



Be part of the wild and romantic era of the Roaring 20's in

Murder at The Juice Joint

With the passing of prohibition and organized crime on the rise, The Juice Joint, a swanky speakeasy run by Rosie Marie, has been nothing but jumping. To celebrate its success, Rosie is planning a party to remember at the exclusive nightspot... and you are invited!

However, one of the names on the guest list is also on another's hit list... and no one is safe from the consequences.

With the murder on the menu, you are certain to find a medley of individuals to make the night most memorable. From the major mobsters and their molls to the swanky singer with her hopes at Hollywood. The cigarette girl with a temper that sizzles to the crooked police chief with nothing to lose—no one is safe from murder...but everyone will have a chance at solving it. Will the culprit be the Mayor who is capable of murder? The black-listed bootlegger desperate to increase their sales? Or possibly the director with a shot at making history?

With the recipe for murder The Juice Joint will be certain to be serving up a night of mayhem to remember.

An evening of Murder, Mayhem
& the Mob.

Host Guide

Thank you for choosing Murder at The Juice Joint

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. Murder at The Juice Joint is certain to be a hit with all of your guests.

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.

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.

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 showing up,** 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 and the Gangster Gazette 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.
- **What happens with less than the maximum number of guests?** There will be instructions here when you order your packet.
- **Is this mystery suitable for youths and/or church groups?** No. This mystery contains references to alcohol as well as references to a few inter-marriatal affairs. Our site offers "clean" versions of a few other mysteries on our site: www.nightofmystery.com. Please refer to those when hosting a party for a more conservative crowd.
- **P.I. Pinkerton, Bernie Booze, Gino Gin and Chief Cameron can all be played by a male or female guest.**

Character Guest List

Guest Totals:

For the 20-80 GUEST VERSION: at least 6 males, at least 7 female, at least 2 guests to play a gender neutral role.

For the 15-20 GUEST VERSION: 6 males, 7-10 female roles, 2-4 gender neutral roles.

For the 10-15 GUEST VERSION: 3-5 males, 5-7 female roles, 2-3 gender neutral roles.

For the 8-11 GUEST VERSION: 3-4 males, 3-4 female roles, 2-3 gender neutral roles.

Rosie Marie—Juice Joint Owner. As the widow to Louie Marie, the original Juice Joint owner, Rosie not only inherited a gold mine but the power that comes with it. It is hard to say, is Rosie out to avenge her husband's death or capitalize on it? *Female. Bossy and authoritative.*

Notorious Nick Nemetz—North Side Mob Boss. Since the rise of organized crime, Nick's operation has done nothing but prosper. With Nick having so much power, he seems to have a lot going for (and against) him. *Male. A real mob father. He easily commands the respect of others.*

Natalie Nemetz—Notorious Nick's Sister. Annoyed by her brother's over-protective nature, Natalie has been keeping more than secrets from Nick. *Female. Spoiled rotten and knows it. Natalie is used to getting her way and EVERYTHING she wants.*

Mugsy Malone—North Side Henchman. As Nick's right-hand man, Mugsy has worked hard to gain his position in the mob organization and will stop at nothing to keep it. *Male. Slimy and a bit of a beel. He takes orders well.*

Cy Ramsey—Juice Joint Bouncer and North Side Gang Member. Cy's success in Nick's operation could be considered a threat to those in the operation—and to those opposing it. *Male. Conniving and controlling. He is a man with ambition and the drive to get what he wants.*

Kitty Cocktail—Cocktail Waitress at The Juice Joint. As Cy's main squeeze, Kitty will do anything to advance her boyfriend in his chosen career. *Female. In love with Cy Ramsey. Will do whatever he wants.*

Southside Sal—South Side mob Boss. It is no secret that Sal has been making a push to expand his territory. The real secret may be who is working with him. *Male. Looking for advancement in his career. He is respectable, but deadly.*

Flora Nemetz-Gadora—Notorious Nick's Ex-wife. Caught cheating, Nick divorced Flora immediately a month ago. Left without anything, Flora's romantic interest has shifted from one mob boss to another. *Female. A gold-digger at heart, always looking for a fast-paced life and self-gratification.*

Molly Moll—Notorious Nick's Girlfriend. One of the most popular women in town, Molly had no interest in Nick until she realized what he could do for her movie career. *Female. A prima donna. Molly loves to be the center of attention and will go to all lengths to get it.*

Hal Hollywood—Movie Director. Hal is in town to cast for his next project—the first talking picture. Since this project will be one that will make history, Hal is taking his time in casting his lead lady, for he knows his decision will have a lasting impact. *Male. Hal knows Hollywood, but not the Chicago underworld. He is easily scared and a bit skiddish.*

Dina Diva—Juice Joint Singer. Dina's voice and stage presence seem to be exactly what Hal is looking for. Dina won't let anyone come between her and her dreams of starring on the big screen. *Female. Confident and proud. She may be outspoken about her abilities.*

Mayor Biggs—Mayor. As the head of the city, the Mayor's power is what many seek. However, is it the Mayor who is really calling the shots or are the decisions coming from someone else? *Male. He follows direction easily and is easily bribed. He is a fast-talked and tries to please everyone.*

Mabel Biggs—The Mayor's Wife. Mabel considers herself the brains behind the Mayor and she will not let him do anything that could ruin his political career. *Female. Commanding and controlling over her husband. She thinks she always knows best.*

Chief Cameron—Police Chief. As the city's main law enforcement officer, Cameron enforces the Mayor's decisions...but whose side are they really on? *Male or female. Bold and commanding, they can be abrasive at times. Frustrated when they are not in control.*

Cindy Butt—Cigarette Girl at The Juice Joint. Responsible for ruining many lives, Cindy doesn't stop at spreading rumors to get her way. *Female. Vindictive, ruthless and scheming. She shows no remorse for evil things that may lurk in her past and she is quick to lie about them.*

Bernie Booze—Bootlegger. Bernie had one of the most successful bootlegging businesses in town before Notorious Nick had them blacklisted. Will Bernie's business end up dying for their mistake or will someone else? *Male or female. Fast-talking businessperson with an underground agenda. Bernie will go to all lengths to save their business.*

Gino Gin—Bartender. As the eyes and ears of The Juice Joint, Gino may know more than they let on. *Male or female. A good listener and even better at scheming, they will have no shame in exploiting others.*

Flirty Flapper—Juice Joint Patron. It is no secret that Flirty is looking for a man with power and she will stop at nothing to get it. *Female. Bold, modern and looking for what she wants. Flirty won't let anyone come in her way.*

Anna Marie—Rosie's daughter. Still mourning the loss of her father, Louie Marie, Anna is ready to seek revenge at whatever cost. *Female. Spoiled and naive. Anna doesn't always know what she is up against.*

P.I. Pinkerton—Private Investigator. As the private detective on the scene, P.I.'s job will be to take charge, decipher the clues, and discover the truth. *Male or female. Inquisitive and curious by nature. Must be comfortable speaking in front of a crowd and questioning individuals.*

Host Guide

Making the Invitations

Before the party, each guest must receive three things: (1) the invitation, (2) The Gangster Gazette and (3) their character description.

THE INVITATION

- To make the invitations, print out the number of invites (page 6) 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 a invitation sized envelope (4 3/8" x 5 3/4").

THE GANGSTER GAZETTE

- If you wish for The Gangster Gazette (page 7) to be more authentic, you can photocopy or print it onto newsprint.

CHARACTER DESCRIPTION

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

Preparing the Materials 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.)
- Photocopy the print out of the money onto green paper. You will need as many copies as there are guests attending. Trim out the money and bundle them in packages of \$500.
 - To skip this step, you can purchase fake/play money rather inexpensively at a novelty or party store and use the fake/play money 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, 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.

- In Molly Moll's (B) envelope also place Exhibit A.
- In P.I. Pinkerton's (B) envelope also place Exhibit B.
- In Chief Carl's (B) envelope also place Exhibit C.
- In Southside Sal's (B) envelope also place Exhibit D.
- In Mugsy Malone's (B) envelope also place Exhibit E

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

- In a separate envelope place the Evidence Presentation. Label it as "Evidence".
- Place the solution in a sealed envelope and label it "Solution".
- Keep the "introduction", the "investigation instructions", 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.
 - You can print or photocopy the certificates onto parchment paper for a more official look.

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 how well your guests know each other and how well they mingle.
- 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 guests (A) and (B) envelopes available for them.

Stage Two: Introduction

- After all of the guests have arrived, hand Rosie Marie the Introduction and have her 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, tell Notorious Nick that he can make a toast.
- When Notorious Nick makes his toast, arrange for the lights to go off and a loud noise to sound (like a cap gun).
- When the lights come back on, the victim will be dead.
- Give P.I. Pinkerton (the private investigator) tape, so that they can outline the position of the body on the floor.
- Have P.I. Pinkerton 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, P.I. Pinkerton has collected all of his evidence and you feel as though most people have completed their objectives, hand P.I. Pinkerton 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 P.I. Pinkerton 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

Gangster Gazette

The Juice Joint is Jumping!

In honor of The Juice Joint's excellent business, Rosie Marie, the owner of The Juice Joint is throwing a party to commemorate it's success and to remember the previous owner, her late husband, Louie Marie. Since establishment in 1921, The Juice Joint has become and remained the hottest nightspot in town. In appreciation of it's customers, Rosie has promised a night to remember! Among the town's elite, those in attendance are sure to be:

Rosie Marie—Juice Joint Owner. As the widow to Louie Marie, the original Juice Joint owner, Rosie not only inherited a gold mine but the power that comes with it. It is hard to say, is Rosie out to avenge her husband's death or capitalize on it?

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Anna Marie—Rosie's daughter. Still mourning the loss of her father, Louie Marie, Anna is ready to seek revenge at whatever cost.

P.I. Pinkerton—Investigator. As the private detective on the scene, P.I.'s job will be to take charge and decipher the clues and reveal the truth.

Missing Person Found Dead

Three weeks after the disappearance Louie Marie, Mr. Marie's body was found floating in the river. "Due to the bullets lodged in Mr. Marie's skull, foul play has been suspected." Chief Cameron states. At this time no one has been apprehended for the murder of Louie Marie and according to the police, there is very little evidence to prove who committed the crime.

Louie was the original owner of The Juice Joint, a family-owned establishment. Louie leaves behind his wife, Rosie, daughter, Anna, and nephew, Cy Ramsey. The Juice Joint will remain open and the ownership has been transferred to his wife Rosie Marie. "It's what Louie would have wanted." says Rosie.

New Governor Needed

With the statewide death toll the highest in recorded history and organized crime on the rise, the Governor has announced he will not be running for re-election. "... it is difficult to speculate who will step up to take on the leadership of the state. What is for certain is that the next set of candidates will have to have a history of being tough on organized crime if they hope to win the election." states political analyst, Bill Bosworth.

Casting Call

Attention those who want to be a part of Hollywood history!

If you are a talented woman with a great voice, this may be your chance at stardom, please see Hal Hollywood at:
The Grande Hotel
Thursday 1-3 p.m.

Murder at The Juice Joint

Sample Character Description Taken From Another Mystery

Elizabeth the Elaborate

You are a vassal woman on the manor of Fernwood. Being a vassal, you were granted land by the lord and you have serfs and peasants work the land for you. In payment for the land granted to you, you give a percentage of your earnings to the king in taxes and provide security to the lord if the manor is ever in danger from invaders. You have raised your daughter, Maid Victoria, by yourself ever since your husband died in battle over ten years ago.

Until recently, you enjoy being part of the manor of Fernwood. Over the past year, the sheriff has started demanding higher taxes for the king. Previously, the sheriff had been collecting taxes at the rate of 10%, but now insists the king has raised the tax rate to 15%. You intend to talk to the king about the tax increase when he arrives on the manor. You suspect that King Kyle and Queen Genevieve will be visiting Fernwood for the jousting tournament which is being thrown in celebration of the noble marriage between Lord Taylor's son, Baron Bartholomew and Lady Diana of Dunnsberry.

Among other things, you hope to talk to Lord Taylor about your daughter's future. You have heard that he has intentions of arranging a marriage between your daughter, Maid Victoria, and Sir Rufus. Sir Rufus is a knight that is relatively new to the manor, but you do not trust what you hear and know of him. The less fortunate peasants have said that he is terrorizing them when they cannot pay the higher taxes that the sheriff is now collecting. What a horrible man!

You do not want to dishonor your lord by questioning his rule, but you do not want your daughter to have to marry a man who terrorizes peasants in the name of the king. You are apprehensive because speaking out against Sir Rufus may jeopardize your own safety. You will have to quickly find another reason to tell Lord Taylor that you do not wish Victoria to be married to Sir Rufus, the tournament and celebration is almost here!

Acting and Dressing Your Part: You are a vassal woman who speaks her mind to others. You are not a noble, but you are one of the more wealthier families in the manor. You have nicer clothes (brightly colored dresses made of expensive fabrics like silk and velvet) and some jewels.

Murder at The Juice Joint

Sample Objectives Sheet For Beginning of Party Taken From Another Mystery

A Knight of Murder

Elizabeth the Elaborate



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!

- Let Lord Taylor know that you are not happy with the arranged marriage between your daughter, Maid Victoria and Sir Rufus.
- Tell your daughter, Maid Victoria, that you will see to it that she is not made to marry out of love.
- If Sherilyn, the sheriff's wife, is here, ask her if she knows of the dastardly deeds that her husband and Sir Rufus are doing (terrorizing the peasants).
- If King Kyle is here, ask him why he decided to raise taxes.

Murder at The Juice Joint

Sample Objectives Sheet For After The Murder Taken From Another Mystery

A Knight of Murder

Elizabeth the Elaborate

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.**

- Lord Taylor declared that your daughter, Maid Victoria, is to marry Sir Rufus.
- Sir Rufus was helping the sheriff terrorize the peasants and vassals who have had trouble paying the higher taxes.

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!**

- Tell your daughter, Maid Victoria, that everything is going according to your plan.
- Ask your Lord Taylor if you may choose a suitor for your daughter.
- Tell the sheriff that you are going to tell King Kyle & Lady Genevieve his dirty secret (about extorting money from the peasants) unless he can “convince” you not to reveal his scheme.

Murder at The Juice Joint

Sample Piece of 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 at The Juice Joint

This has been just a sampling of what you will receive when you purchase Murder at The Juice Joint.

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.
- **The Gangster Gazette**— to be sent with the invitations, it includes background information on the happenings in and around The Juice Joint and the guests coming to 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.

All products come in the form of a 65-100 page, professionally designed pdf that will contain all of your instructions and materials for running your party. Once purchased, you will receive an email that will give you a link to a secured part of our site to download your party package pdf. Your confirmation email should be received within the hour (usually sooner) once the party is paid for and will be sent to the email that you listed in your payment information.

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