



**HOST A NIGHT OF MYSTERY THAT WILL
HAVE EVERYONE SEARCHING FOR MORE THAN
THEIR LONG LOST SHAKER OF SALT!**

Murder in Margaritaland

Somewhere in the tropics between the Port of Indecision and Southwest of Disorder you'll find that murder meets mayhem and the intrigue begins!

While most vacation at Margaritaland, an exclusive tropical resort, to get away from their troubles, for one unfortunate soul, it will mean the end of their travels all together.

Has the lottery winner's luck run out? Will it be the bartender who has served his last drink? Is the honeymoon over for the newlyweds before it even began? Or will the stars collide for one Hollywood superstar?

At the resort, the guilty will mingle among the guests and everyone will be left with the task of deciphering between the facts and falsehoods that plague this paradise in order to make a killer pay for their crime.

**A CLEVER CONCOCTION OF CHAOS, CRIME
AND COCKTAILS IN THE CARIBBEAN.**





Host's Guide



THANK YOU FOR CHOOSING MURDER in MARGARITLAND

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 in Margaritland 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

- **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 guests 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 Island Review 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?** No. This mystery contains references to alcohol. 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.

Please check our party tips page for more music, food and theme suggestions for your party!

<http://www.nightofmystery.com> - OR -

MurderinMargaritland.com

for PLENTY of party planning ideas!



Character Guest List



With 20+ guests: At least 7 male characters, 5 female characters and 3 gender-neutral characters.

With 15-20 guests: 7-8 male characters, 5-6 female characters, 3-6 gender neutral characters.

With 10-15 guests: 5-7 male characters, 4-5 female characters, 1-3 gender neutral characters.

With 8-10 guests: 4-5 male characters, 4 female characters, 0-1 gender neutral character.

With 6-8 guests: 3-4 male characters, 3-4 female characters.

*** Not all characters will be included with smaller versions of the party.

Coconut Joe—Owner of Margaritaland. The owner of the resort and the man to talk to when anything goes wrong.

Coconut Jane—Wife to Coconut Joe. Jane is in charge of guest relations and will go to any extent to make sure that the guests remain happy and satisfied.

Bindy Barkeep—Bar Manager. With bar sales decreasing lately, Bindy is looking for someone to blame. Will Bindy be able to keep the bar in the black... and their job?

Jack Daniels — Bartender. Known as the Casanova of the pool bar, it is hard to say whether his philandering ways will get him promoted or in trouble.

Kylie Cocktail—Cocktail Waitress. A gold-digger at heart, her aspirations might be a little ambitious for even her to achieve.

Lifesavin' Sam—Lifeguard. Sam is supposed to be the safeguard of the resort, however, after his recent break-up with Kylie Cocktail, his actions have been doing more harm than good.

Cabana Bob—Cabana boy. Ambitious and driven, Bob will do anything to advance his career and his love life.

BJ Baggage—Bellhop. With hopes of promotion, this bellhop is willing to help out the guests and the staff for little price if it means advancement of their career.

Tatum Tatt—Tattoo Artist. An artist and true talent. Another talent that they have is one of observation and Tatum has seen more than they are leading on.

Thurston Howard III—Millionaire. A man of money and power, Thurston will let no one take what is his or make a fool of him.

Candy Cotton—Millionaire's girlfriend. As the vivacious and young girlfriend of Thurston Howard III, she will do anything to keep the adoration (and financial security) of her beau.

Lucky Numbers—Lottery winner. Lucky came here to celebrate his winnings and ended up falling in love with Izzie. Now, he doesn't know how to get something he can't buy.

Starr Bright—Movie star. Tired of the limelight and paparazzi, Starr is here to recuperate and rejuvenate far, far away from a daunting public.

Agent Hollywood—Hollywood agent. With Starr Bright's sudden rise to fame, this agent has had to work overtime to keep their client happy and Starr's career on the right track.

Sandy Beachbum—Professional surfer. A two-time world champ, has this pro hit it big and then decided to hit the beach. Was the surfing circuit too much for him to take?

Mo Manager—Sandy Beachbum's manager. Mo will do whatever it takes to make sure Sandy stays healthy and out of retirement.

Margie Mooner—Honeymooner. Proof positive that keeping a secret, any secret, from the one they love can be deadly.

Mike Mooner—Honeymooner. Desperately in love with his wife, Mike is determined to make this marriage work and will do anything to keep Margie true to him.

Izzie Islander—Island native. Raised on the island, Izzie is a natural beauty and has a way of capturing everyone's heart except the man she wants most, Jack Daniels.

Sgt. Lord—Police officer. As the island's top crime fighter, Sgt. Lord is here as a personal favor to Coconut Joe. Before the night is through, their sleuthing skills will turn up more than a few lost dollars.



Host's Guide

THE INVITATIONS



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

THE PRINT OPTION:

THE INVITATION

- To make the invitations, first input your party details into the invite page.
- Print out the number of invites that you need onto 8.5" x 11" paper and fold each invite in quarters.

THE ISLAND REVIEW

- If you wish for *The Island Review* to be more authentic, you can photocopy or print it onto brightly colored paper.

CHARACTER DESCRIPTION

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

THE DOWNLOAD AND EMAIL OPTION:

- Following your purchase of the party, you may also access the downloadable character descriptions from our website.
- 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.php>

PREPARING THE MATERIALS FOR THE PARTY

- Cut out and make name tags for the guests.
- 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.

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.



Party Schedule



- Murder in Margaritaland is set up so that it can be thrown outdoors or indoors! This mystery is perfect for a summer bbq, pool party, beach party, or when the weather is cold-- try a beach party indoors!
- 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 guests (A) and (B) envelopes available for them.

Stage Two: INTRODUCTION

- After all of the guests have arrived, hand Coconut Joe 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, tell the victim that they are free to "die" when they see fit.
- After victim has "died", hand Sgt. Lord (the police officer) tape or chalk, so that they can outline the position of the body on the floor or ground.
- Have Sgt. Lord 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, Sgt. Lord has collected all of his evidence and you feel as though most people have completed their objectives, hand Sgt. Lord 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 Sgt. Lord 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 Island Review

Headlines and Happenings Around Margaritaland • Friday, June 6, 2007

On the Island this week...

Our staff and our clientele are two of the factors that make Margaritaland the pleasurable paradise that it is. This week frequenting Margaritaland you will find:

Coconut Joe—Owner of Margaritaland. The owner of the resort and the man to talk to when anything goes wrong.

Coconut Jane—Wife to Coconut Joe. Jane is in charge of guest relations and will go to any extent to make sure that the guests remain happy and satisfied.

Bindy Barkeep—Bar Manager. With bar sales decreasing lately, Bindy is looking for someone to blame. Will Bindy be able to keep the bar in the black... and their job?

Jack Daniels — Bartender. Known as the Casanova of the pool bar, it is hard to say whether his philandering ways will get him promoted or in trouble.

Kylie Cocktail—Cocktail Waitress. A gold-digger at heart, her aspirations might be a little ambitious for even her to achieve.

Lifesavin' Sam—Lifeguard. Sam is supposed to be the safeguard of the resort, however, after his recent break-up with Kylie Cocktail, his actions have been doing more harm than good.

Cabana Bob—Cabana Boy. Ambitious and driven, Bob will do anything to advance his career and his love life.

BJ Baggage—Bellhop. With hopes of promotion, this bellhop is willing to help out the guests and the staff for little price if it means advancement of their career.

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Thurston Howard III—Millionaire. A man of money and power, Thurston will let no one take what is his or make a fool of him.

Candy Cotton—Millionaire's girlfriend. As the vivacious and young girlfriend of Thurston Howard III, she will do anything to keep the adoration (and financial security) of her beau.

Lucky Numbers—Lottery Winner. Lucky came here to celebrate his winnings and ended up falling in love with Izzie. Now, he doesn't know how to get something he can't buy.

Starr Bright—Movie star. Tired of the lime-light and paparazzi, Starr is here to recuperate and rejuvenate far, far away from a daunting public.

Agent Hollywood—Hollywood Agent. With Starr Bright's sudden rise to fame, this agent has had to work overtime to keep their client happy and Starr's career on the right track.

Sandy Beachbum—Professional Surfer. A two-time world champ, has this pro hit it big and then decided to hit the beach. Was the surfing circuit too much for him to take?

Mo Manager—Sandy Beachbum's Manager. Mo will do whatever it takes to make sure Sandy stays healthy and out of retirement.

Margie Mooner—Honeymooner. Proof positive that keeping a secret, any secret, from the one they love can be deadly.

Mike Mooner—Honeymooner. Desperately in love with his wife, Mike is determined to make this marriage work and will do anything to keep Margie true to him.

Izzie Islander—Island girl. Raised on the island, Izzie is a natural beauty and has a way of capturing everyone's heart except the man she wants most, Jack Daniels.

Sgt. Lord— Police officer. As the island's top crime fighter, Sgt. Lord is here as a personal favor to Coconut Joe. Before the night is through, their sleuthing skills will turn up more than a few lost dollars.

When will Sandy hit the waves again?

After a 4-month hiatus from the professional surfing circuit, Sandy Beachbum, 2-time world champion surfer, continues to vacation at Margaritaland. Some speculate that the time away from his profession and the relaxing and indulgent lifestyle Sandy leads at Margaritaland has left him in no shape to physically compete while others state there are other factors to blame for his loss of physique.

With the new surfing season well on its way, there is pressure for Sandy to rejoin the circuit, but Sandy has yet to comment on when he plans to get back to work!

Star Almost Drown!

After a close call with death, Hollywood actress, Starr Bright, appears fine while recovering at Margaritaland today. Around 5:45 p.m. yesterday, the actress fell unconscious into the pool after slipping and hitting her head on the pool deck. Luckily the bartender, Jack Daniels, witnessed the event while working and heroically jumped in to save the superstar's life. When asked about the incident, Agent Hollywood, Starr's rep, said, "I am happy that Starr has her health back, however, there are a number of factors that could have prevented such an incident". While there has been speculation about who is to blame for this event, no official charges have been made.

Just Wed!!!

*Congratulations to
Mike and Margie Mooner
who were recently married.*

*The couple had an intimate courthouse
ceremony in their hometown before traveling
to Margaritaland for their honeymoon.*





Murder in Margaritaland

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.



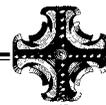


Murder in Margaritaland

Sample Objectives Sheet For Beginning of Party Taken From Another Mystery



A Knight of Murder



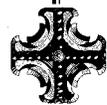
Elizabeth the Elaborate



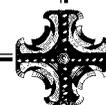
Objectives At The Start Of The Party:

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.



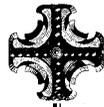
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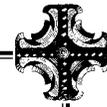


Murder in Margaritaland

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.

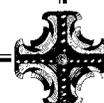
Objectives After The Murder:

**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.



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Murder in Margaritaland

Sample Piece of Evidence Taken From Another Mystery

EXHIBIT A

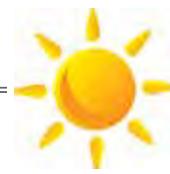
Description: **The murder weapon-- a dagger in the heart**

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



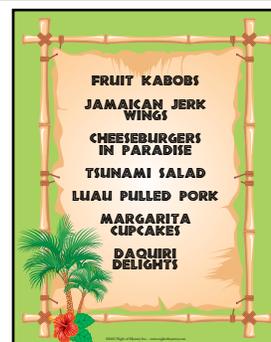


Murder in Margaritaland



ALL THE EXTRAS

Included in the mystery are ideas and designs to help you decorate your resort with fun and authentic materials that are easy to make!



Invitation in a Bottle • How to make a Palm Tree, Tiki Hut, Tiki Bar Sign & Banners • Resort Signs • Directional Signs • Menu & Drink Menu • Food Table Tents • Killer Chillers • Margarita Glass Charms • Drink Menus • Margarita & Palm Tree Cakes • Temporary Tattoos •



Murder in Margaritaland

THIS HAS BEEN JUST A SAMPLING OF WHAT YOU WILL RECEIVE WHEN YOU PURCHASE MURDER in MARGARITALAND

THE COMPLETE PARTY PDF 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.
- **Downloadable Invitations**— that you can send via email to your guests. This alleviates A LOT of printing.
- **The Island Review**— to be sent with the invitations, it includes background information on the happenings in and around the island 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 Durnit” Cards**— to allow your guests to guess the murderer, along with vote for the most animated character and best outfit.
- **Party EXTRAS!!!**—a number of unique and creative ideas and templates to help you in decorating for and throwing a party like none other! (See previous page.)
- **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 of our parties come in the form of a professionally designed 50-125 page pdf that you can download immediately after completing your order by logging into your account. 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 60 days after your purchase. 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 package today.