



Ho,

Ho,

Homicide

A Night of North Pole Naughtiness



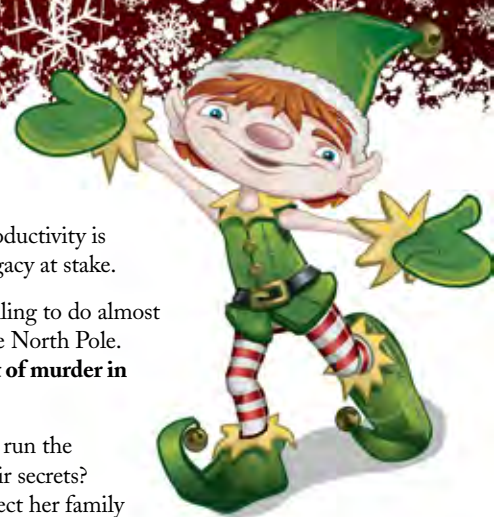
With the Christmas season well on its way, everyone at the North Pole is working hard to make this a holiday to remember. Despite the efforts of the arctic inhabitants, productivity is at an all-time low, upsetting many and putting Santa's legacy at stake.

Desperate for a change, there are many who are willing to do almost anything to increase efficiency and restore peace at the North Pole. **But only one who will go too far and commit an act of murder in this mystical place.**

Will it be the audacious elf who believes they could run the workshop better? The remorseful reindeer ready to hide their secrets? Or possibly the unwavering wife who will do anything to protect her family through any ordeal?

As you join together for a holly, jolly Christmas party you will mingle with magical guests. In the end, you will need to decipher between the evil and the innocent, the righteous and the responsible, the naughty and the nice.

To insure that the Christmas legacy continues unchanged, you will be called upon to employ your sleuthing skills to make certain that the criminal is caught!



Thank you for choosing Ho Ho Homicide

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 the identity of 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. To add to the experience and suspense of the night, the murder happens during the party, not before, as in some other murder mystery games. The victim is also allowed to play along after they 'die,' since they have no clue who murdered them. Ho Ho Homicide is certain to be a hit with all of your guests.

The following pages contain 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.

Get a 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. (If you would like us to post your pictures, please email them to info@nightofmystery.com once you have posted your comments.)

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.

Assigning the Characters

- **You, as host, will need to decide upon a character for each of your guests.** The easiest way to assign the characters is to read the character descriptions and match each character with the guest that you feel suits that particular character the best.
- **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. While you will be able to play along with everyone else, you will not be able to read the descriptions when assigning the characters. (You will find a short list of the characters with descriptions on the next page.)
- **Because this party is dependent on a minimum number of people attending,** you may want to determine ahead of time which guests are attending before assigning characters.
 - It is recommended that you send out the general invite, guest list and magazine page with an RSVP date of two weeks before the party. After your guests RSVP positive, you can send them 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 (that is, a role that is not being played), they can also assume that identity if they so choose.
- **Is this mystery suitable for youths and/or church groups?** Yes. There is reference to drinking eggnog, but it is explained in the materials that eggnog has "disorienting effects" for reindeer.



Hó Hó Host's Guide

Guest totals:

With 20+ guests: At least 7 male characters, 6 female characters, 7 gender-neutral characters (roles that can be assumed by either a male or female guest).

With 15-20 guests: 7 male characters, 4-6 female characters, 4-7 gender-neutral.

With 10-15 guests: 4 male, 1-4 female, 5-7 gender-neutral.

With 8-12 guests: 3-4 male, 0-2 female, 5-6 gender-neutral.

With 6-8 guests: 1 male, 5-7 gender-neutral.

Santa Claus—Leader of North Pole Operations. With the changing times, Santa has a lot to do to keep up with the current state of the world AND make sure his legacy lives on untainted.

Mrs. Claus—Santa's Wife. As matriarch of the North Pole, the Mrs. is worried about some of her husband's decisions and may have to exert her power to get her way!

Connie Claus—Santa's Daughter. Connie is the heir apparent but someone without a lot of Christmas Spirit in her heart. Will her spoiled attitude ruin her chances to inherit the kingdom and legacy her father has built?

Kris Kringle—Santa's Protégé. Hand-picked to marry Santa's daughter and take over North Pole operations, Kris is filled with kindness, generosity and a business sense worthy of running the North Pole. The only thing Kris is missing is the affection of Connie.

Jingle—Head Elf. Groomed from adolescence to be Santa's right-hand man, Jingle oversees every aspect of the North Pole operations and events. He is the elf the others answer to.

Jangle—Elf. In charge of toy-designing, Jangle has a knack for making plans that some may see as outdated. Is Jangle's time in the workshop up or is there another reason for the lacking toy production?

Snappy—Elf. As Santa's official list maker, Snappy is responsible for reading the correspondence that comes into and out of the North Pole. There is rarely a request that Snappy has not heard... until this year.

Spanky—Elf. While children around the world are familiar with Santa's "naughty and nice" list, few realize that Spanky also makes an identical list for the inhabitants of the North Pole. Spanky will take charge if anyone steps out of line.

Bouncy—Elf. In charge of the reindeer, Bouncy is allowed to care for the animals, but that is where their decisions end.

Blinky—Elf. While Blinky considers himself the hardest working elf in the factory, there are others who would tell you different. It is hard to tell if Blinky's diligent behavior is intended to help boost toy production or aimed at his goal of becoming the next 'head elf.'

Ivy—Elf. Filled with a vengeance, Ivy has vowed to find the reindeer that ran over her husband and make them pay for his pain.

Holly—Elf. As Jingle's main squeeze, Holly has used her position to her advantage— even when it angers others.

Sparky—Elf. Tired of always being a worker-elf, Sparky is ready to use their wits and resources to promote their position.

Rudolph—Reindeer. With his position on the sleigh guaranteed, Rudolph has not been living up to his potential and testing his boundaries.

Dasher—Reindeer. As the fastest reindeer, Dasher's speed prevents him from being removed from the sleigh... unless he is found guilty of something terrible!

Cupid—Reindeer. The belle of the barn, Cupid is a sucker for true love and appears to be more worried about her beau's position on the sleigh than her own.

Vixen—Reindeer. Smitten by power and intrigued by position, Vixen will do anything to remain Rudolph's girlfriend... as long as he remains on the sleigh.

Blitzen—Reindeer. A committed team player, Blitzen simply wants to see the sleigh team get faster to ease Santa's worries.

Dusty—Reindeer. With his sights set on joining Santa's sleigh team, Dusty has worked hard to prove themselves a worthy reindeer. However, it will take an opening on the sleigh for Dusty to be in!

Holiday Wishes—North Pole postmaster. In charge of communications, Holiday often uses their position to collect data as well as deliver it.



Ho Ho Host's Guide

Making the Invitations

Before the party, each guest must receive three things: (1) the invitation, (2) the Holiday Times newsletter and (3) their character description.

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.
- Invite should fit nicely into an invitation sized envelope (4 3/8" x 5 3/4").

THE HOLIDAY TIMES NEWSLETTER

- These will provide more background information for your guests.

CHARACTER DESCRIPTION

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

-- You may also utilize the downloadable invitations provided for you on the website after purchase. Each invitation is a pdf that has the above information for each character. This allows you to email your guests their information directly without having to print and mail the information. Please keep in mind that there is not a place to enter in the date, time or address of the party within the emailable invite, so you will have to inform your guests of that information in another fashion.

Preparing the Materials for the Party

- Cut out and make name tags for the guests. (You can print out the name tags onto on adhesive label paper or print out on regular paper and include a pin with the name tags so that the guests can secure them to their outfits.) **Name tag template is compatible with Avery labels 15163, 18163, 5163, 5263, 5523, 5663, 5963, 8163, 8253, 8463, 8663 and 8763.**
- Photocopy the print out of the money onto green paper. You will need as many copies as there are guests attending. Trim the money and bundle them in packages of \$500.
—To skip this step, you can purchase fake/play money or coins rather inexpensively at a novelty or party store and use the fake/play money or coins instead of the paper money.
- Cut the objective sheets in half on the dashed lines.
- Label two envelopes with each character's name. Label one envelope with an (A) and one with a (B) for each character. On the (B) envelope, also put "DO NOT OPEN until AFTER the murder."

In the (A) envelopes, place: a name tag, safety pin(s) to adhere the name tag, a bundle of money and 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) & (B) envelopes on hand to give to the guests as they arrive.

- In a separate envelope place the Investigation sheet and label it as "Investigation."
- In a separate envelope place the Evidence Presentation and label it as "Evidence."
- Place the solution in a sealed envelope and label it "Solution."
- Keep the "introduction," the "investigation envelope," the "evidence envelope" and the "solution envelope" in a safe and convenient location so you can hand them out throughout the night as guests need them.
- Make enough copies of the Who Dunit voting sheets for the number of guests you have coming. Cut the pages into quarters along the dashed lines.
- Make copies of the smoking gun award, as there may be multiple people who guess the murderer.

More Ideas On Preparing For Your Party

You can find more ideas on decorations, music, food, etc. in the "Party Tips" section at www.nightofmystery.com AND HoHoHomicide.com



Party Schedule

- 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 One: The Guests Arrive

- Have the guest's name tags, bundle of money and their (A) and (B) envelopes available for them.

Stage Two: Introduction

- After all of the guests have arrived, hand Santa Claus the Introduction and have him read it aloud to everyone.
- Have time for guests to mingle and complete their objectives.
 - This may require 30-60 minutes depending on how well your guests know each other.
 - If serving dinner, this may be a good time for dinner to be served.

Stage Three: Murder & Investigation

- When guests start to settle down and you are sure the victim has completed all of their objectives, you will arrange for the lights to go out and a loud "bang" to sound.
- When the lights come back on, the victim will have fallen down "dead."
- After victim has "died," hand Spanky masking tape or chalk, so that they can outline the position of the body on the floor or ground.
- Have Spanky read the sheet explaining the Investigation.
- The guests will open their (B) envelopes which will have new information and objectives for the guests to complete now that the murder has occurred.

Stage Four: Evidence Presentation

- When guests have settled down again, Spanky has collected all of their evidence and you feel as though most people have completed their objectives, hand Spanky the evidence packet so that they can present the findings of the evidence at the crime scene to the guests.
- 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. You may want to make multiple copies of the evidence so that it can be seen by everyone.
- Hand out the 'Who Dunit' answer sheets and ask everyone to complete them and hand them back to you during this time.

Stage Five: The Solution

- When all the 'Who Dunit' sheets are handed in, ask Spanky to read the solution aloud to the guests.
- Using the tally sheet included, calculate who the winners are and award the certificates.

End of Host Guide



Holiday Times

HOLLY, JOLLY CHRISTMAS PARTY!

To celebrate the season and spread Christmas cheer, the Holly, Jolly Christmas party has been planned and promises to be an event that you WILL NOT forget! Among others, you are destined to find the following guests spreading Christmas cheer!

Santa Claus—Leader of North Pole Operations. With the changing times, Santa has a lot to do to keep up with the current state of the world AND make sure his legacy lives on untainted.

Mrs. Claus—Santa's Wife. As matriarch of the North Pole, the Mrs. is worried about some of her husband's decisions and may have to exert her power to get her way!

Connie Claus—Santa's Daughter. Connie is the heir apparent but someone without a lot of Christmas Spirit in her heart. Will her spoiled attitude ruin her chances to inherit the kingdom and legacy her father has built?

Kris Kringle—Santa's Protégé. Hand-picked to marry Santa's daughter and take over North Pole operations, Kris is filled with kindness, generosity and a business sense worthy of running the North Pole. The only thing Kris is missing is the affection of Connie.

Jingle—Head Elf. Groomed from adolescence to be Santa's right-hand man, Jingle oversees every aspect of the North Pole operations and events. He is the elf the others answer to.

Jangle—Elf. In charge of toy-designing, Jangle has a knack for making plans that some may see as outdated. Is Jangle's time in the workshop up or is there another reason for the lacking toy production?

Snappy—Elf. As Santa's official list maker, Snappy is responsible for reading the correspondence that comes in and goes out of the North Pole. There is rarely a request that Snappy has not heard... until this year.

Spanky—Elf. While children around the world are familiar with Santa's "naughty and nice" list, few realize that Spanky also makes an identical list for the inhabitants of the North Pole. Spanky will take charge if anyone steps out of line.

Bouncy—Elf. In charge of the reindeer, Bouncy is allowed to care for the animals, but that is where their decisions end.

Blinky—Elf. While Blinky considers himself the hardest working elf in the factory, there are others who would tell you different. It is hard to tell if Blinky's diligent behavior is intended to help boost toy production or aimed at his goal of becoming the next 'head elf.'

Ivy—Elf. Filled with a vengeance, Ivy has vowed to find the reindeer who ran over her husband and make them pay for his pain.

Holly—Elf. As Jingle's main squeeze, Holly has used her position to her advantage—even when it angers others.

Sparky—Elf. Tired of always being a worker-elf, Sparky is ready to use their wits and resources to promote their position.

Rudolph—Reindeer. With his position on the sleigh guaranteed, Rudolph has not been living up to his potential and testing his boundaries.

Dasher—Reindeer. As the fastest reindeer, Dasher's speed prevents him from being removed from the sleigh team... unless he is found guilty of something terrible!

Cupid—Reindeer. The belle of the barn, Cupid is a sucker for true love and appears to be more worried about her beau's position on the sleigh than her own.

Vixen—Reindeer. Smitten by power and intrigued by position, Vixen will do anything to remain Rudolph's girlfriend... as long as he remains on the sleigh team.

Blitzen—Reindeer. A committed team player, Blitzen simply wants to see the sleigh team get faster to ease Santa's worries.

Dusty—Reindeer. With his sights set on joining Santa's sleigh team, Dusty has worked hard to prove himself a worthy reindeer. However, it will take an opening on the sleigh for Dusty to be in!

Holiday Wishes—North Pole Postmaster. In charge of communications, Holiday often uses their position to collect data as well as deliver it.

Activities:

- * Gingerbread house assembly workshop tonight in the kitchen.
- * Caroling will convene at the town center followed by hot chocolate in Santa's den.
- * Reindeer games meet at the barn at sundown.

Weather:

Cold. Snowy, with more snow on the way. **Caution:** Roads will be icy!



Memo from Santa

I think you are all aware of the growing population and need for continued growth in the workshop. I will be reviewing our processes to make sure we are running as efficiently as possible. Expect some changes this season!

Reindeer Speeds:

Dasher:	85 mph
Cupid:	77 mph
Vixen:	80 mph
Blitzen:	82 mph
Rudolph:	72 mph
Dusty:	85 mph

NUTRITION WARNING

Eggnog has been found to cause disorientation in reindeer when consumed in large quantities. For this reason, reindeer are prohibited from drinking eggnog other than at special, supervised occasions.

New Face in North Pole

Straight from the mainland, Santa has recruited Kris Kringle, a young, businessman to work as an intern at the North Pole. While some speculate that Kris may one day take over as Santa, others feel he is simply here to give business advice.

Accident Suspect Still on the Loose

Following a tragic accident last week, Daffy Elf remains in a coma in the infirmary. Daffy was on his way home when he was run over by a reindeer. Hard at work, Jingle Elf is doing his best to investigate the situation and find the guilty party. On Santa's command, the culprit responsible will have their flying privileges revoked, thus ending any chance of making or participating as a member of Santa's sleigh team. While it is a heavy price to pay, some (especially Ivy Elf, Daffy's wife) feel that it is not nearly enough!



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. *For more ideas on how to dress and a glossary of wild western words and phrases to use at the party, please see www.nightofmystery.com*





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.





Ho Ho Homicide



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.**



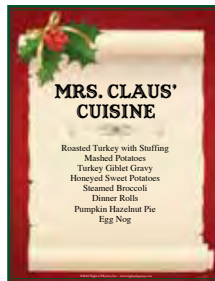


Ho Ho Homicide



All the Extras

Included with your mystery are ideas and designs to help you decorate your North Pole with fun and authentic materials that are easy to make (pictured here).





Ho Ho Homicide



This has been just a sampling of what you will receive when you purchase **Ho Ho Homicide**

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.
- **Holiday Times Newsletter**— to be sent with the invitations, it includes background information on the North Pole inhabitants that will be at the party.
- **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**— included with this mystery, you will receive a number of designs, templates and directions on how to make unique and original party decorations (see previous page).

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). You can also access this information for two weeks after your purchase by logging into your account. If you forget your password, you can request a new password be sent to your email. By having our games online as instant downloads, we are able to satisfy even the most urgent need for a party.

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

For Decor/Food/Costume/Etc. Ideas For Your Party
Please See: HoHoHomicide.com

