

MURDER AT GATSBY'S GALA

Beware

ROLLS
ROYCE

Night of
Mystery

MURDER AT GATSBY'S GALA

In an era of decadence and delight, the Gatsbys are known to throw the most elaborate and exquisite parties on West Egg, and this weekend will be no different.

With society's most notable and notorious set to attend,
it is going to be a soiree to die for...
until someone actually does!

As the party progresses, the guests will be asked
to inspect, interrogate, and investigate in order
to uncover the killer.

Will it be the savvy songbird with silver screen dreams?
A dainty doll with a dangerous side?
Or maybe the bold Bruno who ends up in bracelets?

With more motives than a moll's got minks,
it will be up to the guests to find the gunsel
before the night is through.

**You'd be a real sap to skip
out on this crafty and
canny caper!**



Night of
Mystery

HOST GUIDE

Thank you for choosing Murder at Gatsby's Gala

We are confident that this comprehensive packet will provide everything you need to run your own murder mystery party. One which is sure to have your guests talking about it for weeks or even longer!

Night of Mystery's murder mystery party experiences are designed to be easy to run and enjoyable for all guests involved. The game involves all guests having active roles with objectives to complete, which keeps the party from being pre-scripted and allows guests to draw their own conclusions about the motives and identity of the murderer. This format promotes mingling and ensures that all guests feel included. Additionally, the unscripted format allows for spontaneity and creativity to be highlighted throughout the party. By night's end, each guest will have discovered a motive for killing the victim and will be inclined to protect their innocence while seeking out the murderer. To add to the experience and suspense, the murder takes place during the party rather than before, and the victim can play along after their "death" since even they will not know the murderer's identity. Murder at Gatsby's Gala is sure to be a hit with all guests!

The following pages provide a simple list of things you need to do as the host in order to run the party smoothly. Once the party is underway, it is up to the guests to make the most of it, and you may be surprised at how well they do!

How To Host Without Knowing the Murderer

We realize that part of the fun of throwing the party is playing along. If you choose to host WITHOUT knowing who the murderer is, simply follow these directions so that you can avoid any spoilers.

First, you will want to read this host's guide in full. Nowhere in the Host Guide pdf will the murderer and/or victim's identity or gender be listed. Additionally, following these in-depth instructions will ensure that you are setting up the party correctly while being able to fully participate!

Second, even if you avoid places where the murderer is identified, the mystery materials will give you clues, added information, etc. so we suggest you refrain from reading the mystery materials if desiring to play along.

There are only two places in the mystery materials that will tell you who the murderer is:

(1) In the solution. The solution is contained in a separate file AND flagged with a cover page to tell you not to read it. The murderer's name is not highlighted and is listed within the text and amongst a lot of other text so there is little chance of "accidentally" seeing it when you are printing it off. If you still do not trust yourself, have someone else print it out and put it in the solution envelope.

(2) In the "B" materials of the guilty guest's secrets Since we cannot tell you which character to "not read," since that too would give it away, you will want to avoid reading any character's "B" information but your own. Again, it is not highlighted or bolded, but if you do not trust yourself, you may want to have someone else stuff the envelopes.

Night of
Mystery

HOST GUIDE

Assigning Characters

- **As host, you 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 you feel suits that particular character the best. They will be listed in this host's guide, along with a sheet that will help you assign the characters best suited to your guests.
- **WHO CAN I ELIMINATE WITHOUT RUINING THE MYSTERY?** If you do not have 12 guests attending, the game can be played without the following characters: Freddie Franklin, Chappy, Eddie Brewer, and Mayor Gibson (eliminating Freddie first, Chappy second, etc., if possible).
- **Because this party is dependent on at least 8 people showing up,** you will want to determine ahead of time which guests are attending before assigning characters.
- **An accurate guest count is important.** It is recommended that you send out the general invitation with an RSVP date of two weeks before the party. After your guests have accepted the invitation, you can send them their character sheet and other party information.
- **You can download an invitation proforma at:** <http://www.nightofmystery.com/invitations>
- **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. Also listed in their first set of objectives is to, "fall down dead when the lights go off."
- **The victim after "death":** The victim will play the role of Detective Dickie/investigator for the second half of the party. Following the "death," the victim will get up and the host can then explain that there will be an investigator for the second half (which will be the victim). The victim/investigator will then read the "investigation directions" to the crowd. You will have prepared the investigator's "B envelope," so the guest will know what to do next and how to proceed. Since the investigator's main role takes place after the murder, it is ok if the investigator is eliminated from the first half of the party and only plays the second half. Additionally, the victim does not know who killed them or why, so the victim can assume the role of the investigator for the second half. *You can also have an additional badge and/or gun, hat, etc. for this guest to help them distinguish themselves as the investigator for the second half of the party.*
- **As host, who should I be?** This is really a personal decision for you. Since it is your party, some hosts choose a main role. In this case, since Jay Gatsby is hosting the event, that might be an obvious choice. However, some hosts choose a more secondary role so that they can more fully attend to their hosting duties. **See Hosting Timeline later in this Host Guide to get a better indication of all that you will need to do the night of the party.*
- **Ideas for assigning couples:** Billie Love and Sid Foreman or Jay Gatsby, and Tom Buchanan and Jazzy Jordan.
- **Note on assigning guests by sex:** If you have non-binary guests, the characters noted as either will have they/them pronouns. Generally, they are not involved in a love relationship.

Night of
Mystery

HOST GUIDE

Jay Gatsby – Millionaire. A war hero-turned-businessman, Jay has felt the need to pass the reins of the business on. Is it the demand of the work or the desire for a dame that have become too much?

Chief Curtis - Police Chief. The backbone of the city's law enforcement, the chief is the one to go to if you want something taken care of... or overlooked.

Sid Foreman – Boxer. As the heavyweight boxing champion, Sid's recent losing streak indicates he might be preoccupied with something, or someone, else. Sid may need to change his ways to get what he wants.

Billie Love – Hollywood star. This glorious Hollywood star is out for a visit, and it is hard to say if the holiday is meant to improve her relationship, popularity, career, or all of the above.

Freddie Franklin – Hollywood producer. It is no secret Hollywood is all about the money. But nobody is quite sure if they sent Freddie along to protect their investment or gain a new one.

Jazzy Jordan – Singer. A salacious songbird at The Cat's Meow, Jazzy has her sights set on singing on the silver screen ... and won't let anyone get in her way.

Tom Buchanan – Polo player. A displaced socialite, many wonder if Tom is using Gatsby's galas to win back his place in high society or to take advantage of Gatsby's connections.

Charlie Charge – Lawyer. A higher-up in the Gatsby organization, Charlie has been craving a larger slice of the pie and will have a hard time settling for leftovers.

Eddie Brewer – Bootlegger. Known for their high-quality hooch and fast moves, Eddie has proven they will stop at nothing to keep the spirits flowing. But will Eddie's need for advancement put them behind?

Greta Gatsby – Accountant. As Jay's little sis, Greta is out to prove that her nimbleness, and not nepotism, got her where she is today.

Arnie Rothgreen – Bookie. A swindler at heart, there is not a situation Arnie can't twist to their advantage. Something that often gets Arnie out of trouble ... and into it.

Chappy – British aristocrat. A British toff that landed overseas, many have wondered what Chappy has invested in to keep their wealth flowing. And whether that investment could be deadly.

Night of
Mystery

HOST GUIDE

CHARACTER

GUEST ASSIGNED

Jay Gatsby – Millionaire. The guest who plays Jay Gatsby will need to be very polished and debonair, almost to the point where you question their sincerity. Assign someone who is good at keeping up a facade. *Male.*

Arnie Rothgreen – Bookie. This character is suave, sneaky and a cheat. They should be fast-talking and able to swindle. *Male or female.*

Sid Foreman – Boxer. Strong and assertive, the guest who plays this character will not shy away from the limelight. They should have a brooding presence. *Male.*

Billie Love – Hollywood Star. The person who plays this character will be into superficial looks and I would think that they would 'crave attention. Since she is an actress, choose a guest who creates drama easily. *Female.*

Freddie Franklin – Hollywood Producer. A no-nonsense character with a short, businesslike personality. This person will be able to manage balancing hard personalities, while knowing their worth. *Male or female.*

Tom Buchanan – Polo Player. Haughty, arrogant and uppity describe this character best. The guest who plays this character will hold themselves in high regard and fancy themselves an elitist. *Male.*

Greta Gatsby -- Accountant. This is a brazen and tomboyish female character. You can assign this character to a more strong and silent guest or an authoritative and outgoing guest. *Female.*

Charlie Charge – Associate. Cool, calm, collected, and a bit of a bully. This character will be more of a strong, silent type. *Male or female.*

Chappy – British Aristocrat. Talkative, sophisticated and swindling. This character will need to be comfortable schmoozing others. A British accent is a definite plus. *Male or female.*

Jazzy Jordan – Singer. Talented, sassy, and flashy. This guest will have a good stage presence, and be confident in her abilities. She will also be cutthroat in wanting to advance her career. *Female.*

Chief Curtis – Police Chief. Tough, strong and able to give the appearance of being in command. The guest who plays this character should be able to be persuasive. *Male or female.*

Eddie Brewer – Bootlegger. Charming, witty, and a smooth talker. The guest who plays this character should be able to effortlessly talk to anyone. *Male or female.*

Night of
Mystery

HOST GUIDE

Hosting Tips

- Have masking tape and/or chalk, if you want to outline the body after “death.”
- Since the victim will become the investigator, you might consider having something to help distinguish them as the investigator - a Sherlock cap and/or coat, etc. (Optional) If you have prepared a second outfit, you can put it in another room and have the guest enter the room, change, and emerge as the investigator.
- For the entrance, you will need to set up a “frisking station.” When guests arrive, Charlie Charge (or other guest) will need to “search” the guests and retrieve any weapons they may bring. This can be as simple as asking the guests to hand over their weapons for the party. Jay Gatsby will then lock the weapons away for the night, so that everyone is safe.

Making the Invitations

Each guest must receive: (1) the invitation, (2) The Harbor Herald and (3) their character description.

The Print Option:

THE INVITATION

- To make the invitations, first input your party details on the invitation page.
- Print out, double-sided, the number of invitations that you need. Fold each invitation in half.
- Invitation should fit nicely into an A9 invitation envelope (5 3/4” x 8 3/4”).

THE HARBOR HERALD

- This will provide information on the other guests at the party and some happenings in the community.

CHARACTER DESCRIPTION

- You need to assign each guest a character to play at the party. (See the previous sections.)
- **Invitation, Harbor Herald, and Character Descriptions are found in the Mystery pdf.**

The Download and Email Option:

- Following your purchase of the party, you can access and use the downloadable character descriptions.
- Each description is a pdf file containing the above information for each character.
- This option allows you to email each of your guests their character description without having to print and mail the information.

- Please remember, the pdf file option does not include a place to enter the date, time or address of the party, so you will have to inform or remind your guests of the party location details in another fashion.

- For this, we do have downloadable, emailable invitations that can be found at: <http://www.nightofmystery.com/invitations>

- **Downloadable invitations, with Harbor Herald and character descriptions, will be available in your online account.**

Night of
Mystery

HOST GUIDE

Preparing Materials for the Party

- It is best to view and print all of your materials from Adobe Reader, a free application. Be sure you do not use a Preview Application to print or view materials.
- For the name tag and label pages (optional), they are best printed on adhesive label paper. *Name tag and label pages are compatible with Avery labels 15163, 18163, 5163, 5263, 5523, 5663, 5963, 8163, 8253, 8463, 8663 and 8763.*
- Make name tags for the guests. You can print the name tags onto adhesive label paper or print on regular paper, trim them, and include a pin with the name tags so the guests can secure them to their outfits.
- Photocopy the printout of the money onto green paper. You will need as many copies as there are guests attending. Trim the money and bundle the notes in packages of \$500.
—To skip this step, you can purchase and use fake/play money or coins.
—It is helpful to bundle your money using a paper clip.
- Cut the “A Objectives” sheets in half on the dashed lines. **DO NOT cut the “B Objectives” sheets in half.**
- Label two envelopes with each character’s name. Label one envelope with an (A) and one with a (B) for each character. *OPTIONAL: We have formatted some labels that you can adhere to your envelopes, so that you will not need to label them yourself. Please see the label pages in the Mystery Materials pdf.*

In the (A) envelopes place: a name tag, safety pin(s) to attach the name tag, a bundle of money and the half-sheet of the character’s objective sheet that has objectives for the beginning of the party.

In addition, also place: The key photo in Jay Gatsby’s (A) envelope.

In the (B) envelopes place: the full-sheet (B) objectives sheet for each character. **In addition, also place:**

- Exhibit A in Detective Dickie’s (B) envelope.
- Exhibit B in Arnie Rotheegreen’s (B) envelope.
- Exhibit C in Freddie Franklin’s (B) envelope.
If Freddie is not going to be there, place it in Billie Love’s (B) envelope.
- Exhibit D in Chappy’s (B) envelope.
**If Chappy is not there, place in Jazzy’s (B) envelope.*
- Exhibit E in Tom Buchanan’s (B) envelope.
**If Tom is not there, place in Chief Curtis’ (B) envelope.*

- Prepare Detective Dickie’s “B” envelope. Insert Detective Dickie’s name tag, evidence and “B” objectives into their envelope. (You do not need to add money, as the guest will have money from the first half of the party.) *After “death,” the victim will assume role of Detective Dickie and will need this information.*
- In a separate envelope place the Investigation sheet. Label it as “Investigation.”
- 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 envelope,” the “evidence envelope,” and the “solution envelope” in a convenient location so you can hand them out throughout the night as guests need them.

Night of
Mystery

HOST GUIDE

- An average party takes 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.

Stage One - The Guests Arrive

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

Stage Two - Introduction

- After all of the guests have arrived, hand Jay Gatsby the Introduction and have them read it aloud.
- 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, arrange to have the lights go out, and a loud noise (like a "bang!" to sound). ***The victim is instructed in their starting objectives to "discreetly let the host know when they have completed their objectives."*
- When the lights come back on, the victim will have fallen down "dead."
- After the victim has "died," you (as host) can outline the position of the body on the floor or ground.
- Announce to the crowd that Detective Dickie will now be joining you to investigate. Have the victim rise and assume the role of Detective Dickie.
- Hand Detective Dickie the "investigation envelope" and have them read the instructions aloud to the guests.
- Hand the guests their (B) envelopes. *This 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, and Detective Dickie has collected all of their evidence, hand Detective Dickie the evidence envelope so that they can present the findings of the evidence 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 accusation sheets. Have everyone complete and hand them back to you.

Stage Five - The Solution

- After all of the accusation sheets are handed in, use the tally sheet to calculate the winners.
- Have Detective Dickie read the solution aloud to the guests.
- Award the certificates to the winners!

Night of
Mystery



HOST GUIDE



Materials Checklist

Items to prepare before the party

- ☐ Host Timeline (next page) to keep with your party materials.
- ☐ Name tags (one/guest)
- ☐ Bundles of money (one/guest)
- ☐ "A" envelopes (one/guest)
- ☐ Introduction printout
- ☐ Masking tape or chalk, if desired.
- ☐ Investigation Envelope
- ☐ Evidence Envelope
- ☐ "B" envelopes (one/guest) + Detective Dickie's
- ☐ Evidence Envelope (extra copies of evidence, if desired)
- ☐ Accusation Forms (one/guest)
- ☐ Pens (for filling out accusation forms)
- ☐ Tally Sheet(s)
- ☐ Solution Envelope
- ☐ Award Certificates - If you have more than one person who guesses the murderer, you can award the Smoking Gun Award to the guest with the most accurate reasoning.

Party Set-Up

- You can paper clip each guest's name tag, "A" envelope and money bundle together.
 - If you have not assigned your guests characters ahead of time, you will also need a copy of each of the character's descriptions to be placed with their "A" envelopes.
- Set out the bundles on a table and direct the guests to find their information as they arrive.
- Put the rest of the materials in a large envelope or shoebox. Arrange the materials by the order in which you will need them.
 - If having a large party, it helps to alphabetize your guests "B" envelopes to expedite the handout process.
 - During the party, when you need the next item, refer to your envelope or box.



Night of
Mystery



HOST GUIDE

Host Timeline

A quick synopsis of what to do and when

- Guests arrive.
- Direct guests on where to find their character's materials.
- Hand Jay Gatsby the Introduction and have him read it aloud to the guests.
- Guests mingle and complete objectives.
- Victim discreetly informs you that they are done with their objectives.
- Arrange for lights to go off, and a loud noise (like a "bang" to sound).
- Turn lights back on.
- Use masking tape or chalk to outline the body (optional).
- Announce that Detective Dickie will now be joining you and have the victim rise.
- Hand Detective Dickie the investigation envelope and have them read it to the guests.
- Hand out the "B" envelopes to your guests.
- Guests investigate one another using information in their "B" envelopes.
- Detective Dickie will inform you that they have completed their investigation.
- Hand Detective Dickie the evidence envelope and have Detective Dickie present their findings. ***If you have made extra copies of the evidence, lay it out on a table after Detective Dickie has presented the evidence.*
- Hand out accusation forms and pens.
- Collect forms.
- Use tally sheet to tally the results. **It is best to have someone help you with this.*
- Hand Detective Dickie the solution and have them read it aloud to the guests.
- Present awards.

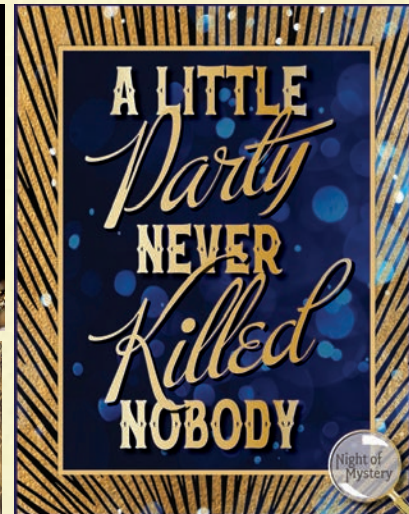


Night of
Mystery

MURDER AT GATSBY'S GALA

ALL THE EXTRAS

Please see the Extras document for ideas and designs to help you decorate your
for your gala with fun and authentic materials that are easy to make.



HOST GUIDE

MORE PARTY PLANNING RESOURCES

Night of Mystery does our best to provide you with everything you need to create a unique and creative mystery party - including giving you plenty of party planning resources and ideas for each mystery theme we offer! Check out any/all of the resources below!!!

MurderAtGatsbysGala.com

Simply type in murderatgatsbysgala.com and it will take you to the "Party Tips" section of Night of Mystery dedicated to giving you the best ideas for decoration, costumes, hosting tips, etc. for THIS MYSTERY!!! Be sure to explore the "Hosting Tips" section of this as well!

"All The Extras" supplement

Check out the supplement that is filled with designs, posters, ideas, etc. *Coming soon!*

Our Pinterest page

Get ideas and how-tos on theme-centric decorations, food, etc. Be sure to "Follow Us" to get the latest and greatest pins that we add to the boards! <https://www.pinterest.com/nightofmystery/murder-at-gatsbys-gala-party-ideas/>

Flickr albums

Check out pictures from other hosts and hostesses of your mystery theme! See how much fun others had throwing this theme and get ideas for your own mystery party. Find the Murder at Gatsby's Gala gallery at: www.nightofmystery.com/photos-MGG/

Visit us on Facebook!

<https://www.facebook.com/nightofmystery/>

Follow us on Instagram

<https://www.instagram.com/nightofmystery/>

Get a coupon and a chance to win a FREE Party!

Once your party is thrown, please let us know how it went by emailing the details and pictures to nompartyofthemonth@gmail.com! We will email you a \$5 coupon for submitting your comments and/or pictures about your party. In addition to the coupon, party pictures and comments may be highlighted on social media and/or the blog. Each month we will select one posting to be featured in our "Party of the Month" blog and that customer will receive a \$65 gift certificate towards the purchase of a future party!



Night of
Mystery