



Horror At HOMECOMING

The future is bright for the seniors at Mayhem High.

In the midst of a winning football season, school pride is running rampant at the high school. Not only is competition fierce on the football field, but the students are battling it out for grades, popularity, affection, class ranking as well as the coveted homecoming king and queen title. With so much excitement surrounding the election, everyone is planning on being in attendance at the dance to see who will be crowned royalty.

Will it be the class president who is looking to extend his reign past the student council? The pom pom captain who has used her moves to land more than a homecoming court nomination? Or possibly the math team captain who is desperate to win at something other than a math meet.

While competition breeds excellence, it will also make one guest commit an act of vengeance...

At the dance, the sinister will shimmy among the sinless and try to go unnoticed. With their futures on the line, it will be up to the students and staff of Mayhem High to make sure the felon does not go free.

**Join us for a night of dancing and debauchery at
a homecoming dance filled with deception.**





Thank you for choosing Horror At Homecoming

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

This 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 culprit. 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 sabotaging the victim and be inclined to protect their innocence as well as seek out the guilty party. To add to the experience and suspense of the night, the victim will “pass out” during the party, not before, as in some other mystery games. The victim is also allowed to play along after they have “passed out”, since they have no clue who sabotaged them. Horror At Homecoming 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. 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 and The Mayhem Herald 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.
- **Ideas for assigning couples:** Roy Rivers and Sarah Social, Bobby Backer and Dolly Dancer or Sally Spirit, Gabby Backer and Larry Lineman, Peter Prez and Debbie Taunte, Sally Spirit and Ryan Rival or Bobby Backer, Kevin Kicker and Cindy Sensational.



The Host's Guide



For the 20-80 GUEST VERSION: at least 4 males, 7 females and 4 gender neutral roles.

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

For the 10-15 GUEST VERSION: 3-5 males, 4-6 female roles, 3-4 gender neutral roles.

For the 8-12 GUEST VERSION: 3-4 males, 4-5 female roles, 1-3 gender neutral roles.

Peter Prez—Senior Class President. For the past three years, Peter hasn't wanted anything more than to be the homecoming king. He has lobbied hard for being elected "King" and won't let anything stand in the way! *Male. Peter is a go-getter and he will stop at nothing to get what he wants.*

Sarah Social—Senior Class Vice-President. As the class VP, Sarah is responsible for planning the details of Homecoming, and making sure things go exactly according to plan! *Female. Sarah is forward, self-confident and, at times, can be bossy. She will need to be willing to speak in front of a crowd. This is a good role for the host to take.*

Debbie Taunte—Senior Class Treasurer. This wealthy woman has a way with money and a way of using it to get whatever she wants! *Female. Debbie can be arrogant, uppity and is not afraid to act as though she is better than others.*

Clerical Katie—Senior Class Secretary. Harboring more than the class records, Katie will stop at nothing to make sure the night turns out exactly as she planned! *Female. Katie is a sweetheart and everyone loves her, but she has a vindictive side when crossed.*

Bobby Backer—Quarterback. As the leader of the Ravens football team, Bobby has made several enemies by using his influence to get what he wants! *Male. Confident, cocky and self-assured.*

Sally Spirit—Cheerleader. After Sally's recent split with Bobby, it is hard to say if she wants him back or wants revenge. *Female. Popular and fun, Sally is a wonderful girl who can also make enemies because of jealousy.*

Kevin Kicker—Kicker. With his grades falling and chances at college slim, many underestimate Kevin and his abilities. *Male. Kevin is very athletic and also frequently underestimated when it comes to his intellect and his athletic ability. Devoted to his girlfriend, Cindy Sensational.*

Cindy Sensational—Class Sweetheart. Cindy has captured everyone's heart, including her boyfriend, Kevin Kicker. With such a sweet demeanor, are Cindy's actions genuine or just an act? *Female. Nice and pleasant, Cindy can't make negative comments about people—but she can think and act on them. She is very devoted to Sally Spirit and Kevin Kicker.*

Gabby Backer—Class Gossip. As Bobby's twin sister, Gabby is not only the source for a lot of gossip, but also responsible for spreading much of it. *Female. Jealous and jaded, Gabby will look out for her own best interests.*

Larry Lineman—Linebacker. Misunderstood and moody, Larry is one of the overlooked players on the football team—but he refuses to be ignored tonight! *Male. A sincere guy who is an excellent athlete.*

J.J. Smart—Valedictorian. J.J. has been the head of the class since first grade. With acceptance to Harvard on the line, this individual will make sure it stays that way. *Male or female. J.J. is very high-strung, intense, and competitive.*

Dolly Dancer—Pom Pon Captain. As the cheerleader's arch rival, Dolly has danced her way into the heart of Bobby Backer and intends to stay there. *Female. Outgoing, pretty and popular but Dolly also has a jealous and conniving side.*

Ryan Rival—Quarterback for Opposing Team. As the cheerleader's date, Ryan is attending for Sally's support...but could he be using Sally as well? *Male. Ryan is a good friend to Sally Spirit and an honest guy who wants fair competition on and off the football field.*

Alan Algebra—Math Team Captain. As the greatest mathlete in Mayhem High history, Alan is upset that the math team is often overlooked. He has vowed to make sure it does not stay that way. *Male. A little eccentric and nerdy at times, Alan is very intellectual.*

Principal Simpson—Principal of Mayhem High. As newly appointed principal, the principal wants to set and enforce high academic and social standards. *Male or female. The principal is a no-nonsense character who is comfortable speaking to everyone individually as well as addressing a group of people. This is also a good role for the host to take.*

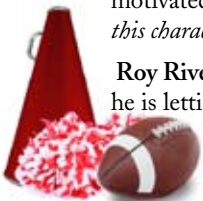
V.P. Patterson—Vice Principal. The second-in-command, V.P. has a lot to prove (and hide) if they plan to continue on in their leadership position. *Male or female. Greedy and conniving, this character will do whatever they can to get ahead.*

Dr. Talk—School Counselor. In charge of advising and counseling the students, Dr. Talk may have more knowledge than they let on. *Male or female. Dr. Talk is a good listener and knows when to be quiet, but is also willing to expose any guilty party.*

Teach Tanner—Math Teacher. As a popular teacher, Teach Tanner seems to be helping out the students a bit too much. Will their close affiliation with the student body come back to haunt them? *Male or female. Talkative and outgoing, this teacher tries to please everyone.*

Coach Walters—Football Coach. With a chance to win a state football championship, Coach Walters is very motivated to make certain they meet all of their goals...at any costs! *Male or female. Authoritative and strong, this character is not afraid of anyone.*

Roy Rivers—Alumnus. Back in town for the big dance, Roy may have more planned for the evening than he is letting on. *Male. A devoted boyfriend and friend, Roy is here to get to the bottom of things.*





Making the Invitations

Before the party, each guest must receive three things: (1) the invitation, (2) The Mayhem Herald and (3) their character description. (You can also email this information with our emailable invitations option.)

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 MAYHEM HERALD

- If you wish for the newsletter 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 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. In addition, place the following: *Special instructions for host comes with purchase.*

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.

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





- 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 Sarah Social 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, you will let Sarah Social know that she is to announce the Homecoming King and Queen for the dance.
- Shortly after, you will arrange to have the lights go out.
- When the lights come back on, the victim will have fallen down "dead".
- After victim has "died", hand Principal Simpson masking tape or chalk, so that they can outline the position of the body on the floor or ground.
- Have Principal Simpson 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, Principal Simpson has collected all of their evidence and you feel as though most people have completed their objectives, hand Principal Simpson 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 Principal Simpson 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



THE MAYHEM HERALD

HOMECOMING is HERE!

Another year at Mayhem High has brought a great number of festivities for the Homecoming season. With the Raven football team on a winning streak, and the quest for the Homecoming King and Queen hotter than ever, it is a wonder anyone would miss the culmination of the events at the dance. **Among those who have already purchased their tickets for the dance are:**

Peter Prez—Senior Class President. For the past three years, Peter hasn't wanted anything more than to be the homecoming king. He has lobbied hard for being elected "King" and won't let anything stand in the way!

Sarah Social—Senior Class Vice-President. As the class VP, Sarah is responsible for planning the details of Homecoming, and making sure things go exactly according to plan!

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Roy Rivers—Alumnus. Back in town for the big dance, Roy may have more planned for the evening than he is letting on.

CONGRATS
J.J. Smart &
Cindy Sensational

These seniors received early acceptance into their top choices for college in the fall.
Congrats to both students!

AND THE NOMINEES ARE...

After weeks of campaigning, the seniors voted and here are the representatives chosen for Homecoming Court:

Peter Prez & Debbie Taunte

Bobby Backer & Dolly Dancer

Kevin Kicker & Cindy Sensational

Alan Algebra & Sally Spirit

Go
Ravens!

Coach Walters, bring us home a State Championship Title!

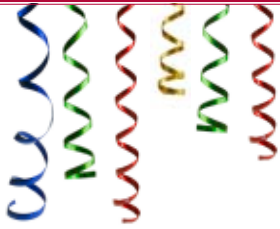
Most Likely To...

...Succeed: Bobby Backer. From athletic skills to great grades, this boy has (or a way of getting) everything he can want in life.

...Marry a Millionaire: Debbie Taunte. Although Debbie has enough resources to finance her future, her motto is "there is always room for more!"

...Save the World Quietly: Cindy Sensational. Cindy's pleasant attitude is only complimented by her goal of becoming a doctor. Put that with the fact that she volunteers as a nurse's assistant and the girl can do no wrong.

...Be a Talk Show Host: Gabby Backer. There is little information that Gabby doesn't know or have the desire to spread when it comes to the personal affairs of others.



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 its 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.

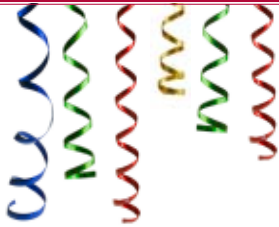
Along with all the excitement of the tournament this week there has also been excitement in your bank. Earlier in the week, your bank was held up at gun point while your wife was watching the bank over the noon hour. Ordinarily, Bonnie does not watch the bank, but you were meeting with Harry about his 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 check here:*
http://www.nightofmystery.com/Deadwood_Extras.htm



Horror At Homecoming



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:

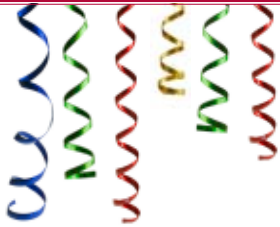
These are things that are in your best interest to do before the evening goes much further. Be aware of what others around you are doing as well!

- 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.

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Horror At Homecoming



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:

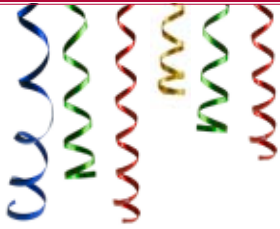
These are things that are in your best interest to do to help solve the murder.
Be aware of what others around you are doing as well!

- 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.

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Sample Evidence
(taken from another mystery)

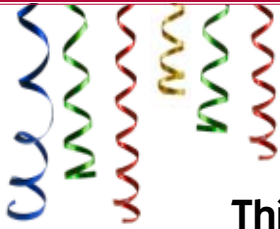
EXHIBIT A

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

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



Horror At Homecoming



This has been just a sampling of what you will receive when you purchase **Horror at Homecoming**.

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 Mayhem Herald**— to be sent with the invitations, it includes background information on the happenings in and around the school and the guests coming to the homecoming dance.
- **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 50-100 page, professionally designed pdf that will contain all of your instructions and materials for running your party. Once purchased, you will be granted access to a secured part of our site and be able to download your party package pdf and emailable invitations.

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

