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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----- 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).

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THE MAFIA MURDERS

MAFIA ADAPTATION FOR YOUR CORPORATE EVENT:

The Godfather has taken over your business ("bought" may not be the right word here; he may have bribed or coerced your current CEO or they've become "partners" - remember, everything is done tongue-in-cheek here). The Godfather is throwing a party at his speakeasy to welcome his new lieutenants, capos, etc. to the family and to introduce them to the new way of doing business - his way. If you can parallel your type of business into the Mafia business, that's great. For example, a telecommunications business will no longer be "communicating" in any way seeing as that's not the "family" way. "Customer service" will take on a whole new meaning once you implement the cement shoe or sleeping with the fishes policy. Get the idea?

PLACE: The Library, the Godfather's speakeasy.

YEAR: 1930

PRIMARY SUSPECTS

These are the folks who will have full knowledge of the mystery; you'll give them this complete script and the costume examples we've provided *(separate document)* ASAP.

Costume suggestions and illustrations provided in full script.

More detailed character descriptions are also provided in the full script.

DONATO "Babyface" Brundizzi:

The Godfather, **Donato** became the head of the family after his brother-in-law, Don **Dominic Scallopini** (and his wife **Olympia**) died in a car explosion in March of 1924. He is everything you'd expect in a man of such power: ruthless, self-centered, calculating but with a deceptively approachable side to him.

WALDO "The Sneak" Brundizzi:

Donato's boob of an older brother. The family chose **Donato** to be the new Godfather after **Dominic Scallopini** was killed because they felt he had what it took to be the head of the family. **Waldo** resents this and is out to prove to the family and everyone else that he should have been the chosen one.

"CRUSHER" JOE GENELLI:

Before **Crusher** came to work for **Donato** as his bodyguard, he was Don **Dominic Scallopini**'s driver for going on 10 years. **Crusher** wanted more responsibilities from **Scallopini** but **Dominic** never seemed to trust him enough. **Crusher** was fed up because he couldn't move up the Mafia ladder. **Donato** promised him that move.

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RITA "THE ROSE" SCALLOPINI:

Donato and **Waldo's** niece; daughter to the deceased **Don Scallopini** and his wife **Olympia. Rita** is excellent at playing the "I'm just a girl" or "I'm just an orphan" game. She has the men wrapped around her little finger as a result.

"DAPPER DAN" JOHNSON:

He has been **Donato**'s accountant since April of 1927. He met up with and was subsequently hired by the Don in Chicago. He is very good at what he does but he hasn't quite gained **Donato**'s complete trust. That simple fact gets to him: how often does he have to prove himself loyal and trustworthy? After all, he told **Donato** about the hit Capone had out against him in Chicago *(yes, **Donato** was supposed to perish in that fateful St. Valentine's Day Massacre in February of 1929).*

JIMMY "THE GYP" JOHNSON:

A good for nothing bum who happens to be **Dapper**'s twin brother. Because **Dapper** saved his life in Chicago, **Donato** has tolerated **Jimmy** being the major pest that he is.

> **NOTE:** JIMMY AND **DAPPER** CAN BE PLAYED BY THE SAME PERSON BECAUSE JIMMY IS KILLED VERY EARLY IN THE MYSTERY. IT IS VERY IMPORTANT THAT THERE ARE DISTINCT PHYSICAL DIFFERENCES BETWEEN HE AND **DAPPER** SO YOUR GUESTS DON'T GET SO OBSESSED WITH JIMMY REALLY BEING **DAPPER**. I WOULD SUGGEST PUTTING A MUSTACHE ON JIMMY AND USING A SMALL PILLOW TO GIVE HIM A GUT.

CONNIE NONNI:

Donato and **Waldo**'s aunt (on their mother's side). She's a Mafia widow and a crazy one at that (although she is an excellent cook which balances things out): she never asks questions, nor does she care about what her nephews do so long as she's taken care of as the grieving widow she is. Beating her breast and lamenting the loss of her husband is a specialty of hers as is getting people to prostrate themselves and wail in grief (especially as the events unfold tonight).

FIFI LA TRICK (A.K.A. GWENDOLYN GOODBODY):

She is the Don's moll--"girlfriend" but she used to be **Waldo**'s. She was a torch singer at a speakeasy called Poodlehead's where she met **Waldo**. It was apparently love or at least lust at first sight but then somehow she became **Donato**'s girl instead.

TIMELINE SUMMARY:	
1914-1924	**Crusher** works for **Don Dominic Scallopini** as his driver.
March 20, 1924	The **Scallopinis** die in a mysterious car explosion; the Great War with the McCormicks *(Irish Mafia blamed for the bomb)* begins.
April, 1924	**Donato Brundizzi** chosen as the new Godfather.

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April, 1927	**Donato** moves the enclave to Chicago where the real action is; hires **Dapper Dan** as his accountant.
January, 1929	**Donato** makes some bad territorial moves against Al Capone; **Dapper Dan** informs **Donato** of a hit against him due to take place on Valentine's Day, 1929. Hasty move to wherever this show takes place.
September, 1929	**Waldo** meets **Fifi** at Poodlehead's.

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.

"Fast Hands"

The Godfather, Donato Brundizzi's advisor/consigliore. Unfortunately for **Fast Hands**, **Donato** is not happy with him and is looking to find a new consigliore. **Fast Hands** knows his parting gift will be a pair of cement shoes so it makes him very nervous and overly helpful to the Don. **Motive**: **Fast Hands** has set this whole thing up in revenge for being cast aside as consigliore.

"Dollface"

Her brother, "Knuckles", was a bruglione but he's gone missing. She's been running operations since his disappearance a month ago - a fact **the Godfather, Donato Brundizzi** just found out about earlier today. He's not thrilled at all that a woman would be running his territories even though she's been clearly doing a better job than her brother. **Dollface** is here today to ask to be made bruglione and to prove herself. **Donato**, despite her obvious talents, will have none of it. THEREIN LIES HER MOTIVE. She is wickedly attracted to **Dapper Dan**.

"The Maul Man"

(c) Ripley Productions

Bodyguard wannabe under **Crusher**'s tutelage. Maybe he even wants **Crusher**'s job so he's setting up the attempts on **Donato's** life to make **Crusher** look bad?

"The Hammer"

Mayor of the Rigatoni enclave. **Donato** is anxious to work with **The Hammer**, whose special area of interest is gambling and casinos. **Donato** wants a cut of his action, so he's invited **The Hammer** here tonight to show him a good time. **The Hammer** has no intention of working with **Donato** but he does want **Donato**'s territory and his people. **Donato** has informed his niece **Rita** that she's to be "nice" to **The Hammer** and show him a good time to help close the deal. He will have no problem with that.

Angela "The Cannoli" Scallopini

Rita Scallopini's psychotic older sister. She knows her uncles, **Donato** and **Waldo**, favor **Rita** so, over the years and still to this day, she tries too hard to make them like her better. **MOTIVE**: She's an ignored psychopath who demands to have her day, her moment of glory, against the man who most ignores and hates her—Uncle **Donato**. She is wickedly attracted to **Crusher**.

OTHER SECONDARY CHARACTER SUGGESTIONS (as suggested by one of my "repeat offender" customers):

1. A singer at the speakeasy who likes to drink as much as she likes to sing. She sings during dinner but then, as the vendetta against the Godfather unfolds, she interrupts or blurts out songs at random, and at the most inappropriate times, clearly irritating the Don. You should dispose of her at the end of course!
2. Floozies to "ooh and ahh" over the men.
3. A cigarette girl.
4. A crooked cop or two.

In the Organizer guide we provide a list of Flapper and Mafia nicknames. Select a fun name for any of these characters from that list or make up your own.

THE SEQUENCE OF EVENTS

1. *Remember to **slow down** – you're nervous so you'll want to rush the sequence but **DON'T**.

2. Be sure to involve your guests!!!! Play with them, talk with them – they'll love you for it.

3. If you need to leave the room to check your script – do it.

4. **Synchronize your watches.** 0:00 hour is whatever time you start the performance. I would recommend that if you start at 6:20, reset your watches to 6:00, that way you're literally at the zero hour and can easily figure out the time from there.

5. Anything **<u>underlined</u>** in this sequence is very important to the progression (and solving) of the mystery. Anything in **RED** is a definitive clue to whodunit.

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6. I provide some dialogue but it's **not necessary to memorize** it verbatim; it's mostly to give you an overall idea of what should be said.

7. Make sure you **run through this script** sometime before the performance date.

8. You're organizer will set up a table as the evidence (clue) table. **PUT ALL CLUES AND EVIDENCE ON THIS TABLE** as they are revealed. Encourage your guests to examine them to help them solve the case.

9. **REMEMBER, EVEN IF YOU'RE NOT THE KILLER, YOU DO HAVE MOTIVE AND YOU STILL HAVE TO LOOK SUSPECT.

ORGANIZOR NOTES:
Give **Crusher** the envelope of money he will "find" on Jimmy.
Give Jimmy a gun.
Give **Rita** the newspaper article (see Organizer Instructions document to print the article out).

0:00

(OPTIONAL.) To start the evening, place **Crusher** (and The Maul Man if you're using secondary suspects) at the entrance, asking for a password into the speakeasy (*whatever the guest says is the right password or give them a password in your invitations).* He should not be afraid to frisk for guns.

All suspects, but **Dapper/Jimmy – WHO ARE NOT YET IN THE ROOM -** mingle and introduce yourselves to your guests.

0:10 PRACTICE

Waldo makes a welcoming speech and brings up the following, in his own words:

1. The guests are very special loyal friends and family to the Godfather, that's why they've been invited to his party. He can make a comment about how we're all gonna miss Fast Hands when he goes (remember Donato is looking for another consigliore).

2. Later on this evening, there will be a gambling excursion aboard the Godfather's yacht, The Prohibition, which is moored beyond the 12-mile limit since both gambling and imbibing alcohol are illegal.

Waldo then introduces his brother, **Donato**. Just as **Donato** starts to speak, **Jimmy The Gyp**, who has been hiding from view, throws himself into the room, gun drawn, yelling, "Die, **Donato Brundizzi**, die" and fires away only to realize that he forgot to load said gun with bullets. At the same time this is happening, **Crusher** pushes **Donato** out of the line of fire and **Waldo** drops to his knees and hides under a table or behind the

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legs of his guests. *MAKE THIS BIG **WALDO** – LOOK AS COWARDLY AS POSSIBLE.*

Realizing that **Jimmy** is indeed a moron who forgot to put bullets in his gun, **Crusher** now strolls toward him, teasing him about his stupidity. **Jimmy** looks like a cornered animal as he searches desperately for an escape route. He makes a run for it but **Crusher** easily catches him and drags him out of the room. **Jimmy** loudly begs for his life and puts up a fight. As the men struggle, **Donato** tells **Crusher** to break the man's neck for his betrayal.

Crusher drags **Jimmy** from the room. Next, a very loud, very long, very girly, very painful scream is heard and then dead silence. **Crusher** comes in wiping his hands clean of the job.

> *NOTE: If you have props guns that actually "fire", you can simply have **Crusher** shoot him in front of everyone. It's more dramatic.

CRUSHER: Jimmy The Gyp is dead. They don't call me **Crusher** for nothing. I can break a neck like nobody's business! Hey boss, this fell out of Jimmy's pocket when he went down for the count.

Crusher holds up a thick envelope of money on which is written, *"**Jimmy**, ½ now, ½ when the job is done."* He reads it aloud to everyone then tosses it on the evidence table.

Donato angrily orders **Waldo** to help **Crusher** dispose of the body and to call **Jimmy**'s brother, **Dapper**, to inform him of his brother's demise. **Waldo** informs **Donato** that it's not his job to remove bodies or to call the hired help. **Donato** grabs him by the lapels of his jacket and tells him to do what he's told! He pushes **Waldo** away in disgust. **Waldo** scurries off to do what he's told grumbling the whole time about "getting his brother".

IMPORTANT: Meanwhile the rest of the cast must fill everyone in to the fact that the man killed was **Jimmy The Gyp**, brother to the Don's accountant and it appears from that envelope full of money that someone was paying him off to try and kill the Godfather. Direct your guest to look at the envelope on the evidence table.

OPTIONAL: SERVE SALAD/1ST COURSE.

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

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

HOW THE NARRATOR VERSION OF THIS MYSTERY GAME WORKS:

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

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

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

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

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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.*

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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).

ORGANIZOR NOTES:
1. During the mingling time, take Rita offstage and give her the newspaper article (see Organizer Instructions document to print out this article). Instruct her to start showing it to a few people – not everyone, just a few* -- and talk about her parents' deaths. She should do this AFTER the opening welcome speech by Donato. * You want some people to see it and the others that don't ask about it. This creates participation.
2. During the mingle time, please take Crusher off stage and give him the following instructions. Jimmy should also be present.

INSTRUCTIONS: After the Narrator's opening comments and as soon as Waldo introduces Donato to the group, Jimmy will rush into the room screaming, "Die Donato Brundizzi die!" and fire a gun at Donato. Crusher, standing right beside or slightly behind him, will push Donato out of the line of fire - only Jimmy's gun is empty. Realizing that Jimmy is indeed a moron who forgot to put bullets in his gun, Crusher will stroll toward him, teasing him about his stupidity. Jimmy will be momentarily paralyzed with fear. He will then make a run for it but Crusher will easily catch him and drag him out of the room telling Donato that he'll take care of Jimmy. Jimmy loudly begs for his life and puts up a fight. Outside the room, Jimmy will let out a very loud, very long, very girly, very painful scream and then dead silence. Crusher will come in wiping his hands clean of the job stating the traitor is dead. He will also hold up a sealed envelope on which is written, *"Jimmy, ½ now, ½ when the job is done."* He will read it aloud to everyone then toss it on the evidence table.

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0:10 Welcome

Narrator: Welcome Ladies and Gentlemen. My name is Bert (Berta) Beppo 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. You are of course all very special loyal friends and family to the Godfather, that's why you've been invited to his party. As a special treat, later on this evening, there will be a gambling excursion aboard the Godfather's yacht, The Prohibition, which is moored beyond the 12-mile limit since both gambling and imbibing alcohol are illegal. Now without further ado, Don Donato Brundizzi's brother Waldo would like to say a few words about his brother and introduce the man of the hour.

Action: Waldo will introduce Donato and say whatever he wants here. As soon as Donato is introduced, Jimmy the Gyp will try to kill him. Crusher will get Jimmy out of the room to break his neck. He'll return with a clue: an envelope of money with a cryptic note written on it. See organizer note above for details.

Narrator: The man Crusher disposed of was Jimmy the Gyp, brother to the Don's accountant, Dapper Dan Johnson and it appears from the envelope full of money Crusher found on Jimmy that someone was paying him off to try and kill the Godfather. Said envelope is on the evidence table conveniently set up for you if you want to take a look. Such excitement and drama and the night has barely begun! Donato now angrily orders Waldo to call Jimmy's brother, Dapper Dan, to inform him of his brother's demise. (Remember to pause to allow the suspects to carry out the action). Waldo retorts that it's not his job to call the hired help (pause for Waldo's retort). Donato grabs him by the lapels of his jacket and tells him to do what he's told! He pushes Waldo away in disgust (pause). Waldo scurries out of the room grumbling the whole time about "getting his brother" whatever that means (pause). While waiting for Dapper Dan to arrive now would be a good time to chat with the family and to thank the loyal Crusher Joe for taking care of business so we can still enjoy ourselves. I know the Don is always saying how much he appreciates Crusher's loyalty and his, uh, skills. Isn't that right Godfather? …

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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).

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

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

⊙ Award Certificates

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

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

⦿ Thank You Notes

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

⦿ Mug shot Placard (optional use)

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

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

View all our mystery games:
https://www.haleyproductions.com/

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