

MURDER HIGH REUNION CLASS OF '87

It's been 30 years since you left the hallowed halls of James D. Murder High.

You've come a long way in those thirty years and so have your classmates. It's time to reunite with your old friends (and enemies) to see what everyone's become.

Unfortunately for the sake of the reunion, what one of you has become is a murderer.

Will it be the jock turned gym teacher who still has something to prove? The valedictorian who refuses to let anyone top them? Ever. Or possibly the class president who is now a U.S. presidential hopeful? It's almost too predictable...or is it?

The Murder High Class Reunion is a night of mystery and mayhem intertwined with rivalries from the past that spill over to the present. With Murder High, it's not only what you were, but what you've become. And let's hope it's a survivor.



HOST'S GUIDE



THANK YOU FOR PURCHASING THE MURDER HIGH CLASS REUNION

We are confident that you will find this comprehensive packet to provide everything that you will want and need to run your very own murder mystery party—one that will have your guests talking about it for weeks, if not longer.

This murder mystery experience is designed to be easy to run and fun to play for all the guests involved. The game is played with all of your guests having active roles in the game and each guest having objectives to complete. These objectives keep the party from being pre-scripted and allow your guests to draw their own conclusions as to the motives and to the murderer. This format also allows for great mingling amongst your guests and insures that all of your guests feel included. Before the night is through, each guest will have discovered that they have a motive for killing the victim and be inclined to protect their innocence as well as seek out the murderer. Also to add to the experience and suspense of the night, the murder happens during the party not before, as is the case in some other murder mystery games. The victim is also allowed to play along after they 'die' for they have no clue who murdered them. The Murder High Class Reunion is guaranteed to be a hit with all of your guests.

Prepared in the following pages, is a simple list of things you need to do as host in order to have the party run smoothly. Once the party is going, it is up to the guests to make the most of it— something you will be surprised at how well they do.

ASSIGNING THE CHARACTERS:

- **The following is the number of male and female guests that you will need in order to run each of the versions of Murder High Reunion:**
 - 20-80 Guest Original and Clean Versions:** at least 7 males, 8 females, at least 5 guests to play a gender neutral role.
 - 15-20 Guest Original and Clean Versions:** 7 males, 6-8 female roles, 2-5 gender neutral roles.
 - 10-15 Guest Original and Clean Versions:** 4-5 males, 3-4 female roles, 3-6 gender neutral roles.
 - 8-12 Guest Original Version:** 4 males, 3-4 female roles, 1-4 gender neutral roles.
 - 8-12 Guest Clean Version:** 3-4 males, 2-3 female roles, 3-5 gender neutral roles.
- **If you choose NOT to know the murderer**, you can simply choose NOT to read the character descriptions or examine the evidence before the party. This will allow you to play along with everyone else, but will not allow you read the descriptions when assigning the characters. (You can find a short list of the characters with descriptions on the next page.)
- **Because this party is dependent on a minimum number of people showing up**, you may want to find out ahead of time if people are available before assigning characters.
 - One way to do this is to send out the general invite and the Reunion News with an RSVP date of two weeks before the party. Then when your guests RSVP positive, you can send along their character sheet.
- **The killer will not know they are the murderer until they open their second envelope at the party.**
- **The victim will not know they are the victim until they get to the party.** The victim will not have a list of objectives for after the murder. If the victim wishes to play along after the murder, they can do so without an identity. If you have an extra identity, they can also assume that identity if they so choose.
- **Is this mystery suitable for youths and/or conservative groups?** This mystery is available in both clean and original versions. The CLEAN versions are suitable for youth and/or more conservative groups, the original version *is not* suitable for conservative groups. Please make sure you order the correct version.



More party ideas on nightofmystery.com!

CHECK OUT THE "PARTY TIPS" SECTION

**CHECK OUT OUR PINTEREST PAGE WITH LOADS OF
IDEAS ON PLANNING FOR THIS PARTY!**

PINTEREST.COM/NIGHTOFMYSTERY/MURDER-HIGH-REUNION/





HOST'S GUIDE



Nick Nixon—The Class President. Nick led the class in 1987 and hopes to lead the country in 2020. Does this presidential candidate have too many skeletons in the closet? *Male.*

Nancy Nixon—The Class Vice President. Nancy has always been known to stand by her man, but is she tired of always being put on the back burner...? *Female.*

Joe Nebraska—The Jock. As the captain of the football, basketball and baseball team, Joe is a legend at Murder High and in his own mind. Joe has said he will do anything to become a legend at the reunion as well. *Male. C*

Natalie Nebraska—The Cheerleader. Popular and perfect, everyone loves her. Or so she thinks. *Female.*

Pamela Abdul—The Pompom Captain. The queen of dance in high school, Pamela went on to great stardom in choreography. She is said to be back to spice things up, especially with her old rivals. *Female.*

Mallory Majesty—The Prom Queen. With Mallory's wealth and good looks, she is accustomed to ALWAYS getting her way and Mallory will make sure that the reunion is no different. *Female.*

Mike Majesty—The Prom King. A proper king keeps court with only those who will enhance his reign. *Male.*

Cindy Crawfish—The Class Flirt. Cindy is still vibrant, bold and unmarried after thirty years. Most of the women at the reunion may want to protect themselves... and their man. Rumor has it Cindy can be deadly when she doesn't get what she wants. *Female.*

Judd Jenson—The Class Stud. Best friends with Joe & Mike, Judd was always the most popular with the girls. Now that he is 30 years older, there may be some rejection that he is not used to... *Male.*

Bailey Babble—The Class Gossip. Bailey has been living and working in this town since they graduated high school and still knows everything that's going on. But how much is too much? *Male or female.*

Steve Spielson—Audio Visual Squad Leader. This a.v. squad geek turned Hollywood movie director, Steve is said to be the most successful of the high school classmates, but has he betrayed too many on his way to stardom? *Male.*

Molly Ringworm—The Drama Queen. Molly is known to steal the show, whether it was in the school musical or her current soap opera hit, *The Brash and The Brutal*. For the sake of the reunion, let's hope she is neither. *Female.*

Bobbie Bright—The Valedictorian. A Harvard law graduate, Bobbie won't let anyone challenge their claim to "most likely to succeed". *Male or female.*

Randy Reporter—Newspaper Editor. With a presidential candidate at the reunion, Randy is determined to get an insider scoop, and they won't stop till they find it! *Male or female.*

Byron P. Keaton—The Math Team Captain. The king of calculators is back to strut his stuff. Ridiculed in high school, Byron is returning to show just how far money can take you. *Male.*

Myra S. Keaton—The Math Team Cheerleader. Married to Byron, Myra is planning on coming to the reunion to show the "real" cheerleaders what she is made of...these days it's money! *Female.*

Terry Johnson—Hall Pass Monitor. Terry was hard-nosed in high school and even tougher now as a traffic cop. Watch out because Terry will be watching everyone's moves and will take charge if anything goes wrong at the reunion. *Male or female.*

Danny Drums—Marching Band. To Danny, nothing mattered more in high school than band camp. Music is still on his mind, as is revenge. *Male.*

Sally Sax—Marching Band. Sally is now married her band camp sweetheart and wants to make sure her sweetie doesn't step out of line. *Female.*

B.A. Barricade—The Punk. Never one to take orders well, now B.A. does it for money in the name of 'private security'. It's amazing what people may pay B.A. to do. *Male or female.*





HOST'S GUIDE



MAKING THE INVITATIONS:

Before the party, each guest must receive three things: (1) the invitation, (2) a copy of the Reunion News and (3) the character description you have chosen for that guest.

THE INVITATION

- To make the invitations, print out the number of invites that you need onto 8.5 x 11 paper. (You may print on nicer paper, such as parchment, to add authenticity to the invitation.)
- Fold each invite in quarters.
- Fill out the information for the place, date and time of your party.
- Make sure to put a half hour window of time when you want the guests to arrive.
- Invite should fit nicely into a invitation sized envelope (4 3/8" x 5 3/4").

THE REUNION NEWS

- If you wish for the Reunion News to be more festive, you can photocopy it onto colorful paper.

CHARACTER DESCRIPTION

- You need to assign each guest a character to be at the party. (See the previous sections)

PREPARING FOR THE PARTY:

- Cut out and make name tags for the guests. (You can print out the name tag pdf on sticker paper or include a pin with the name tags so that the guests can secure them to their outfits.)
- Cut the objective sheets in half on the dashed lines.
- Label two envelopes with each characters name. Label one envelope with an (A) and one with a (B) for each character.

In the (A) envelopes, place: a name tag, safety pin(s) to adhere the name tag, a bundle of money, the left side of the character's objective sheet that has objectives for the beginning of the party.

In the (B) envelopes, place: the right side of the objective sheet for each character which has objectives for after the murder happens.

Have the (A) envelopes on hand to give to the guests as they arrive.

Seal the (B) envelopes and place them in a safe place until after the murder has occurred.

- Place the solution in a sealed envelope and label it solution.
- Keep the copy of the introduction, the investigation instructions, the evidence presentation and the solution envelope in a safe place where you can hand them out throughout the night to the guests as they need them.
- Make 5 copies of the Who Dunit voting sheets and cut the pages into quarters along the dashed lines.
- Make copies of the smoking gun award, as their may be multiple people who guess the murderer.
 - You can print or photocopy the certificates onto parchment paper for a more official look.

Get a \$5 coupon and a FREE Party!

Once your party is thrown, please let us know how your party went by posting it on our MURDER MYSTERY MESSAGE BOARD! We will email you a \$5 coupon for posting comments and/or pictures about your party. In addition to the coupon, each month we will select one posting to be featured in our "Party of the Month" forum and that customer will receive a \$45 gift certificate towards the purchase of a future party.





SCHEDULE OF EVENTS



- Most likely, the length of the party will take 2-4 hours. The party length will depend on a number of factors, including the number of guests, if you are serving dinner, how well your guests mingle, etc.
- The party may be longer if you choose to serve dinner, although much of the mingling done during Stage 2 may be done at the dinner table as well.
- Because the party is not pre-scripted, but set up in stages, as host it is important to observe the guests' behavior and move onto the next stage when you feel it is most appropriate. This will give everyone enough time to enjoy all aspects of the party and enable it to move along at an enjoyable pace.

STAGE 1: THE GUESTS ARRIVE

- You, as host, will need to give each guest their (A) envelope that includes their money, name tag, a safety pin and their objectives for the beginning of the party.

STAGE 2: INTRODUCTION

- After all the guests have arrived, hand Nick Nixon the introduction and have him read it to everyone.
- Have time for guests to mingle and complete their objectives
 - This may be as little as a half hour to an hour depending on how well your guests know one another.
 - If serving dinner, this may be a good time for dinner to be served.

STAGE 3: THE MURDER & INVESTIGATION

- When guests start to settle down and you are sure the victim has completed all of their objectives, arrange for the lights to go off and a loud thud to sound.
- When the lights come back on, the victim will be dead and Terry Johnson will instruct everyone of the investigation that is about to take place.
- Give Terry Johnson tape, so that they can outline the body.
- Have Terry Johnson read the sheet explaining the investigation out loud to everyone.
- You, as host, will hand everyone their second (B) envelope that you have prepared. This envelope will have new information and objectives for the guests to complete now that the murder has occurred.

STAGE 4: EVIDENCE PRESENTATION

- When guests have settled down again, and you feel as though most people have completed their objectives, gather your guests together and have the hall monitor read the evidence presentation. Different characters will offer up what they know and the evidence in their possession.
- It is best if the evidence is then laid on a table so that everyone may see it.
- Give your guests additional time to review the evidence.
- Hand out and have everyone fill out the 'Who Dunit' answer sheets during this time.

STAGE 5: THE SOLUTION

- When all the 'Who Dunit' sheets are handed in, hand Terry Johnson the solution and have them read it aloud to the guests.
- Calculate who the winners are and award the certificates.



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Murder High Class of '87

REUNION NEWS

A Letter From The Class President



Hello all! As the class reunion is quickly approaching, I just want to say how excited I am for it to finally be here. While some of our paths have crossed ways over the years, it has been 30 years since we have all been together in the same place. It should be a night to remember and reflect on how far we've come since high school.

As some of you know, amongst others, we now have a budding actress, a high class attorney, an online dating specialist, Wall Street Journal editor, music producers, video choreographers, as well as the local gym teacher, discount store clerk and used car salesman and, of course, myself, a presidential candidate, to add to our accomplishments from the graduates of the James D. Murder High Class of 87!

Looking forward to seeing you all there! It will be a night to remember, if you live to tell about it!

--Your Class Pres, *Nick Nixon*

THAT WAS THEN

THIS IS NOW

Class President

Presidential Hopeful

Jock

P.E. Teacher

School Paper Editor

Wall Street Journal Editor

Punk

Private Security

Audio Visual Geek

Hollywood Director

Prom Queen

Beauty Queen

Math Team Captain

Financial Specialist

SEE HOW FAR WE'VE COME!

Nick NIXON for
PRESIDENT

No reunion is complete without...Check out which of your classmates is coming!

Nick Nixon—The Class President. Nick led the class in 1987 and hopes to lead the country in 2020. Does this presidential candidate have too many skeletons in the closet?

Nancy Nixon—The Class Vice President. Nancy has always been known to stand by her man, but is she tired of always being put on the back burner...?

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Sample Character Description (taken from another mystery)

Banker Bob

As the banker in the town of Deadwood, you do business with many of the people in the town and also some of the participants of the Deadwood Poker Tournament. One of your foremost clients is Harry High-Stakes, the owner of The Deadwood Saloon. In order to get the saloon established and operating in it's first year, you have loaned Harry a substantial amount of money. Although the saloon appears to be doing very well, you are uncertain why Harry is continually delinquent and sometimes misses his payments on his loan. Just last month, Harry was late again on his payment and you warned him that you will have to put his saloon into foreclosure if he cannot repay the money he owes on the loan by next month. You suspect that Harry is throwing the Deadwood Poker Tournament in order to get enough money so that his saloon will not go into foreclosure. This will be an important week to see if you will gain your money back from Harry's loan or if you will gain control over the saloon.

Because Harry is such a difficult and delinquent client, you hope that you will gain control over the saloon. If the saloon becomes the bank's property, you speculate that you may have a very wealthy buyer in Montgomery Money, an investor from the East. Because of Montgomery's wealth, you are certain that you will make a healthy profit off of selling the saloon to Montgomery. In addition, Montgomery will be consistent and reliable when making his loan payments.

Along with all the excitement of the tournament this week there has also been excitement in your bank. Earlier in the week, your bank was held up at gun point while your wife was watching the bank over the noon hour. Ordinarily, Bonnie does not watch the bank, but you were meeting with Harry about his payments. Because of the high ante for the poker tournament, you are convinced that the robber must have been a gambler who was trying to accumulate enough money to enter to the poker tournament. Since you view Sheriff Sam, the sheriff of Deadwood, as a very lazy individual, you plan on taking matters into your own hands when it comes to finding the culprit of the bank robbery and bringing them to justice!

As the Deadwood Poker Tournament Party quickly approaches, you are looking forward to attending for a few reasons. The party will be a perfect place for you to talk business with Montgomery Money about his intentions on investing in the saloon if your bank gains control of it. In addition to your dealings with Montgomery, you plan to figure out which one of the poker players may have robbed your bank and you plan to bring them to justice!

Acting and Dressing Your Part: As the banker of Deadwood, you are a businessman first. Your bank and your money come before everything, including your wife, Bonnie. Since you will be using the party to for business matters, you will want to dress dignified for the night.



Sample Objectives Sheet For Beginning of Party (taken from another mystery)

MURDER AT THE DEADWOOD SALOON

Banker Bob

Objectives At The Start Of The Party:

These are things that are in your best interest to do before the evening goes much further. Be aware of what others around you are doing as well!

- Ask Harry High-Stakes why he can't seem to make the loan payment on his saloon when business seems to be doing so well.
- Ask Sheriff Sam if he has any leads on who robbed your bank earlier this week.
- Question some of the gamblers to see what they were doing over their lunch hours earlier this week when the bank was robbed.



Sample Objectives Sheet For After The Murder (taken from another mystery)

MURDER AT THE DEADWOOD SALOON

Banker Bob

Things You Know:

This is information not known to many (and possibly only YOU). Use it wisely in your scheming and bribery or hide it to help maintain your innocence.

- You are about to foreclose on The Deadwood Saloon.
- When you went to see Sheriff Sam about your robbery earlier this week, you saw Harry High-Stakes handing him over money, for what reason, you are not sure.

Objectives After The Murder:

These are things that are in your best interest to do to help solve the murder.
Be aware of what others around you are doing as well!

- Ask Sheriff Sam how much money the killer is paying him to keep his mouth shut.
- Tell Harry that you need the money by tomorrow at 5 or the bank will have to retake the saloon.
- Tell Montgomery Money that you may have a business proposition for him depending on how the evening turns out.
- If anyone approaches you with information about your bank robbery, question their sources and motives.

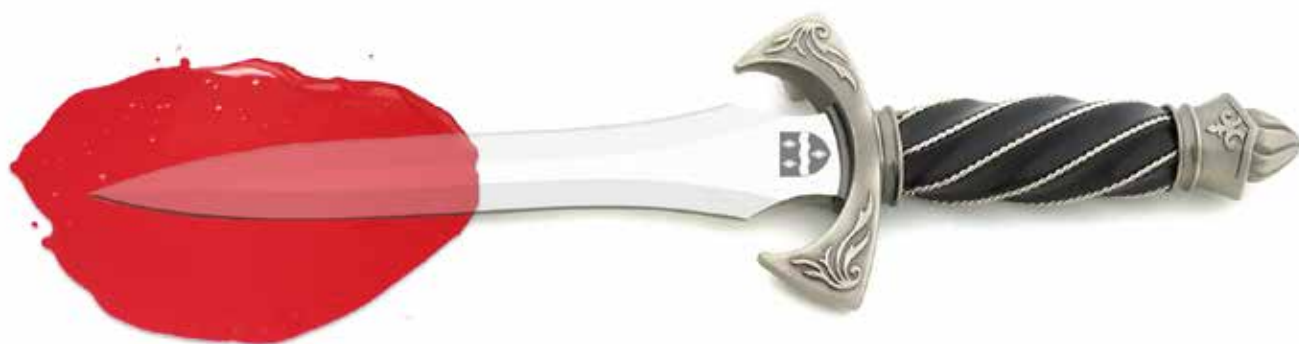


Sample Evidence (taken from another mystery)

EXHIBIT A

Description: *The murder weapon-- a dagger in the heart*

Notes: *Found to be the cause of death.*



MURDER HIGH CLASS REUNION

All The Extras

Included in the mysteries are ideas and designs to help you create fun and authentic materials that are easy to make for your Murder High Reunion.



INCLUDES DESIGNS AND DIRECTIONS FOR: Photo props, campaign signs, campaign buttons, 80s cupcake toppers, personalized investigator's notebooks, templates for sashes, drink tags and more





MURDER HIGH CLASS REUNION



This has been just a sampling of what you will receive when you purchase the Murder High Reunion

The complete package includes:

- **A Host Guide**— A complete how-to of throwing your party which includes directions on preparing the invitations, assigning characters and preparing for the party.
- **A Schedule of the Night**— A step-by-step breakdown of how the night will go.
- **An Introduction**— to be read to the guests upon arrival.
- **Designed Invitations**— that you can customize with the details of your party.
- **Reunion Newsletter**— to be sent with the invitations, it includes background information on the happenings surrounding the party and the guests coming to the reunion.
- **Character Sheets**— full descriptions of the characters, including costuming and acting tips.
- **Character Objective Sheets** —this includes objectives for each character to try to achieve at each stage of the game in order to uncover evidence and find the murderer.
- **Name Tags**
- **Fake Money**— to be distributed to guests and used in the party for scheming and bribery.
- **Evidence** — more clues that will be presented towards the end of the night. This evidence will help your guests solve the mystery and find the murderer.
- **Solution**— a detailed description of who the murderer is, why the murder happened and the clues that led to the outcome.
- **“Who Dunit” Cards**— to allow your guests to guess the murderer, along with vote for the most animated character and best outfit.
- **Award Certificates**— to be awarded to the best costume, the most theatrical guest, the player with the most money at the end of the night and to each of the guests that solve the murder.
- **Party Extras!!!**— printable designs to help you make authentic and original decorations to enhance your party! (See previous two pages for more information.)
- **MurderHighReunion.com**— COMING SOON! a complete website with ideas on food, decorations, music and more - just for this party!

All of our parties come in the form of a professionally designed 50-125 page pdf. Immediately after completing your order, you will be able to re-login to your account using the username and password you established in the purchasing process. Once in your account, you will have the ability to download your party (including optional emailable invitations for your guests) for 60 days.

**Please log onto: www.nightofmystery.com
to purchase your package today.**