble *(he stops himself from saying more about the IRS audit – that will come out later).*

PETER (sarcastically): That'll show my wife who seems to think the only thing I'm good at is taking her money! That doesn't mean that I don't love her dearly however!

He is also seen passing an envelope to **Lurleen**. If anyone sees them and makes mention of it, they should only say that **Peter** was giving **Lurleen** a copy of his clue sheet* because **Lurleen**'s wasn't a clear enough copy.

Peter and **Lurleen** should also clearly be attracted to one another while keeping a distance from each other.

Johnny mentions why he's here (security) but also expresses his disapproval in what **Seamus** is doing, especially when it comes to giving away the doubloons. And he often speaks of what he would do if this were his pub.

Moira talks highly of her husband and his firm and her unequaled support of him (and she adds in a secretive voice, "just ignore any nasty rumors you've heard about his company"). No matter how hard pressed, she will not say more. "Oh, I've said too much already! Really, it's nothing." Right now, she is gracious and charming with only a hint of being insincere.

0:10

Irma thinks that she recognizes **Lurleen**. She asks the guests if they've ever seen the woman before. Then she barrages **Lurleen** with questions about where they could have met before (naming all sorts of stupid places).

This makes **Lurleen** very nervous so she keeps avoiding the questions and moving away from **Irma** only to have **Irma** persistently follow her through the room until **Peter** pulls her away from **Lurleen** and orders her to leave the woman alone!

0:15

Johnny tries to be nice to **Moira**. He doesn't mean anything by his chatter – perhaps he comments that she fits her suit/outfit very well as he gives her an appraising once-over.

Moira shows her cold side with her response: How dare he make such overtly sexual innuendo to a happily married woman! That's harassment!

He is very taken aback by her over the top reaction and promises her he didn't mean anything by what he said.

He reaches out to touch her arm to show his earnestness. She wrenches it away and

© Hey Productions

says, “Don’t touch me you classless moron!”

Johnny is still confused because he hasn’t done anything! As he tries to apologize once again, **Peter** asks what’s going on.

Moira falls into his arms and cries that Officer Malone was saying all sorts of sexual things to her, despite her telling him she was happily married!

As **Johnny** defends himself, **Peter** ignores him pulls **Moira** aside, grabs her by both arms and orders her to calm down…

(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.

© Haley Productions

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.*

(c) MBM Productions

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).

Narrator: Welcome Ladies and Gentlemen. My name is Bert (or Berta) Beetlejuice and I am here to lead you through this mystery. Now onto the business at hand…Seamus, would you like to welcome your guests or perhaps Peter, you'd like to tell everyone about your brilliant plan to save Seamus' beloved pub? **(Pause and let them figure out what they want to do.)**

Narrator: I see that Johnny is approaching Moira. Perhaps he wants to know more about the 'nasty rumors' she's been alluding to about her husband's company?? Instead he gives her the once over and gives her what he thinks is a lovely compliment. **(Pause to allow him to do so.)** Moira is incensed with his remark! How dare he say such a thing to a happily married woman! That's harassment! **(Pause)** Johnny is very taken aback by her over the top reaction and promises her he didn't mean anything by what he said. He reaches out to touch her arm to show his earnestness. She wrenches it away, ordering him not to touch her. **(Pause for action.)** Johnny is still confused because he feels he was just being Irish – the blarney and all that! As he tries to apologize once again, Peter asks what's going on. **(Pause)** Moira falls into his arms and cries that Officer Malone was saying all sorts of sexual things to her, despite her telling him she was happily married! **(Pause)** As Johnny defends himself, Peter ignores him as he grabs Moira by both arms. He angrily orders her to calm down and not ruin his night with her attention-getting drama. Moira silently takes it and lets Peter just storm away when he is through his tirade. **(Pause. If he doesn't really have a tirade above and beyond what you say here then you can call him on it – "that's your tirade, just repeating what I said?")** Moira now apologizes to everyone, especially Seamus for her over-reaction.

ORGANIZER:

1. As discreetly as possible tell Peter to get Lurleen and leave the room together.
2. Make sure Seamus has a drink in his hand.

(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 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.

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/

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