A Timeless Tale of Treachery and A Timeless Tale of Treachery and Treason in a Kingdom Far, Far Away

Ince

pon s Aurder

After the mysterious disappearance of Cinderella, Prince Charming is throwing a ball to find a new bride. Some of the Kingdom residents question how the prince could move on so quickly, while others are jumping at the chance to earn their spot as the new princess in the castle.

As the evening escalates, a killing occurs in the palace ... leaving you to write the final chapter.

Will you finger the fairy godmother whose magic cannot give her the outcome she desires? The prince who has used his riches to alienate others? A devious dwarf who may know too much? Or perhaps a pouting princess who is plotting to win the heart of Prince Charming.

> In a kingdom where jealousy, betrayal and deception are common story lines, it will be up to you to find the felon so that everyone can live happily ever after.

©2012 Night of Mystery Inc. - www.nightofmystery.com

Thank you for choosing Once Spon & Murder

Þost's Suíde

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. Once Upon A Murder 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.

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 in-depth materials of the party. (You will find a short list of the characters with descriptions in the host's guide to aid you in this.)
- Because this party is dependent on a minimum number of people attending, you may want to determine ahead of time which guests are attending before assigning characters.
 It is recommended that you send out the general invite, guest list and Royal News with an RSVP date of two weeks before the party. After your guests RSVP positive, you can send them their character sheet. You can download an invite at http://www.nightofmystery.com/invitations.php
- 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.
- If you are short of 20 guests, the game can be played without the following characters: Nosy, Jinn, Rumpelstiltzkin, Teeth and Griselda (eliminating Nosy first, Jinn second, etc., if feasible). If Nosy has been eliminated, the victim will assume that role after death.
- **Good suggestions for assigning couples include:** Prince Charming and Snow or Red or Rapunzel, Jasmoor and Aladdin, Herb and Gretel, Rapunzel and Prince Charming or Hansel, Red and Prince Charming or Teeth, Beast and Belle. Note: because these couples will have many secrets they will need to keep from one another, you may or may not want to assign them to real-life couples, depending on how well you think your guests can hold secrets from their significant others.
- Is this mystery suitable for youths and/or church groups? Yes. This version has been edited to be void of inter-marital affairs and any suggestions of illegal drug and/or alcohol use.

www.nightofmystery.com

Inviting Your Guests

Þost's Suíde

Before the party, each guest must receive four things: (1) the invitation, (2) the scrolled guest list, (3) The Royal Times and (4) their character description. Following your purchase of the party, you may also access and use the downloadable character descriptions from our website, which contains all of this information.

THE INVITATION

- To make the invitations, fill out the information describing the place, date and time of your party onto invite in editable fields.
- Print out the number of invites that you need onto 8.5 x 11 paper. (Printing the invitations on parchment or other specialty paper can add to the special ambiance of your party.)
- Fold each printed invitation in quarters.
- Each invitation should fit nicely into an invitation sized envelope $(4 3/8" \times 5 3/4")$.

THE SCROLLED GUEST LIST

This will provide information on the other guests at the party.

THE ROYAL TIMES

This will provide more background information on the party setting for your guests.

CHARACTER DESCRIPTION

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

Following your purchase of the party, you may also access and use 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

Set a coupon and a FREE Party!

Once your party is thrown, please let us know how your party went by posting it on our MURDER MYSTERY MESSAGE BOARD! We will email you a \$5 coupon for posting comments and/or pictures about your party. (If you would like us to post your pictures, please email them to info@nightofmystery.com once you have posted your comments.) In addition to the coupon, each month we will select one posting to be featured in our "Party of the Month" forum and that customer will receive a \$45 gift certificate towards the purchase of a future party.

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

www.nightofmystery.com or www.onceuponamurder.com

Character List

With 15-20 guests: 6-7 male characters, 8-9 female characters, 1-4 gender neutral characters.

PRINCE CHARMING – Prince. The leader of the kingdom and heartthrob to many, this dashing young man will have numerous decisions to make– all of which will affect the outcome of the night. *Male. Dashing and debonair, this guest will be able to please everyone. May be a good role for the host to play.*

FELICITY – Cinderella's Fairy Godmother. Still doting over the disappearance of her goddaughter, Felicity continues to hope that Cinderella will reappear and everyone will live happily ever after. *Female. Magical and mystical, this guest will be motherly and over-protective.*

GRISELDA – Cinderella's Stepsister. After much animosity, Griselda has earned Cinderella's trust and her place as an attendant in the castle. Now that Cinderella is gone, will Griselda be next to disappear? *Female. True to those she loves, this guest needs to be able to keep secrets.*

RAPUNZEL – Princess. Desperate to get out of her tower, this trapped maiden may have more than one offer on the table... the question is which one will she pick? *Female. Often off in her own world, this guest should be superficial and also conniving.*

SNOW – Snow White. With hopes of moving out of the forest, this princess hopes to soon be known not as the daughter of a queen that is evil, but as the wife of a prince that is charming. *Female. Confident, but insecure about her own abilities to succeed. Will need to be able to be vindictive.*

HERB - Dwarf. Like a brother to Snow, Snow's dependence on Herb is endearing to some and annoying to others. *Male. Ideally, this person is short and comfortable interacting with the guest who plays Snow White.*

NOSY – Dwarf. Ambitious and inquisitive, this dwarf can't keep their nose out of anyone's business. Be hopeful you are not the murderer, because Nosy will be out to expose you! *Male or female. This guest must be comfortable speaking to the group and investigating everyone personally.*

ALADDIN – Prince. Royalty by marriage, Aladdin continues to use his power to acquire more than he can handle. At what point will his princess say enough is enough? *Male. This guest will need to behave superficially and care very much about his appearance.*

JASMOOR – Princess. Feeling betrayed by her husband's new found love of wealth, this wife won't settle until her love is on the top of Aladdin's wish list. *Female. This guest who plays Jasmoor should be able to be pouty and demanding.*

JINN – Genie. Put on this earth to grant Aladdin's wishes, Jinn can't solve Aladdin's problems single-handedly, but they will try... Male or female. A subservient role, the guest who plays Jinn should be helpful, accommodating, and a bit of a matchmaker.

BELLE – Beast's wife. Suspicious of her husband's actions, Belle is not the only one who is questioning what Beast is doing in the woods. *Female. Kind and gentle, the guest who plays this role should also be capable of carrying a grudge.*

BEAST – Belle's husband. Once feared for his appearance, Beast has taken on his original identity as prince. While his physique may have changed, that doesn't mean his temperament has. *Male. A larger person, the guest who plays Beast will be kind, generous, and on the quiet side.*

HANSEL – Orphan. In love with a princess, the only way Hansel can gain her affection is to prove he will adequately provide for her. *Male. Eager, creative, and ambitious to win the love of Rapunzel.*

GRETEL – Orphan. Left behind as a child, Gretel will not allow for her beau to do the same. *Female. The guest who plays this character needs to be a little self-centered and demanding. Even though she is not a princess, she demands the best!*

RED – Little Red Riding Hood. This is one girl who is certainly not distracted or lost. Red will use her will and wit to make sure she and her grandmother are taken care of. *Female. Ambitious and decisive, Red is outgoing, focused, and after the prince's heart.*

GRAM – Red's Grandmother. Aging and helpless, this grandmother once fought off a wolf with the help of the woodcutter – will history be able to repeat itself? *Female. This character should be someone who is motherly and protective, as well as unafraid to negotiate or strike a deal.*

AXE - Woodcutter. Protector of Gram and Red, Axe refuses to seek his own happiness until he insures Gram and Red are provided for. *Male. Strong and powerful. This father-figure needs to be very masculine and also endearing.*

TEETH – Big, Bad Wolf. After earlier wishing to devour Red, Teeth now hopes to marry her. Red has other plans for her future, but it is unclear what her beholders intend. *Male. Intensely evil down to the bone, the character who plays the wolf is just looking out for his own best interests.*

RUMPELSTILTZKIN – Imp. Known for trickery, scheming and deception, Rumpelstiltzkin's tactics may be just what this kingdom needs to find out who really is behind Cinderella's disappearance... *Male or female. A swindler and very greedy. The person who plays this guest should be very competitive and out to make a profit.*

HAMLET – Little Pig. This seasoned realtor knows a thing or two about building and selling houses. *Male or female. A* smooth-talker and slick salesperson.

©2012 Night of Mystery Inc. - www.nightofmystery.com

Initial Eiming for the Party

Dost's Suide

- Most likely, the length of the party will be 2-4 hours. The party length will depend on a number of factors, including the number of guests, if you are serving dinner, how much your guests choose to 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 over dinner.
- Because the party is not pre-scripted and set up in stages, as host it is important that you observe the guests' behavior and move onto the next stage when you feel it is appropriate to do so. This should be enough time for everyone to enjoy all aspects of the party, while also moving along at an enjoyable pace.

Preparing the Materials for the Party

- Make name tags for the guests. (You can print out the name tags onto 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 most label paper for 4" x 2" labels. Note: Make sure your printer is set to print at 100% and NOT at "print to fit" or "print to scale".
- Photocopy onto green paper the printed page of money. You will need as many copies as there are guests attending. Cut and trim the money and bundle them into packages of 10. -To skip this step, you can purchase fake/play money or coins rather inexpensively at a novelty or party store.
- 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.
- Exhibit B in Prince Charming's (B) envelope.
- Exhibit F in Nosy's (B) envelope.
- Exhibit C in Rumpelstiltzkin's (B) envelope.
- Exhibit D in Belle's (B) envelope.
- Exhibit G in Red's (B) envelope.

in Felicity's (B) envelope.

www.nightofmystery.com

- Exhibit E-1 & E-2 in Hamlet's (B) envelope.
- ~ If Rumpelstiltzkin is not here, put Exhibit C

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

- In a separate envelope place the Investigation sheet and Exhibit A and label it as "Investigation".
- In a separate envelope place the Evidence Presentation and label it as "Evidence".

- Place the solution in a sealed envelope and label it "Solution".
- Keep the "introduction", the "investigation envelope", the "evidence envelope" and the "solution envelope" in a safe and convenient location so you can hand them out throughout the night as guests need them.
- Make enough copies of the 'Who Dunnit?' voting sheets for the number of guests attending. Cut the pages along the dashed lines.
- Make copies of the 'smoking gun award', as there may be multiple people who guess the identity of the murderer.

Stage One: The Guests Arrive

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

Party Schedule

Stage Two: Introduction

- After all of the guests have arrived, assemble them for the Introduction. Hand Prince Charming the Introduction and ask him to read it aloud to everyone.
- Provide 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 you are providing dinner, this will be a good time for dinner to be served.

Stage Three: Murder & Investigation

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

Stage Four: Gvidence Presentation

- Allow time for the guests to settle down and for Nosy to collect all of their evidence.
- When your guests have completed their objectives, hand Nosy the evidence packet. With everyone assembled, Nosy will present the crime scene evidence/findings to the guests.
- It works well to place all of the evidence on a table, so that it can be seen and inspected by everyone.
- 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 Dunnit?' answer sheets and ask everyone to complete them and return them to you during this time.

Stage Five: The Solution

• When all the 'Who Dunnit?' sheets are collected, calculate who the winners are using the tally sheet included.

End of Post's Suide

2012 Night of Mystery Inc. - www.nightofmystery.com

- Ask Nosy to read aloud the solution.
- Using the tally sheet included, calculate who the winners are and award the certificates.
 You can input the names electronically into the certificates before printing.



©2012 Night of Mystery Inc. - www.nightofinystery.com

You are formally invited to attend the annual Grand Ball being thrown at the castle in the kingdom of happily Ever After. Those expected to be

in attendance include:

PRINCE ChARMING • Prince. The leader of the kingdom and heartthrob to many, this dashing young man will have numerous decisions to make - all of which will affect the outcome of the night.

FELICITY• **Cinderella's Fairy Godmother.** Still doting over the disappearance of her goddaughter, Felicity continues to hope that Cinderella will reappear and everyone will live happily ever after.

GRIBELDA • Cinderella's Stepsister. After much animosity, Griselda has earned Cinderella's trust and her place in the castle as an attendant. Now that Cinderella is gone, will Griselda be next to disappear mysteriously?

RAPUNZEL • Princess. Desperate to get out of her tower, this maiden may have more than one offer on the table... the question is which one will she pick?

SNOW • Snow White. With hopes of moving out of the forest, this princess hopes to soon be known not as the daughter of a queen that is evil, but as the wife of a prince that is charming.

hERB • Dwarf. Like a brother to Snow, Snow's dependence on Herb is endearing to some and annoying to others.

NOSY • Dwarf. Ambitious and inquisitive, this dwarf can't keep their nose out of anyone's business. Be hopeful you are not the murderer, because Nosy will be out to expose you!

ALADDIN • Prince. Royalty by marriage, Aladdin continues to use his power to acquire more than he can handle. At what point will his princess say enough is enough?

JASMOOR • Princess. Feeling betrayed by her husband's new found love of wealth, this wife won't settle until her love is on the top of Aladdin's wish list.

JINN • Genie. Put in this world to grant Aladdin's wishes, Jinn can't solve Aladdin's problems single-handedly, but they will try...

BELLE • **Beast's** wife. Suspicious of her husband's actions, Belle is not the only one who is questioning what Beast is doing in the woods.

BCAST • Belle's husband. Once feared for his appearance, Beast has taken on a new identity as prince. While his physique may have changed, that doesn't mean his temperament has.

hANGEL • Orphan. In love with a princess, the only way Hansel can gain her affection is to prove he will adequately provide for her.

GRETEL • Orphan. Left behind as a child, Gretel will not allow for her beau to do the same.

RED • Little Red Riding hood. This is one girl who is certainly not distracted or lost. Red will use her will and wit to make sure she and her grandmother are taken care of.

GRAM • Red's Grandmother. Aging and helpless, this grandmother once fought off a wolf with the help of the woodcutter - will history be able to repeat itself?

AXG • Woodcutter. Protector of Gram and Red, Axe refuses to seek his own happiness until he insures Gram and Red are provided for.

TEETh • Big, Bad Wolf. After earlier wishing to devour Red, now he hopes to marry her. Red has other plans for her future, but it is unclear what her beholders intend.

RUMPELSTILTZKIN • Imp. Known for trickery, scheming and deception, Rumpelstiltzkin's tactics may be just what this kingdom needs to find out who really is behind Cinderella's disappearance...

hAMLET • Little Pig. This seasoned realtor knows a thing or two about building and selling houses.

I look forward to seeing you all at the ball! -Prince Charming

©2012 Night of Mystery Inc. - www.nightofmystery.com



Since last spotted asleep in her bed over a month ago, the kingdom has not slept while trying to uncover the whereabouts of Cinderella who mysteriously disappeared! Upon completing a comprehensive investigation throughout the kingdom, Prince Charming has ruled the disappearance a kidnapping and believes that such a crime could not be committed without seasoned expertise. Additionally, the prince has warned anyone who may be spending ample time in the forest to be on the lookout. Before her abduction, Cinderella had devoted much of her time to frolicking in the woods and the prince believes the culprit may be linked to the forest.

Grand Ball Excitement!!!

This year's annual Grand Ball has something that no one ever anticipated – a proposal from Prince Charming! Among those who are said to be in the running for the hand of the prince are: Snow, Red and Rapunzel. The Prince must have a thing for single-named maidens!

housing Market Apdates:

Have a woodland cottage or a secluded tower you need help selling? A candy cottage you want to list on the market? We're your company. Please see us for all your housing needs! **Brought to you by OINK! Realty, your number one housing specialists in the kingdom.**

WADTED: Seeking women who are devoted to making their masters happy. Greatly compensated. Please see Aladdin for more details. REARD

Prince Charming is offering 500 gold pieces to anyone who has information on the disappearance of Cinderella. Please see the Prince with your information and be sure not to share it with others, if you truly expect to be rewarded. Introduction

Introduction to the Guests

(To be read by Prince Charming after all of the guests arrive.)

Hello, my dear subjects of the kingdom of Happily Ever After! For those of you who don't know me, I am your leader, Prince Charming. I am so pleased that you have come to join me at this Grand Ball! Every year, I throw this momentous occasion to celebrate another festive year in the kingdom lands and to thank you for remaining my loyal subjects - it is only with your support that I am able to prosper as I do and provide for you a safe and profitable kingdom. Additionally, I would like to thank you all for your support this past quarter moon. As you know, I lost my dear fiancé, Cinderella, in an unfortunate kidnapping. While Cinderella will be dearly missed, I am looking to this joyous occasion as an event in which we can all move past that terrible event. In fact, later tonight, I hope to announce a new union in the castle!

On that note, I am going to encourage you all to enjoy your evening. Throughout the night, I am going to ask that you please keep your eye out for those going above and beyond to make this gala one of a kind. Along with the other festivities in store for you tonight, you will also be asked to vote on those here tonight who have made your night most enjoyable by their outfit and their acting ability. In addition, there will be an award for the person who has the most money when the evening closes. As you may not know, bribery, extortion, blackmail and whatever creative means you may have to use your money are not only expected, but encouraged tonight.

Once again, it is with great pleasure and pride that I welcome you to the Happily Ever After Grand Ball! I am sure that each and every one of you has a special place here tonight. Please feel free to continue your night of mystery and intrigue by getting better acquainted with your fellow kingdom inhabitants!

2012 Night of Mystery Inc

Directions to the Guests

Investigation

(To be read by Nosy after the murder.)

As you can all see, there was a murder that just occurred amongst us. The victim is Snow, the projected fiancé of Prince Charming, who has just fallen in front of us.

Currently, I need to ask for your full cooperation in finding the culprit in this dastardly deed. It is imperative that no one leave the castle as you are all considered suspects. Upon searching the body, I have discovered this note (hold up Exhibit A). It reads, *"I will expose your part in Cinderella's disappearance and you will never get what you want as long as I live. ~ Snow"*.

You received a sealed envelope at the beginning of the night. You will want to open and read that information carefully when I am done. The envelope that you are opening will contain information, evidence and objectives to help you conduct your own investigation. For some of you, it will give you bargaining and blackmailing power. For one other, it will contain the secret that you indeed ARE the murderer. Conduct your investigation wisely and let no one know your secrets which you ARE NOT to reveal. It is now that you will try to uncover the possible motives that each of you may have for wanting Snow dead.

After I have questioned some of you and conducted my own investigation into this crime, I will be presenting the tangible evidence that I have discovered. Everyone will then get a chance to examine the evidence before you make a final accusation as to who the killer is among you. Until then, I suggest you conduct your own investigation by questioning each other.

Thank you, and I will be addressing you when I have compiled the available evidence to show you. Until then, start sleuthing!

2012 Night of Mystery Inc

Prince Sharming

Once Ipon 🛱 Murder

For many years, you have blissfully ruled over the kingdom of Happily Ever After alongside your princess, Cinderella. It was not until last month that your picture-perfect life came to a halt when your bride, Cinderella, mysteriously disappeared. After searching the kingdom, threatening banishment to the culprit, and offering a generous reward for Cinderella's return, you have found no traces of your beloved princess. Reluctantly, you have decided to move on.

Since Cinderella's disappearance, Red (Little Red Riding Hood) started delivering baked goods to help you manage daily life while coping with the loss of your fiancé. Through these daily visits, you have grown a strong affection for Red and believe that she would be a wonderful wife. Rapunzel (another princess) has also sought out your love. Rapunzel is a beautiful woman, but after many years of imprisonment in a castle tower, her psyche has been affected, and you do not desire to make her your wife. After further searching and courting, you have decided that Snow (Snow White) is one woman who you can see living forever by your side, and you plan to ask her to be your fiancé. In talking this over, Snow has voiced she will accept your offer, however she desires for Herb (a dwarf) to move into the castle as her personal attendant. While you would hate to lose Griselda (Cinderella's stepsister, your current attendant), you think this change may be for the better. To show Snow White of your intentions, you gave her some rather exquisite jewels that you purchased from Aladdin (another prince).

In your current situation, some have questioned how you could move on from the loss of the love of your life so easily. You do hold one big secret: Cinderella left you. Upon her disappearance, Cinderella left a note explaining that she was leaving you and planning on starting a new life with another man. Saddened and disgraced, you have not told ANYONE about this (and you must keep it this way). News of Cinderella's decision to abandon your relationship would ruin your reputation and your chances at another healthy engagement to a beautiful maiden. Felicity (Cinderella's fairy godmother) has voiced the fact that she believes Beast (another prince) may be blame for Cinderella's disappearance. Although you know different, you have not told her so.

As the Grand Ball approaches, you are looking forward to closing a chapter on your life and starting fresh with a new princess on your arm. While the gala will be a glorious and magical evening, you may have to deal with the disappointment of some of the other kingdom's maidens as well as the inquisition of Cinderella's fairy godmother, Felicity. Despite everything, you are anticipating an enchanted evening to top the charts!

Acting and Dressing Your Part: As the leader of the kingdom of Happily Ever After, you are considered a kind, compassionate, and caring leader by your subjects and citizens. With a reputation for being a ladies man, you will flatter the women of the kingdom to make them feel special, but be prepared to spend extra time and attention on Snow White since you hope to announce your engagement by the end of the night. To the ball, you will want to dress in your royal best. For more ideas on how to dress, accessorize, etc., please check www.nightofmystery.com or onceuponamurder.com

2012 Night of Mystery Inc

PHRITY OBJECTIVES	THINGE CONTRACTIONS 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.	 Cinderella (your fiancé) left you. You have the note (enclosed in this envelope) to prove it. You proclaimed to the kingdom residents that you will banish anyone behind the disappearance of Cinderella. You were going to ask for the hand of Snow White (the victim) tonight. 	 Once married, Herb (the dwarf and Snow's personal assistant) was slated to move into the castle to replace Griselda, your personal assistant. Rapunzel and Red (two maidens) both desired a marriage proposal from you. 	 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: Conduct your own investigation while maintaining your innocence. If anyone confronts you about Cinderella's disappearance, insist Cinderella left of her own accord. Present your evidence as proof of this statement. Tell Griselda that murder is no way to keep her job! If she denies it, make her tell you everything she knows about Cinderella's disappearance! Let Rapunzel and Red Riding Hood know that you will never mary a murdereil Tell Herb that he can reside in the castle until he finds a new residence. 	
PHRTY OBJECTIVES	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!	 Thank Red (Little Red Riding Hood) for all of the goodies that she has delivered to the castle. When asked about Cinderella's disappearance, assure that person that whomever is behind the crime will be banished from the kingdom. 	 When approached about your prospects for a new fiancé, insist that you will be asking for the hand of Snow White. Warn Belle (Beast's wife) that you believe Beast may be hiding something from her. If Belle pays you, let her know that you suspect Beast may have helped Cinderella escape from the kingdom. 	• Let Griselda (a stepsister) know that she will be replaced by Herb (a dwarf) in the castle once you are married.	

•

©2012 Night of Mystery, Inc., www.nightofmystery.com

©2012 Night of Mystery, Inc., www.nightofmystery.com

THE TO

Once Apon A Murder



As the fairy godmother to Cinderella, your goddaughter means the world to you. It is no secret that you worked very hard for her to earn the love and hand of Prince Charming (the prince). Since becoming engaged, Cinderella has blossomed and was looking forward to being the next princess in the castle! Just last month your world was turned upside down when Cinderella mysteriously disappeared.

Confused by how Cinderella could simply vanish, Prince Charming has assured you that it was a kidnapping. The prince has issued a healthy reward for anyone with information about the disappearance, as well as threatened banishment from the kingdom as a punishment for anyone involved in the crime. Although these gestures are grand, you do not believe they are enough. Unsatisfied with Prince Charming's actions, you took matters into your own hands and hired Rumpelstiltzkin (an imp) to conduct an independent investigation into the disappearance. Rumpelstiltzkin is known to be conniving and scheming, but also quite resourceful in getting the information you desire – mainly, answers on what TRULY happened to your goddaughter. The only information you can provide Rumpelstiltzkin with is that Cinderella had been spending ample time in the forest lately. You believe she could have been abducted by someone she met there. You are most worried that Beast may have played a part in the disappearance, as he is known to wander the woods by his palace.

Since Cinderella's disappearance, you have noticed some peculiar behaviors as well. Although Prince Charming has been like a son to you, lately he has been withdrawn and you think the prince may be hiding something. Additionally, you wonder why Griselda (Cinderella's stepsister and personal attendant) is still living in the castle with Cinderella gone. Even though Cinderella has forgiven Griselda for her wicked past, you still do not fully trust the stepsister. Finally you wonder exactly how the prince can pick a new fiancé so swiftly without answers to what happened to Cinderella and when there appears to be a chance she will return.

As the Grand Ball approaches, you are looking forward to getting many of your questions answered. With everyone in attendance, you believe the party will provide the perfect opportunity to pose the many heart-felt questions that have been forming since Cinderella's disappearance. Additionally, you are hoping the information you discover will not only uncover the truth but also return your goddaughter to the palace.

Acting and Dressing Your Part: With a magical and mystical personality, you walk with a bounce in your step. At the party you will demand answers from those you think may have something to do with Cinderella's disappearance. To the ball, you will want to bring your wand, as well as your special wings and a hooded cloak. For more ideas on how to dress, accessorize, etc., please check www.nightofmystery.com or onceuponamurder. com

PHRIY OBJECTIVES	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.	 Earlier tonight, Griselda (stepsister) told you that Cinderella was in a better place now. Earlier tonight, Rumpelstiltzkin (an imp) informed you that Beast and Snow White (the victim) were in cahoots together and they suspect it had to do with Cinderella's disappearance. 	 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! Conduct your own investigation while maintaining your innocence. Confront Prince Charming on what he is hiding about Cinderella. Ask Belle if she can give you any comfort on the whereabouts of your fairy goddaughter, Cinderella. 	 11) to find out who the flote found on 5100 With the was intended for. Ouestion Griselda on what more information she may know on the disappearance. Ask Rumpelstiltzkin to see all of their findings and follow any leads the findings provide. If Rumpelstiltzkin is not here, you will have their findings enclosed in this envelope. You may show them to whomever you wish, but give them only to the investigator when asked. Confront Beast on what he knows exactly about Cinderella's disappearance. 	©2012 Night of Mystery, Inc., www.nightofinystery.com
PHRTY OBJECTIVES	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 Prince Charming know that he needs to find whomever is to blame for the disappearance of Cinderella, or you will hold him personally responsible. Find out from Axe (the woodcutter) if he saw anything suspicious in the woods. 	 Confront Teeth (the big, bad wolf) on the disappearance of Cinderella and if he witnessed anything in the woods. If assured about Cinderella's fate, press for any information that person may know. Find out from Rumpelstiltzkin (the imp) what they have uncovered in the investigation so far. If Rumpelstiltzkin informs you that Prince Charming is hastily moving on with another woman, confront that woman and let her know that she CAN NOT take the place of Cinderella! 		©2012 Night of Mystery, Inc., www.nightofmystery.com

Griselda

Once Ipon 🖈 Murder

The stepsister to Cinderella, you had a lot of making up to do after was united and became engaged to Prince Charming (the prince). Upon entering the castle, it was evident that you would not advance your status without first becoming friends with your step sibling. Because of this, you made extra efforts to befriend Cinderella and to makeup for your wicked and evil ways of the past. Since, you have become one of Cinderella's confidants and work in the castle as an attendant.

As a personal servant, you were treated very graciously by both Cinderella and her fiancé, Prince Charming. As time went on, you watched the couple grow apart. No longer happy with the companionship of Prince Charming, Cinderella confided in you that she acted too swiftly in choosing to accept the prince's proposal. Since, Cinderella has also confessed that she has fallen in love with another (more masculine) man and has asked him to help her escape with him to another kingdom. You supported Cinderella in her decision and the following day, she was gone.

Knowing that Cinderella is in a better place is comforting, but the same information was not shared with Felicity (Cinderella's fairy godmother). Thus, Felicity has continued to be very fretful about Cinderella's disappearance. She has continually asked Prince Charming about his actions and intentions for finding Cinderella – declaring to everyone that Cinderella MUST return. It is rumored that Felicity has gone so far as to hire Rumpelstiltzkin (an imp) to lead an investigation into the disappearance.

At first, you considered immediately moving out of the castle, but reconsidered believing that your leaving would only cause further suspicion about the disappearance. Instead, you have kept your position to observe Prince Charming closely and make sure he does not begin to suspect that Cinderella left him and try to seek her out. Recently, Prince Charming has informed you that he believes Cinderella's disappearance was a kidnapping and that he has given up hope of her being returned to the castle. In order to move on, the prince has started courting a number of maidens in the kingdom. Additionally, Prince Charming announced that he will be asking for the hand of a maiden at the upcoming ball.

Privy to the castle gossip, you have heard that the prince intends to ask Snow (Snow White) to be his new bride. If so, Herb (a dwarf) is rumored to be moving into the castle as Snow's assistant and replacing you. Thankful for a good reason to move out of the castle, you have started looking for a new job and residence. Knowing that you cannot afford a place of your own, you plan to work for another one of the wealthy kingdom inhabitants before purchasing your own place. After being Cinderella's unpaid personal assistant for years, you welcome the opportunity to earn a living with a new master. First, you intend to seek a job in Aladdin's palace, since you hear that he is hiring.

As the Grand Ball approaches, you are looking forward to it! With everyone in the kingdom in attendance you believe it will be the perfect place for you to tie up any loose ends with the prince before moving on to another job and residence. At the party you will comfort Felicity in the loss of her fairy goddaughter, seek out a new job and bid farewell to your former master, Prince Charming.

Acting and Dressing Your Part: A dutiful servant, you have the capacity to hold a secret very well, and retain the confidence of the people in your life who you hold dear – mainly Cinderella. Faithful and devoted, you will act in the best interest of those you serve – or those who offer you money. Since this is a festive occasion, you will want to wear your best ball gown to the Grand Ball to celebrate the engagement of Prince Charming to whomever he chooses for his next bride. *For more ideas on how to dress, accessorize, etc., please check www. nightofmystery.com or onceuponamurder.com*

www.nightofmystery.com

PHRIY OBJECTIVES	MRIBGLDA	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.	• Cinderella told you that she was planning to escape with Axe (the woodcutter).	 Snow White (the victim) was planning on marrying Prince Charming (the prince). 	• Once married to Prince Charming, Snow White was insisting on having Herb (a dwarf) move into the castle, leaving you without a job or residence.	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!	 Conduct your own investigation while maintaining your innocence. Tell Herb that you are sorry he will never get to move into the castle 	 Let Gretel know her wish for Snow White to now be "out of the picture" has been granted. 	• If questioned about your role in Aladdin's palace, admit you plan to be a servant to Jasmoor.	• Find out from Hamlet (the little pig) if there are any affordable properties on the market for you.	©2012 Night of Mystery, Inc., www.nightofinystery.com
PARTY OBJECTIVES	SRIGGLDA	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!	• Assure Felicity (Cinderella's Fairy Godmother) that Cinderella is in a better place.	• Find out from Prince Charming (the prince) if your services will be needed now that Snow (Snow White) will not be moving into	 the castle. Tell him you are no longer available. Ask Aladdin (a prince) if he is hiring servants in his palace. Tell Herb (the dwarf) that he is going to eniov living in the castle. 	Insist that Prince Charming is a wonderful person to work for. • Find out from Gretel (Herb's girlfriend) how she feels about Herb being in the castle.	• If anyone asks about your new residence, admit you anticipate moving into Aladdin's palace.				©2012 Night of Mystery. Inc., www.nightofmystery.com

Once Spon A Murder



Locked away in a fortress tower at birth, you grew up secluded and alone with your adoptive mother as your only confidant. After realizing that your caretaker was holding you captive and not keeping you safe, you managed to rid your life of her. Since, you have enjoyed a carefree life in the kingdom of Happily Ever After playing in the woods, swimming in the streams and making friends with the other residents and animals.

Although you have enjoyed the freedom of gallivanting throughout the kingdom, you yearn for more – primarily a new place to live. To kick-start the process of finding a new residence, you consulted Hamlet (a little pig and kingdom realtor) and put your fortress tower on the market. Once you sell your tower, you will have enough money to purchase your own place.

Since the process of selling a property could be long and excruciating, you accepted another offer in the meantime—this one from Cinderella. Feeling suffocated in her engagement to Prince Charming, Cinderella was looking for a place to stay while she planned an escape from the kingdom. Knowing the feeling of entrapment, you agreed to help her. Shortly after Cinderella arrived at your tower with Axe (the woodcutter), she took a potion and has been sleeping ever since. Currently, Cinderella is waiting for Axe to come awaken her with a kiss, so they can escape to a new kingdom altogether. Realizing that your help would be considered an act of treason, you have kept this secret at all costs. As far as you know, Axe and Cinderella are the only others who know the truth and you intend to keep it that way.

With Cinderella asleep in your tower you have removed the tower from the market. However, you continue to seek out a new residence by first finding a new beau who owns property. Among the possible suitors you have entertained are Prince Charming and Hansel.

Throughout the kingdom, it is widely known that Prince Charming is looking for a new bride after losing Cinderella. Since a marriage to the prince would result in a castle residence, you have actively pursued Prince Charming and believe he will propose to you at the ball. Besides yourself, you have witnessed Red (Little Red Riding Hood) skipping through the woods on the way to visit the prince in the castle. However, you believe Red is too immature for Prince Charming.

Additionally, Hansel has made you aware that he desires your affection. He would do anything to win your love, including open up his home to you. Although you find Hansel's love interest very admirable, Prince Charming is your first choice for suitor. Additionally, since you have lived in a tower by yourself for many years, you do not wish to share such a small residence (his candy cottage) with both Hansel and his sister, Gretel. Until Gretel moves out of the cottage, you do not plan to date or consider marriage with Hansel.

As the Grand Ball quickly approaches, you are looking forward to the epic event. At the gala, you hope to cement your place in the prince's heart and receive a marriage proposal from him!

Acting and Dressing Your Part: Ambitious and determined, you will come to the ball ready to win over the heart of Prince Charming while keeping Hansel's romantic interest alive at the same time. To impress others, please dress in your princessly best, complete with a tiara in your extremely long hair. Additionally, you should plan to wear whatever ensemble you think may attract the prince and win him over – you hear he has a thing for shoes, perhaps glass slippers. For more ideas on how to dress, accessorize, etc., please check www.nightofmystery. com or onceuponamurder.com

www.nightofmystery.com

PARTY OBJECTIVES	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 hiding Cinderella in your tower. Cinderella is in a potion- induced sleeping coma while she waits for Axe (the woodcutter) to awaken her, so they can elope together to another kingdom. Both you and Red (Little Red Riding Hood) are in love with Prince Charming (the prince) and wish to live in the castle. 	 Earlier tonight, Prince Charming informed you that he was going to ask for the hand of Snow White (the victim). Hansel (an orphan) is in love with you and will do anything to provide a home for you. However, you refuse to share his home with another woman (Gretel, his sister). 	 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! Conduct your own investigation while maintaining your innocence. Ask Prince Charming (the prince) who he will consider for a bride now (wink, wink). Insist you are not the murderer. 	 Accuse Felicity (the fairy godmother) of going too far to make sure Prince Charming does not re-marry in case Cinderella returns. Look for any excuse you can to NOT live in the candy cottage with Hansel. First insist that the property is too small for both of you to live there with Gretel. 	 If it looks like you will be unable to move into the castle immediately, find out from Hamlet (the pig) what other properties may be on the market – you are desperate to get out of your tower. Question Red about what evidence she possesses. Study the evidence and try to turn it around to prove that she is the murderer. 	©2012 Night of Mystery, Inc., www.nightofmystery.com
PHRIY OBJECTIVES	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!	 Tell Hamlet (the little pig) that you will not be looking for a new residence, you are planning to win over the heart of the prince and move into the castle. Let Prince Charming know of your love for him. If Prince Charming denies his love for you in return, insist he will be sorry. 	 Inform the prince's choice for bride that you will see to it that she does not take your place in the castle! Discreetly demand money from Axe (the woodcutter) for "storing wood" in your tower. 	has his own place without his sister, Gretel. When asked about your prospects for love, insist you will only consider suitors who will provide for you with adequate and appropriate housing.			©2012 Night of Mystery, Inc., www.nightofmystery.com

•

The daughter of an evil queen, your life was once at stake and you sought refuge in the woods. After escaping your mother's dastardly rule and surviving a broken relationship with a prince, you returned to the woods where you have been quite happy residing with a family of dwarves – all seven of them.

Once Ipon 🗊 Murder

While living in the woods, you have become friends with Beast (Belle's husband) and Axe (the woodcutter), who both spend ample time in the woods. By befriending Axe (the woodcutter) you have learned that he and Cinderella (the missing princess) were planning to elope together to another kingdom. While some would consider this treason (an act against Prince Charming), you agreed to help Cinderella "disappear" by obtaining a potion from Herb (your medicinal dwarf) to help Cinderella fall into a deep sleep until she and Axe can escape unnoticed to a kingdom far, far away.

Additionally, in your talks with Beast you have come to learn that he, while large and strong, is a genuine, lovable, but misunderstood creature. Beast has told you about the current marital miscommunications between himself and Belle (his wife) and you have lent a much needed ear to Beast. After listening, you believe that Belle is a self-centered princess who does not deserve the love of such a honest, giving creature. Additionally, you have learned that since Felicity (Cinderella's fairy godmother) has accused Beast of being involved in Cinderella's disappearance, Belle has questioned his involvement, too. This suspicion has further driven a wedge between the two. Knowing that Beast is innocent, you have vowed that once you are married to the prince, you will use your position to exonerate him of any guilt (without admitting your own). Ideally, you hope to see Beast and Belle's marriage succeed, but you have counseled Beast that he cannot continue to accept the verbal abuse that Belle dishes out.

At first, you were unsure if your actions to help Cinderella escape would hurt or help you, but they have opened up a great opportunity for you. With Cinderella missing, you have sought out the affection of Prince Charming, who has announced that he will be choosing a new bride at the upcoming Grand Ball. While courting, you have slipped an aphrodisiac into the Prince's food (also acquired from Herb) to help gain the prince's adoration. It appears your attempts have worked and the prince has talked with you about the possibility of becoming his wife. In these conversations, you have insisted that, once married, Herb will be allowed to be your personal assistant in the castle and the prince has agreed to such terms. Despite the prince's approval, you believe there are two people who would not be pleased if Herb were to join you – Gretel (Herb's girlfriend) and Griselda (Cinderella's stepsister and also the current attendant). To prove his devotion, the prince gave your some precious and exotic jewels.

Although you highly anticipate receiving a marriage proposal from the prince, you know that it is not set in stone. Just the other day, you witnessed Red (Little Red Riding Hood) visiting the castle, basket in hand, and you wonder if she, too, has had promising conversations with the prince.

With the ball right around the corner, you cannot wait to attend!!! A night of promise and hope, which you hope will end with you becoming a true princess and soon residing in the castle!

Acting and Dressing Your Part: With skin as white as snow and lips as red as blood, you will want to dress in a long flowing grown, along with your jewels from the prince, for the grand event. At the gala you will be gracious and kind to everyone in the kingdom, for you believe that they will soon be your subjects and you want to be known as a loving leader. Additionally, you will do your best to seek out the affection and attention of Prince Charming, and let the other ladies in the kingdom know his heart is yours! For more ideas on how to dress, accessorize, etc., please check www.nightofmystery.com or onceuponamurder.com

www.nightofmystery.com



host know.

©2012 Night of Mystery, Inc., www.nightofmystery.com

Once Spon A Murder

Øerb

A dwarf in the woods, you have grown up alongside your six other siblings. As an adult, Snow White (the daughter of an evil queen) came to live with you while seeking refuge from the woodsman who was trying to kill her. Thankfully, you and your fellow dwarves saved and housed Snow – adopting her as one of your own. Once, Snow left the forest to pursue a relationship with a prince, but when things did not work out for Snow and her beau she returned and you have all lived as a family since.

Since Snow's return, you have grown quite close to her and desire to make her happy at all costs. Unlike your siblings, Snow genuinely cares and appreciates all of your qualities – especially your knowledge of medicinal treatments. Just recently, Snow asked you to make a potion that would allow someone to fall into a deep sleep. You did so at Snow's request, only to later learn that Snow gave the potion to Cinderella to help her stay 'hidden' from Prince Charming and allowed Cinderella to escape to another kingdom. Realizing that your part in Cinderella's disappearance could be classified as treason, you have kept quiet and told no one about these circumstances.

Following this instance, Snow asked you for some special herbs that would help her win the heart of Prince Charming. You provided Snow with the herbs, hoping that once she won the Prince's heart, she would ask no more of you. While your herbs were successful in aiding Snow in gaining the prince's affection, she desires even more of you. Snow White has since talked about you moving into the castle with her to aid her in keeping the prince interested in her once they are married. Knowing that any other dwarf would be just as happy to do so, you suggested that she select one of your siblings to be her personal attendant and she refused, citing only you would do. Additionally, Snow threatened to expose your part in Cinderella's disappearance (an act that would get you banished), if you were to refuse her requests.

While you are worried about upsetting Snow, the person you truly do not want to let down is Gretel, your girlfriend. As your romantic relationship with Gretel has escalated, the two of you have talked about getting married and moving in together. With Snow's new insistence of you living with her in the castle, you worry Gretel will refuse your marriage proposal and you could lose her love forever!

As the Grand Ball approaches, you are excited to attend. Since Snow's place in the prince's heart has not been solidified, you are hoping that Prince Charming will pick one of the other maidens – perhaps Rapunzel or Little Red Riding Hood – as his bride. Additionally, if you are asked to move into the castle, you want to assure Gretel that it is in her best interests you do so, since you do not want to be banished from the kingdom.

Acting and Dressing Your Part: As a dwarf you are short in stature but generous and kind to others. While some of your fellow dwarves may consider you lazy in maintaining the house, you simply prefer to spend time on your other priorities, mainly Gretel and Snow. Additionally, you are infatuated with the plants and herbs that grow in the forest and their medicinal qualities. To the party you will want to come dressed in your dwarfishly best, which could include a pointy hat, ears and shoes along with baggy pants and a big belt buckle. For more ideas on how to dress, accessorize, etc., please check www.nightofmystery.com or onceuponamurder.com or

www.nightofmystery.com

PHRIY OBJECTIVES	BERB	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 helped Cinderella get away from Prince Charming by providing her with a sleeping drug. Cinderella is in a constant sleep state until Axe (the woodcutter) can get away and the two of them will elope to another kingdom.	 You helped Snow White win the love of Prince Charming by providing her with an aphrodisiac. You are in love with Gretel, but Snow White does not support your 	 plan to marry Gretel. Snow White threatened to expose your part in Cinderella's disappearance if you refused to move into the castle with her. YOU ARE THE MURDERER. Tell no one. 	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!	• Deflect attention away from yourself as much as possible by accusing others of murder and/or being part of Cinderella's disappearance. Be sure not to accuse Axe (the woodcutter) as he knows of your part in the disappearance.	Ask Nosy to see the declaration of death. Point out that you are too short to bludgeon Snow on the top of the head.	• If anyone accuses you of murder, insist you loved Snow White like a mother and would never commit such an act. Additionally, insist you are too short to be able to bludgeon her on the top of the head.	• When questioned about Snow White's fidelity, insist Snow White is just as the story suggests, pure as snow. Note that Rumpelstiltzkin has evidence to confirm this.	• Inform Gretel that the two of you can be together now!	know you plan to propose to and live with your love. Gretel.	©0015 NF alt of Meridian Inc.
PHRIY OBJECTIVES	BERB	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!	 Find out from Prince Charming (the prince) how he plans to punish the person responsible for Cinderella's disappearance. Ask Snow (Snow White) for her approval of your relationship with Greet 	Warn Gretel (your girlfriend) that without Snow's approval, the two of you cannot be together, but you are working on another plan.	Assure Hansel (Gretel's brother) of your love for Gretel and that it is your desire to live with her in the candy cottage, not with Snow White.								@0013 Nijaki of Musiani Ing. Ing.

.

.

.

.

©2012 Night of Mystery, Inc., www.nightofmystery.com

©2012 Night of Mystery, Inc., www.nightofmystery.com

Once Apon A Murder



As a dwarf in the woods, you have grown up in a family of six siblings. After becoming an adult, Snow White (the daughter of an evil queen) came to live with you while she was seeking refuge from the woodsman who was trying to kill her. Thankfully, you and your fellow dwarves saved and housed Snow – adopting her as one of your own. A few years ago Snow left to pursue a relationship with a prince, but when things did not work out she returned to the woods and you have lived as a family since.

Since Snow's return and as you have gotten older, you have mixed feelings about her role in your family. Clearly, your brother (Herb) is her favorite, and both Snow and Herb do not always do their share of the work. Too often, Herb is gallivanting with Gretel (his girlfriend) in her candy cottage and Snow is wandering in the woods. Because Herb has spoken of his plans to move into the candy cottage with Gretel (and her brother, Hansel) soon, you have not confronted Herb about your resentment of his laziness. Doing so could cause a rift between you and him. When you followed Snow to find out what she is doing with her time in the woods, you discovered her meeting secretly with Beast (Belle's husband). Suspecting the two were up to no good, you tried to listen in, but could only gather that they were discussing Cinderella's disappearance. Knowing Felicity (Cinderella's fairy godmother) has been suspicious of the Beast being the culprit in the kidnapping, you wonder if there is any truth to her claims.

However, the opportunity to rid your household of both Snow and Herb may come sooner than you thought. Following Cinderella's disappearance, Prince Charming (the prince) has been courting Snow and you believe she may be chosen by the prince to join him in the castle. If this is so, Snow intends to have Herb become her personal assistant—a great honor! While the two of them have a close relationship, you are resentful and jealous that Snow would not select you or one of your siblings for this honor. Secretly, you wonder if Herb may have some evidence that he is blackmailing Snow White with so she will choose him to live in the castle with her.

With the Grand Ball right around the corner, you are excited to attend. Since you care deeply for Snow as a sibling, you want only the best for her. Hopefully, she is awarded the honor of becoming the next princess! This outcome will free up room in your cottage, as well as help with the family dynamics. Conversely, if something goes awry this evening, you will be prepared to help investigate. You are an inquisitive, nosey dwarf after all.

Acting and Dressing Your Part: Curious and wise, you will employ your nosey nature to gain information while at the party. You will attend the grand event dressed in your dwarfishly best, which includes stockings, baggy pants, a big belt buckle and a pointy hat, ears and shoes. For more ideas on how to dress, accessorize, etc., please check www.nightofmystery.com or onceuponamurder.com

PHRIY OBJECTIVES	THATACLE YOU KNOW: THATAGES YOU KNOW: This is information not known to many-and possibly only YOU. Use it wisely injour scheming and bribery or hide it to help maintain your immesence. To found a note on the hody of the victim (Snow White). To the an ender a more on the hody of the victim (Snow White). To the the medical report describing the conditions surrounding the dearth (inclosed in this envelope). OBJECTIVES AFTER THEM MURDER OBJECTIVES AFTER THEM MURDER OBJECTIVES AFTER THEM MURDER DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE DEARCHORE	©2012 Night of Mystery, Inc., www.nightofinystery.com
PHRIY OBJECTIVES	OBJECTIVES AT THE START OF THE PARTY DeBECTIVES 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. Then asked about the relationship between Snow White (a princess) and Herb (the dwarf), admit that they have an odd relationship that seems to be fueled by more than friendship. Ask Hansel if Herb will be moving into the candy cottage if he married Gretel. Destion Belle (Beast's wife) on her husband's relationship with Snow White and how Belle feels about it. Find out from Herb if he will be following Snow White into the castle if she marries Prince Charming. When the victim falls down dead tonight, instruct everyone to remain calm. Outline the body with tape or chally, which the host will provide.	©2012 Night of Mystery, Inc., www.nightofinystery.com

Once Spon & Murder



As a prince you enjoy a palace life filled with riches in the land of Happily Ever After. You are not a man of royalty by birth, but by marriage. Not too long ago you were a peddler who discovered a magic lamp. Using the wishes granted to you by Jinn (the genie of the lamp), you made yourself appear successful. You earned the love of Princess Jasmoor who married you, even after discovering you were just a peddler.

Once married, you enjoyed your newly found wealth a little too much by making some hasty real estate investments without Jasmoor's consent. Unfortunately, your acquisitions all went bust, resulting a great loss of profits. After admitting your mistakes to Jasmoor, you realized how much your acquisitions upset Jasmoor and you have since been looking for a way to regain Jasmoor's love and affection, but nothing you do seems to earn her trust.

Currently, you are trying to earn back Jasmoor's love by showing her that you can be trusted to act responsibly and in her interest when you are granted money. In order to do this, you plan on purchasing a special vacation getaway cottage in which just she and you will spend time together as a surprise. After concluding this may be the way back to Jasmoor's heart, you talked with Hamlet (a little pig and kingdom realtor) about the possible cottages on the market. Currently, you are looking at purchasing Gram's cottage in the woods. Not only could this purchase save your marriage, but it may save Gram's cottage from going into foreclosure. Despite her current financial difficulties, Gram has been resistant on selling indicating that Red (her granddaughter) may soon be marrying into wealth, which you presume is the prince. If Red does marry the prince, Gram has no interest in selling. Being a finicky realtor, Hamlet has been able to draw up a contract with those concerns addressed. Recently, you have found a snag in your cottage investment plans. Because your family riches are in Jasmoor's name and not yours, you cannot commit funds to purchase the cottage without Jasmoor's approval. Wishing for this purchase to be a surprise, you sold some of your jewels to Prince Charming (the prince) so that you would have enough cash for the earnest money, at a minimum. Knowing that Teeth (the big, bad wolf) also desires to purchase the cottage, you need to secure your financing sooner than later if you hope to purchase the cottage.

To win back your wife's love you have also considered hiring a servant for the palace to wait solely on Jasmoor. Again, you are hoping to show Jasmoor that you are devoted to honoring her, not yourself, by spending money to make her feel loved. Because servants are difficult to find and hire in the kingdom filled with princesses, getting this accomplished soon will be a challenge.

With the Grand Ball right around the corner, you are excited to attend. Jasmoor has also been looking forward to this event, so you are hopeful that her excitement will support your attempts to win back her devotion. Additionally, you anticipate having some more concrete answers about your deal with Gram, since the prince will be choosing a bride at the party.

Acting and Dressing Your Part: An Arabian prince, you delight in the riches that are afforded to you by your marriage to Jasmoor. Currently, you are trying to win back the love and trust of Jasmoor and will resort to anything in order to do so. At the party, do not hesitate to call upon the help of Jinn (the genie of the lamp), for it is Jinn's purpose in life to serve you. As an Arabian prince, your head scarf and head band should accompany your full, floor-length robe attire. Of course, your genie lamp may come in handy at the gala. For more ideas on how to dress, accessorize, etc., please check www.nightofmystery.com or www.onceuponamurder.com or

www.nightofmystery.com

LacrTIVES	S CTIVES
PHRITY OBJUDY	THE ALL AND THE AL
NICALI	NICOLI
OBJECTIVESAT 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!	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.
 Let Prince Charming know you are sorry for the loss of Cinderella. Ask Prince Charming about his prospects for marriage. 	 You sold Prince Charming a number of jewels, including ones you saw on Snow White (the victim) tonight. Voi mitrored Dominant Folging means from Ave (the wood anter)
 Find out from Gram (Red Riding Hood's grandmother) if your business deal is still going through. 	 You writesed requires taking morey inout take (the woodcutter). You are trying to purchase a cottage for Jasmoor, but could not because all of your fortune is technically her fortune.
 If anyone offers to work for you, agree to the offer. Ask Jasmoor for some money. Insist you need it to expand your happiness. 	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!
• Give Hamlet (the little pig) the money, which you received from selling the prince jewels, when he asks for earnest money on the sale of the cottage.	 Conduct your own investigation while maintaining your innocence. Accuse Prince Charming (the prince) of being behind the disappearance of Cinderella. See what defense the prince offers. Accuse Rapunzel of hiring Axe to get rid of Cinderella. Beg Jasmoor not to leave you. Confess that you were only trying to win back her love by purchasing a cottage and hiring a servant for her benefit, not your own. Warn others that Prince Charming is a dangerous man! Insist he continues to get rid of his brides when he simply desires a new one! Find out from Hamlet (the little pig) what the death of Snow White means for your pending contracts.
©2012 Night of Mystery, Inc., www.nightofmystery.com	©2012 Night of Mystery, Inc., www.nightofinystery.com

7

asmoor

Once Ipon 🖪 Murder

As a princess in the land of Happily Ever Åfter, you enjoy a carefree life filled with riches and wealth. While the riches can buy you a great number of things, you have learned they can't buy you happiness or love. After falling in love with and marrying Aladdin – a peddler who disguised himself as a prince – he abused your wealth by making a number of hasty real estate investments which resulted in a great loss of profits. While at first you did not mind Aladdin's extraordinary spending, you came to feel as though Aladdin loved the wealth, and what it could buy him, more than he loved you.

Since this discovery, you have not trusted your husband and subsequently limited what he purchases. After all, the family wealth is in your name, while Aladdin remains a common man whose only asset is a magic lamp with a genie (Jinn). Despite your attempt to control Aladdin's finances, you have heard Aladdin doing business with Hamlet (a little pig) and Gram (Red's grandma), and you fear that he may be again making bad investments. Additionally, you believe that Aladdin may be interested in hiring a personal servant. After all that you have been through, you cannot believe that he would consider such a selfish investment after squandering so much of your families riches.

Although you live in a land famous for its many blissful unions, you are aware that Belle and Beast are also a struggling couple. Belle has confided in you that she and the Beast have grown distant, and she hopes to rekindle their close love relationship. Additionally, Belle has confided that, with Felicity voicing her suspicion of Beast in Cinderella's disappearance, Belle, too, has come to question Beast's character and if he may be reverting back to his old, violent nature. While you hope that Beast has nothing to do with Cinderella's disappearance, considering his past, it would not surprise you if he did. Conversely, you have observed Red (Little Red Riding Hood) being giddy as a schoolgirl when she visits Prince Charming, and she swears to have the secret to the prince's heart.

As the Grand Ball approaches, you are excited to attend. With everyone in the kingdom in attendance, you believe it will be a great place to try to regain your husband's undivided affection. Additionally, you are happy that your friend, Prince Charming, will be picking a bride and moving on after the loss of Cinderella.

Acting and Dressing Your Part: As a true Arabian princess, you will want to come dressed with a headband, veil, halter top and pantaloons. Do not forget to wear your jewels from Prince Charming. Even though you are not in a relationship with the Prince, they will hopefully catch the eye of your husband enough to flatter you. For more ideas on how to dress, accessorize, etc., please check www.nightofmystery.com or onceuponamurder. com

2012 Night of Mystery Inc

Contectives	ASMOOR	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.	Aladdin (your husband) has been conducting business with Hamlet (the little pig) and you worry that he may be making more bad	Red (Little Red Rising Hood) was earning Prince Charming's favor	Dy Daking him goodles.You believe Aladdin is trying to hire a servant for himself without	your consent. • Earlier tonight, Hamlet informed you that Griselda (Cinderella's	stepsister) may be moving into your palace. Earlier tonight, Snow (the victim) had on some of your jewels. 	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!	• Console Prince Charming and tell him that maybe it was too soon to move on.	Find out from Aladdin how Snow got your jewels.	 When confronted on your true feelings, insist you are devoted to making your marriage work at all costs – despite past discrepancies. Ask Red if you can see her recipes. 	• If asked about windows in your palace, admit they are all shaped like the windows in the picture you are shown.	Find out from Aladdin/Jinn what Griselda's relationship truly is.	• If Griselda accuses you of anything, accuse HER of trying to frame you so she could move in to your palace.	• If Aladdin confesses anything to you, confront Hamlet (the little pig) to confirm if what Aladdin said was true.		©2012 Night of Mystery, Inc., www.nightofmystery.com
A A A A A A A A A A A A A A A A A A A	ASMOOR	OBJECTIVESMAT 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!	• Wish Prince Charming the best in his search for a fiancé. Ask the prince about his prospects for a bride.	• Whomever Prince Charming insists will be his next fiancé, assure that girl she will have a great husband, unlike your own	• Ask Red (Little Red Riding Hood), how she is getting so close to Prince Charming's heart.	• Question Belle on how she plans to rekindle her love with the Beast.	• If Aladdin asks for some money – refuse him! (You do not want him making more bad investments!)	• If you find out that another woman is planning on moving into the palace, tell them to stay away from your husband – he can't afford to support you, let alone another woman!	• Compliment Snow (Snow White) on her beautiful jewels. Insist you have some just like them at home!								©2012 Night of Mystery, Inc., www.nightofmystery.com

©2012 Night of Mystery, Inc., www.nightofinystery.com

©2012 Night of Mystery, Inc., www.nightofmystery.com

Once Apon A Murder

Jinn

As a genie living in a magic lamp, you could not ask for a better master than Aladdin. Aladdin was a peddler who released you from your lamp when he found it. Generous and kind, you granted Aladdin's wish to appear as a prince so that Princess Jasmoor would take an interest in him. After falling in love with Aladdin, Jasmoor learned of his true peddler identity but married him despite his humble beginnings.

Even though the couple was madly in love at the time they married, Aladdin's attention quickly became focused on material things. Infatuated with his newly acquired riches, Aladdin made many hasty purchases. Although Jasmoor did not seem to mind Aladdin's spending spree at first, she was hurt and offended when Aladdin seemed to care more about the wealth than the feelings of his wife. This made Jasmoor feel as though her love was not enough for her prince.

Although it took Aladdin awhile to realize Jasmoor's sadness, he has come to discover that Jasmoor has lost trust and faith in him—something that Aladdin has vowed to earn back. To do so, Aladdin knows he will have to make a big statement by providing Jasmoor with something she truly desires. First, Aladdin attempted to hire a special servant just for Jasmoor. Unfortunately, in a kingdom filled with princesses and maidens, there is a shortage of women who wish to serve others. Since, Aladdin has been looking for a "special get-away cottage" that can be purchased solely for Jasmoor. Not only will this prove that Aladdin can be trusted with money, but that he is devoted to Jasmoor and making her happy.

Recently, Aladdin put an offer in for Gram's cottage, which just came on the market. Gram has accepted Aladdin's offer, contingent on the fact that Prince Charming does not marry Red (Gram's granddaughter). Additionally, there is another offer on the cottage from Teeth (the big, bad wolf). If Aladdin is unable to secure his funding immediately, he may lose the cottage to the other buyer, and thus his fragile relationship with his wife Jasmoor. At first this did not seem to be a problem until Hamlet (the kingdom realtor) needed some earnest money to secure the contract. Unfortunately, Aladdin could not secure the funding without Jasmoor's approval, since she is royal family heir with all of the riches in her name. Given his compulsive decisions, Jasmoor will no longer give Aladdin large amounts of money without first knowing what he is purchasing. Obviously, Aladdin refuses to tell Jasmoor because it would ruin the surprise and make the purpose of the purchase void.

With the Grand Ball right around the corner, you are excited to attend. While the event is centered around Prince Charming choosing a new fiancé, you believe the romantic environment may be just what Aladdin and Jasmoor need to rekindle their romance. Additionally, once the Prince's choice is made, Aladdin may have some answers on whether he can purchase Gram's cottage or will need to look for another one. Either way, you hope to help your master fight to restore the love of his wife and help him sidestep any obstacles on his path to regaining what he has lost!

Acting and Dressing Your Part: Loyal and true, you are attending the gala to help your master, Aladdin. Being a festive event, you will want to wear your genie attire including flowing pants, a waist sash or belt, a halter top or vest, and a turban or genie hat. Additionally, you may want to bring along your lamp in case you want to return to it at some point in the evening. For more ideas on how to dress, accessorize, etc., please check www.nightofmystery.com or onceuponamurder.com

www.nightofmystery.com

PHRIY OBJECTIVES	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.	 Aladdin (a prince) is trying to win back the love of his wife (Jasmoor) by purchasing her a cottage (owned by Gram) and hiring her a servant (Griselda). 	• Griselda is being forced to move out of the castle and replaced by Herb (a dwarf), at the request of Snow White (the victim).	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!Conduct your own investigation while maintaining your innocence.	 Accuse Felicity (Cinderella's fairy godmother) of killing Snow White because of her desire to keep the prince unmarried until Cinderella's return. 	Find out what information Rumpelstiltzkin (an imp) has for Felicity.	Question Herb about his own residence now that his services will not be needed in the castle.	• Find out from Griselda if she will continue to live in the castle or start her job for Aladdin in the palace.	• Inform Jasmoor that Griselda (the stepsister) was looking for a job, since she was losing hers if Prince Charming married Snow White.	Ask Gram if she will or will not be selling her cottage to Aladdin.		©2012 Night of Mystery, Inc., www.nightofmystery.com
PHRITY OBJECTIVES	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!	Inform Jasmoor (Aladdin's wife) that it will be best for their happiness if she just gives Aladdin what he desires. Find out from Gram (Little Red Riding Hood's grandmother)	what she needs for the deal on the cottage to go through. Question Hansel (an orphan) on whether his cottage will be for sale in the near future.	Tell Griselda (Cinderella's stepsister) that she will be a happy addition to the palace.	Compliment Snow (Snow White) on her beautiful jewels. You could swear that Jasmoor has some very similar.	Console Felicity (Cinderella's fairy godmother) on find out how she is coping with the loss of Cinderella.							©2012 Night of Mystery, Inc., www.rightofmystery.com

Once Ipon A Murder

Belle

Recently married to a prince, you are a new royal in the Land of Happily Ever After. After your father trespassed, he was held accountable by promising your presence forever in the palace of a beast. After you moved into the palace, you came to love the beast as a brooding, but gentle character. It was then that you fell in love with Beast, and with your love Beast turned into the prince that you now know and are married to.

While the transformation to prince has done wonders for his physique and appearance Beast is no longer the man you fell in love with and you have grown far apart. While this is tragic, it is not unheard of in the land of Happily Ever After. Jasmoor (another princess and your friend) has also confided in you about her marital problems with Aladdin (Jasmoor's husband). Jasmoor's problems with her husband stem from her hurt feelings of being loved only for her wealth taken for granted after Aladdin made a number of hasty purchases that resulted in profit losses. Since becoming friends, you and Jasmoor have collectively restored your self-confidence and look forward to stronger, renewed relationships with the men you love. Additionally, you also believe that you cannot be overlooked as you both feel you are. Looking for the secret to your husband's heart, you have both noticed Red (Little Red Riding Hood) extremely giddy over the affection that she is receiving from Prince Charming (the prince). Red swears that she has found the secret to any man's heart – if only you could learn what that was.

Certain to make things right with Beast, you went looking for him in the woods only to discover him secretly meeting with Snow (Snow White). Knowing that Felicity (Cinderella's fairy godmother) suspects Beast of being an integral part of Cinderella's kidnapping, you worry that your husband could be involved and you do not know what to do. Stunned and saddened by this discovery, you are uncertain if you will be able to rekindle your marital relationship. With the possibility of losing your husband (and the riches he has brought you) at stake, you do not want to jump to any conclusions. Unfortunately, you will have to leave Beast if you find out he is reverting to his old, ferocious ways.

As the Grand Ball approaches, you are excited to attend. With everyone in attendance and dressed in their best, you hope to find out the truth about your husband and what he has been up to. Additionally, your strongest desire is to rekindle the love you have with your husband while keeping Snow White far, far away from your husband!

Acting and Dressing Your Part: To the ball you will want to dress in your princessly best in a beautiful gown with roses in your hair – they are your favorite flower after all. Additionally, you will want to bring your magic mirror, which allows you to see things far away. While at the ball, you will want to mingle with the other guests and find out what they know about your husband and his relationship with Snow White. For more ideas on how to dress, accessorize, etc., please check www.nightofmystery.com or onceuponamurder.com

2012 Night of Mystery Inc

PHRIY OBJACTIVES	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.	 Beast (your husband) and Snow White (the victim) were scheming together, but you do not know why. You have a magic mirror (enclosed in envelope) which shows you what is happening in places far away. Jasmoor (Aladdin's wife) desires more attention from Aladdin. Earlier tonight Red (Little Red Riding Hood) claimed she is 	 winning over Prince Charming's love with her sweets. 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! Conduct your own investigation while maintaining your innocence. You may show your mirror to anyone, but give it only to Nosy (the dwarf) when asked. 	 Find out from Beast what he was really doing with Snow (the victim) and find out if he has ever been unfaithful to you. Question Red about her recipes. You would love to use them if they would rekindle your husband's love for you. Ask Herb (the dwarf) if Snow White was ever romantically involved with your husband (Beast). Follow any leads he may give you. Question Jasmoor if the windows in her palace look like the windows in your mirror. 	Cold Myster, Inc. www.iithtoffmyster
DARTY OBJECTIVES	OBJECTTIVES 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!	 Inform Snow (Snow White) she needs to stay away from your husband if she knows what is good for her! Tell Beast (your husband) he should be grateful to have you -a wonderful, beautiful and supportive wife. If Prince Charming (the prince) approaches you with any knowledge, find out what he knows - you may have to pay him. 	 When asked about your relationship with Beast, confirm that you hope to rekindle your strong bonds of love and trust. Find out from Red (Little Red Riding Hood) how she is getting Prince Charming to fall in love with her. Ask Teeth (the big, bad wolf) if he has seen anything suspicious in the woods. 		©2013 Nicht of Mystery Inc. www.nichtofinystery.com

©2012 Night of Mystery, Inc., www.nightofmystery.com

©2012 Night of Mystery, Inc., www.nightofmystery.com

Once Ipon A Murder



Although you are a prince, you have not always been respected and admired. In fact, there was a time when your heart was rather cold and you were mean to a fairy who asked for help. In retribution, the fairy turned you into a hideous beast and as a result you lived secluded in your palace for many years. From this event you earned your name "beast". Soon thereafter Belle came to live with you, following a promise of her father. Belle discovered and drew out your loving nature and the two of you found true love. Eventually you were turned back into your humanly form.

Since earning the love of Belle (now your wife), you have had great happiness. However, the rest of the world still sees you as the brutish character that they once knew as the "beast." You have not been able to live that name down and it saddens your heart. This sadness has driven a wedge between you and Belle.

The one person who has come to understand you is Snow (Snow White). Snow has an uncanny ability to connect with all creatures. Over time, you and Snow have met in the woods where she counsels you on how to better yourself and your marriage, so that others will see you as she does – a gentle, misunderstood character.

Unfortunately, as you have grown close to Snow, you have become more distant from Belle. After marrying and acquiring wealth, Belle has become very superficial, hanging out with some of the more materialistic women in the kingdom – mainly Jasmoor (Aladdin's wife). You fear that Belle's close relationship with Jasmoor will only create a greater rift between you and Belle. Additionally, with Felicity (Cinderella's fairy godmother) being so adamant that you were involved Cinderella's disappearance, you have found Belle further questioning your character. If you cannot mend your relationship with Belle, Snow has assured you that, once she marries Prince Charming (the prince) and becomes princess, she will use her new status to help you dissolve your marriage. Additionally, as princess Snow has vowed to use her power as princess to clear you of any suspicion or wrongdoing in Cinderella's disappearance - something that has further driven a wedge between you and Belle. Once your innocence in Cinderella's disappearance is proven, you hope Belle will see that you are still the gentle character that she fell in love with.

Despite your martial concerns, you also have developed concern for some of your fellow woodland inhabitants. Awhile ago, when traveling to meet Snow in the woods, you witnessed Axe (the woodcutter) guiding Cinderella (the missing princess) off into the forest. Shortly after, Cinderella was reported missing and you believe that Axe may be to blame. Fearing what Axe may do to you if you reported his role in a crime, you have not told anyone what you witnessed. However, as time as passed and Cinderella has not reappeared, you fear for those who are close to Axe, mainly Red (Little Red Riding Hood) and Gram (Red's grandmother).

It is with great anticipation that you are attending the Grand Ball. Snow has advised you to do your best to win over the love of Belle at the ball, but you fear that perhaps you have grown too far apart. Additionally, you hope to use the grand event to warn Gram that she and Red may be in danger if they continue to remain close to Axe!

Acting and Dressing Your Part: As the beast, you have a rough and untamed side

to your persona. You will not hesitate to act on your impulses, even if they are not socially acceptable. At the ball, you will pay great attention to Belle, while seeking the advice of Snow White as well. While this may make your wife upset, you believe it is in your best interest. To the party, you will wear your princely best. You may or may not choose to adorn yourself with some beastly features like fur pelts, beast-like ears and a tail. For more ideas on how to dress, accessorize, etc., please check www.nightofmystery.com or onceuponamurder.com

www.nightofmystery.com

2 CTIVAS	THE REAL PROVIDER OF THE PROVIDER OF THE REAL PROVI	BGAST	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 and Belle (your wife) are trying to work through your marital miscommunications.	• Snow White (the victim) befriended you and was planning to help you make your marriage stronger by clearing you of any suspicion in the disappearance of Cinderella.	• You witnessed Axe (the woodcutter) taking Cinderella (the missing princess) through the woods, but did not tell Prince Charming (the prince) for fear of what Axe might do if he found out you reported him.	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!	Conduct your own investigation while maintaining your innocence.	 Find out from Belle what she may know about Cinderella's disappearance. 	• Tell Axe that he is responsible for one too many dead princesses.	• Let Gram (Red's grandmother) know you fear for her safety under the care of Axe.	• Find out from Red (Little Red Riding Hood) how dependent Gram is on Axe. Suggest that they may be in cahoots together.	• If confronted on your infidelity, insist you have always been faithful, for that is true.	• If someone claims to have evidence confirming your faithfulness, pay to see it!	• If/when confronted on your ferociousness, insist that you would never hurt a woman. Additionally, point out that Teeth (the big, bad wolf) and Axe are just as masculine and ferocious as you.	
ACTIVIA	DARTY OBJOL T	BGAGT	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!	If anyone accuses you of anything, insist you are simply misunderstood and don't wish to be judged on your appearance.	If Belle confronts you about anything, insist you will leave her if she continues to treat you this way.	Warn Gram (Red's grandmother) that you what you would up without her support. Warn Gram (Red's grandmother) that she needs to watch who she trusts. (You may tell her what you know about Axe, but only for a price.)	Question Prince Charming on what he will do to anyone involved with Cinderella's disappearance.									

©2012 Night of Mystery, Inc., www.nightofmystery.com

©2012 Night of Mystery, Inc., www.nightofmystery.com

Once Ipon 🖪 Murder



Abandoned in the woods with your sister at a young age, you have always had to fend for yourself. Witty and wise, you and Gretel (your sister) were able to defeat an evil witch and find your way back home by sticking together and helping one another. Because of this, you and Gretel share a close bond.

Despite your strong sibling alliance, you believe it is time to add a new maiden to your life. At first, it appeared you would have to move to another kingdom to find your true love. With this in mind, you put your candy cottage on the market and told your sister she would have to find another home. But as fate would have it, you stumbled upon a deserted castle tower in the forest and found Rapunzel – a beautiful princess who had been locked away in the tower for years. Immediately, Rapunzel captured your heart and you vowed to win over her love. Knowing Rapunzel's desire to live outside the tower and explore the kingdom, you long to show Rapunzel everything that you and the kingdom have to offer, including the enchanted forest and your candy cottage. In your attempt to court Rapunzel, she has made it clear that she fancies a beau with ample property. After discovering this, you decided to stay in Happily Ever After (the kingdom that you live in). You have taken your cottage off the market and started making renovations to increase Rapunzel's interest in living in the candy cottage. In the short run, the added room will make Gretel happy but it will also demonstrate your love and devotion for Rapunzel and entice her to date you and become your wife eventually.

Overjoyed that you stayed and are improving the house, Gretel is beside herself. Lately, Gretel has escalated her romantic relationship with Herb (a dwarf) and they have talked about marriage and living together. Gretel believes that, with the added space, the candy cottage will be a perfect place for you, she and Herb to live. Even though you love your sister dearly, you do not have the heart to tell her your renovations are not for her, but for another woman.

As Gretel's protective, older brother, you have been watching Herb's actions very closely. Although Herb appears devoted to Gretel, you believe that Snow (Snow White) may have an odd affection for Herb. This suspicion was further escalated when you learned that Snow, a possible bride-to-be for Prince Charming (the prince), voiced that if asked to be the new princess, she wants Herb (not another dwarf or confidant) to be her personal attendant in the castle. While this would ease your own living situation, you see how not being married to and living apart from Herb would break your sister's heart.

With the new candy cottage renovations nearly complete, you are excited to attend the Grand Ball. At the event, you hope to further romance Rapunzel and make her aware of all that you have done for her. You cannot see how any woman would not be impressed with your devotion. Additionally, you hope to use the party to further affirm that Herb is the right suitor for your sister, and to warn Prince Charming that he may have more than he bargained for if he marries Snow White.

Acting and Dressing Your Part: A young, German lad, you will want to dress in your best lederhosen to impress Rapunzel. As an owner of a candy cottage, you may want to bring some candy to share with others while at the party! For more ideas on how to dress, accessorize, etc., please check www.nightofmystery.com or onceuponamurder.com

www.nightofmystery.com

PHRIY OBJECTIVES		2012 Nicht of Moster, Inc., www.nichtoffmoster.otm
PHRIY OBJACTIVES	 OBJBCTIVES AT THE START OF THE PARTY. OBJBCTIVES AT THE START OF THE PARTY. These at things that are in your best interest of do before the evening goes much further. Be aware of what others around you are doing as well. Be sure to show your affection towards Rapurzel (a princess) in an attempt to win her lowe. Insist you will have the perfect home for her in your candy cottage if you are to marry! Find out from Prince Charming (the prince) who he plans to marry. Discreetly warn Prince Charming (the prince) who he plans to marry. Discreetly warn Prince Charming that you believe Snow White may have romantic feelings for Herb (a dwarf). If Hansel asks about moving in with you after marrying Gretel (your sister), insist they cannot do so - you are fixing up the cottage for Rapunzel! Offer candy to other guests at the party in return for them endorsing you and your advance! Question Snow White on why she is so adamant that Herb move into the castle with her. 	©2012 Niehr of Mystery, Inc., www.nie/thofmystery.com

©2012 Night of Mystery, Inc., www.nightofmystery.com



Once Ipon & Murder

Abandoned in the woods with your brother at a young age, you have always had to fend for yourself. Witty and wise, you and Hansel (your brother) were able to defeat an evil witch and find your way back home by sticking together and protecting each another. From this experience, you and Hansel share a very close bond and live together in a candy cottage. While this experience brought you together, you have vowed never to put yourself in that situation again. Until recently, you believed you and your brother would never part ways. However, just the other month Hansel put your candy cottage on the market and announced that, once your home sold, he would be off to another kingdom to find his true love. While you wish the best for Hansel's happiness, his decision left you feeling somewhat abandoned.

Thankfully before the house sold, Hansel discovered Rapunzel in an abandoned castle tower and fell madly in love with her. Since, Hansel has taken the candy cottage off the market and started to fix up the property and you could not be happier. Although Hansel has been smitten by Rapunzel, you worry that Rapunzel does not give Hansel the true attention he deserves, and she may just be using him to get out of her tower!

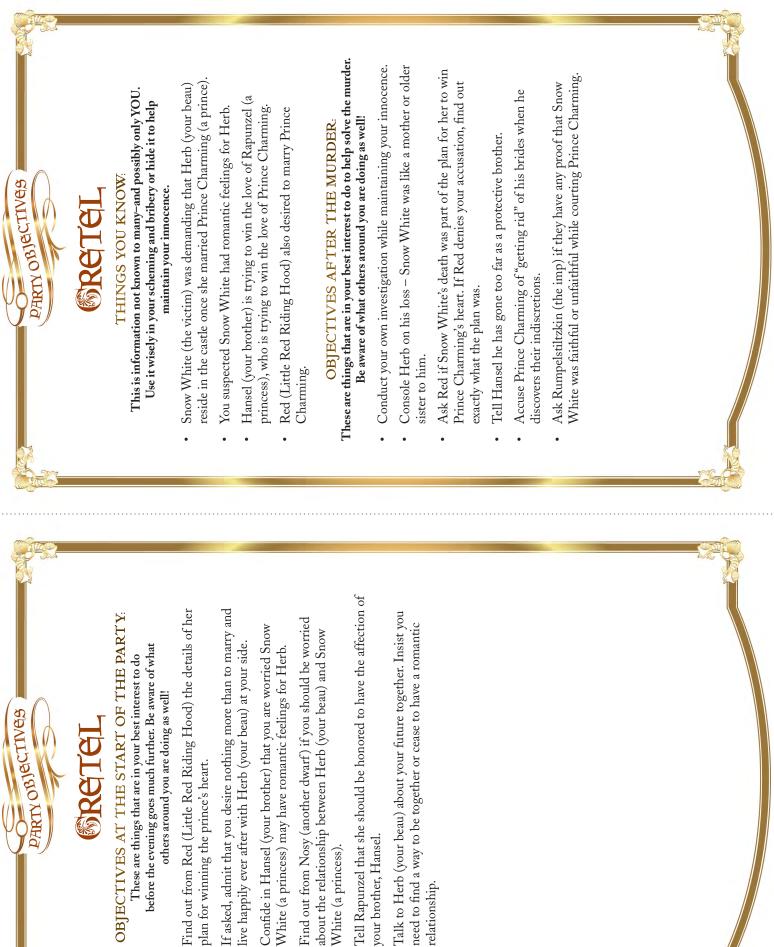
In addition to your happiness over your brother's recent actions, you are very happy to be in love with Herb (a dwarf). Herb has proven to be your one true love and you have discussed getting married and moving in with one another. At first, you believed that the candy cottage would be the perfect place for you, Herb and Hansel to live. However, your plans to live together were put on hold when Herb warned you that if Snow (Snow White) is picked to be the next princess, he will move into the castle and be Snow's personal attendant. Since you cannot fathom the thought of living away from Herb, you are visibly upset by the situation, and have shared your unhappiness with Herb, Hansel and Red (a friend). Seeing your anxiety, Red (Little Red Riding Hood) has assured you that she -- not Snow White -- has a foolproof way to win the heart and the hand of Prince Charming (the prince), so you need not worry about Snow White becoming the next princess. With that fear set aside, you still worry that Snow may have romantic feelings for Herb. When you confronted Herb about this possibility, Herb assured you that his and Snow's bond was a strong, sibling bond similar to your relationship with Hansel.

As the Grand Ball approaches, you are excited to attend! At the gala, you hope to have additional time with your beau, Herb, as well as observe how Rapunzel treats your brother. You are anxious to see if she is deserving of your brother's love. Additionally, you hope to aid Red in her endeavors to win Prince Charming's heart. This outcome will prevent Snow from becoming the next princess and moving into the castle!

Acting and Dressing Your Part: As a young, German lady, you will want to wear your best Dirndl to the ball—complete with a bodice, blouse, skirt, apron and braided pigtails. While at the party, you will want to hang on the arm of your beau (Herb) and observe his relationships with others, in particular, Snow White. You need to find out if you should question his love and devotion for you. *For more ideas on how to dress, accessorize, etc., please check www.nightofmystery.com or onceuponamurder.com*

www.nightofmystery.com

2012 Night of Mystery Inc



relationship.

32012 Night of Mystery, Inc., www.nightofmystery.com

2012 Night of Mystery, Inc., www.nightofmystery.com

Once Ipon 🖪 Murder

Red

One of the few bachelorettes in the kingdom, you were destined to live with Gram (your grandmother) in her cottage for forever. You would love to meet a dashing young man who would sweep you off your feet, but those opportunities in the kingdom of Happily Ever After are very rare unless you are born to an evil queen, pricked by a spinning needle, or befallen by some other mishap in your life. When you were younger you were almost eaten by a big, bad wolf (Teeth) but rescued by a woodcutter (Axe). Although Axe has become a father figure to you, he is far from a suitor.

Since relocating to the woods, you live with and are in charge of the care of Gram, who is only getting on in years. Although you have the guidance and support of Axe (the woodcutter), you will soon be losing it. Axe has told you that he will soon be searching out happiness in another kingdom with his true love. Despite your desire for Axe's happiness, you worry about being able to financially support Gram without help. Further, you wonder who will provide for your future.

Fortunate for you, however, an opportunity to advance your social status and earn both you and Gram financial security came when Cinderella mysteriously disappeared. Never desiring anything bad to happen to others, you have taken full advantage of this tragic situation. Shortly after Cinderella vanished, you began delivering baked goodies to Prince Charming (the prince) to help with his suffering and mourning. He has graciously accepted your goodies. Seeking to develop a romantic relationship and earn a marriage proposal from Prince Charming, the aphrodisiac in your cookies has been working. Over the past month, your visits to the prince have grown longer and your conversations more intimate and meaningful. You fully anticipate that Prince Charming will be asking for your hand in marriage at the Grand Ball!

One person who is not convinced that you will marry the prince is Gretel (an orphan and your friend). Gretel has alerted you that Snow (Snow White) is also seeking to win the prince's proposal and, if she does, Snow will be having Herb (Gretel's beau) move into the castle with her as her attendant. This plan upsets Gretel greatly since she was hoping Herb would propose to her shortly. Reassuring Gretel that YOU will be the one moving into the castle, she need not worry. Secretly, you wonder if Gretel may be jealous of the tight relationship between Snow and Herb.

As the Grand Ball approaches, you have been making the appropriate preparations to make the night complete. Along with a stunning outfit, you have made a number of aphrodisiac-laced goodies to deliver to the prince. While others are counting on their charm to win Prince Charming's heart, you have more powerful ways of winning his affection!

Acting and Dressing Your Part: As a young bachelorette in the kingdom, you are excited and giddy to be at the Grand Ball. While at the ball you will be joyful and visibly smitten with the prince, demanding his attention whenever possible. As a woman of the forest, your dress may be simple but elegant, and you should not forget to include your signature accessories – a red hood, cape, and basket filled with goodies for the prince! For more ideas on how to dress, accessorize, etc., please check www.nightofmystery.com or onceuponamurder.com

2012 Night of Mystery Inc

www.nightofmystery.com

And CTIVES	CALO ALBERT	CD S	T'HINGS 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 have been lacing goodies with an aphrodisiac for Prince Charming (the prince).	• Axe (the woodcutter) is staying in the kingdom only to make sure you are provided for over the long term. However, soon Axe plans to	 You overheard Gram (your grandmother) talking and you fear she is going to betroth you to Teeth (the big, bad wolf) in a contract. 	Gretel (an orphan) doesn't want Herb (a dwarf) to move into the castle with Snow White.	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!	Conduct your own investigation while maintaining your innocence.	Offer Prince Charming more sweets and let him know you are still intent on winning his heart.	• You have recipes (enclosed in this envelope) from Gram. You may show them to anyone, but give them only to Nosy (the investigator) when asked.	 Tell Gram she does not have to look out for you – you can take care of yourself. 	• Thank Axe (the woodcutter) for his care, but you will be better off without his help!	Tell Gretel she no longer has to worry about Herb and Snow White.		©2012 Night of Mystery, Inc., www.nightofmystery.com
Contectives		R CD	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!	Assure anyone, including the prince, that you will do anything to win the heart to Prince Charming. When asked about your tactics	for earning the prince's affections, insist it is your goodies that are earning his favor.	Otter Frince Charming more goodies. Tell Snow (Snow White) that you do not plan to let her come between you and Prince Charming.	Tell Gram (your grandmother) that you have a plan that will get both of you into the castle.	Encourage Axe (the woodcutter) to seek his own happiness. Insist that you have a plan for your future and you will let no one get in the way of it.	If anyone asks for your goodies, insist they are only for the prince.							©2012 Night of Mystery, Inc., www.nightofmystery.com

.

Gram

Once Ipon 🗊 Murder

As the grandmother to Red (Little Red Riding Hood), you could not ask for a more loving and selfless granddaughter. Throughout her life Red has devoted much of her time and energy to making sure that you have been provided for. As you have grown older, Red has even relocated to your cottage in the woods to help care for you.

Axe (the woodcutter) has also provided you much support over the years, but Axe plans to move out of the kingdom shortly and seek happiness elsewhere with a true love. Axe's impending move and your increasing age has placed considerable financial burden on both you and Red.

Knowing that Axe will not leave to seek out happiness until you are financially and emotionally set, you have put your home on the market to improve your financial stability. If marketed as "a secluded woodland getaway", your cottage should attract some of the kingdom's wealthy and command a healthy price. With the profits, you hope to reduce your expenses by purchasing property with a less costly mortgage, which will be less of a burden on Red. After listing your home through Hamlet (the little pig and kingdom realtor), you have two prospective buyers. The first potential buyer is Aladdin (a prince) who wants to purchase the cottage as a surprise for Jasmoor (his wife). The second buyer, Teeth (the big, bad wolf), is interested in purchasing the cottage only if Red is betrothed to him in the process.

Alternatively, if Red were to marry Prince Charming (the prince), you would not have to sell the cottage. Since the prince is currently looking for a new bride after his fiancé (Cinderella) mysteriously disappeared, this is a definite possibility. You encouraged Red to reach out to the prince and she has done so by delivering baked goods to him. When returning home from her visits, you have seen the love in Red's eyes as she tells you about their time together. You are confident Red will be the next kingdom princess! If Red marries the prince and becomes the princess, you will be financially set and able to remain in your cottage. Additionally, Axe will be able to leave with the knowledge that the financial and emotional future for you and Red is secure.

As the Grand Ball approaches, you are excited to attend and spend time with all of your confidants – including your future son-in-law, Prince Charming. Even though you anticipate Red marrying the prince, Hamlet has advised you to continue your contract in the event the prince does not choose Red as his fiancé at the ball. You have agreed to Hamlet's wishes and find that the ball will be a perfect place to insure that the Prince does indeed marry your granddaughter—you will see to it!

Acting and Dressing Your Part: An aging woman, you will want to dress conservatively for the ball. While you do not wish to show your age, it will be difficult to conceal your gray hair and cane. While at the ball, you will want to be protect the interests of your loved ones, including Red. Even though your age may show in your appearance, you still have a feisty and aggressive attitude, which precludes you from stepping back from those who threaten you or your loved ones. For more ideas on how to dress, accessorize, etc., please check www.

nightofmystery.com or onceuponamurder.com

PHRIY OBJECTIVES	(S)RAM	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.	• Currently, your cottage is in danger of foreclosure. You plan to sell the cottage to Aladdin (a prince) for a healthy profit but only if Red (your granddaughter) does not marry Prince Charming (another	• There is currently a snag in Aladdin's funding.	• Teeth (the big, bad wolf) is also trying to purchase the cottage and marry Red (through a clause in the contract).	Earlier tonight, Beast warned you that Axe (the woodcutter) may be holding Cinderella hostage.	OBJECTIVES AF LEK THE MUKDEK: 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!	Conduct your own investigation while maintaining your innocence.	• Find out from Red what her back-up plan is to marry the prince.	Ask Prince Charming who he will marry now. Insist it should be Red!	• Inform Teeth that he will not be able to marry your granddaughter now. Insist Red may still win the love of Prince Charming.	• If anyone appears to fear for your safety, insist that Axe is not dangerous – he only acts out of love!	• Discreetly let Axe know that you took care of the situation and he is free to get away!		©2012 Night of Mystery, Inc., www.nightofinystery.com
PHRIY OBJECTIVES	(SRAM	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!	 Tell Prince Charming (the prince) that he would make the perfect grandson. Let Teeth (the big, bad wolf) know that you will do everything 	possible to make sure Red (your granddaughter) does not have to marry him.	 Impress upon Red how important it is that she gain the Prince's love. If not, Red may end up marrying someone she does not love. 	 Discreetly let Aladdin (an Arabian prince) know that you will follow through with your previously agreed to deal only if Red does not marry the prince. 	• If anyone confronts you with information, pay to know the secrets they hold.	Assure Axe (the woodcutter) that you have a plan to survive, even	if the prince does not marry Red.						©2012 Night of Mystery, Inc., www.nightofmystery.com

Once Ipon 🖪 Murder



A woodcutter in the enchanted forest of Happily Ever After, you have watched over the woods and tried to keep evil out of your forest. Your most memorable conquest of evil in the woods was when you saved both Red (Little Red Riding Hood) and Gram (Red's grandmother) from being devoured by Teeth (a big, bad wolf). Since that meeting, both Gram and Red have become like family to you. As Gram has aged, she has become less able to take care of herself and Red moved into the kingdom to aid her. Even though you do what you can financially, Gram is having some difficulty paying all of her bills and her cottage may be close to foreclosure.

Despite your desire to continue supporting Gram and Red, you know that your place is no longer in this kingdom. While searching for wood in the forest, you met and fell in love with a fair maiden. You later learned that the maiden is Cinderella, the princess and fiancé to Prince Charming. Feeling trapped in her engagement to a man she no longer loves, and not wanting to further disgrace her fiancé, the two of you devised a plan to help Cinderella immediately escape the castle while also allowing you time to put your affairs in order before leaving for a new life outside the kingdom.

In the middle of the night, you helped Cinderella escape the castle and brought her to Rapunzel's tower. Once in the tower, Cinderella took a potion (provided to her by Snow White) that put Cinderella into a sleep-induced coma that would only be broken with your kiss. Once awoken, you plan to escape to another kingdom where you can live happily ever after.

The plan is not foolproof since you must trust both Rapunzel and Snow White (two maidens) to keep your secret. However, both women are vying for the hand of Prince Charming (the prince) and such motivation will keep them from coming forth with any information that would help Cinderella reappear and ruin their chances of being the prince's next bride. Additionally, you plan to provide both maidens with whatever they desire to keep your secret.

Even though Snow White and Rapunzel both wish to be the next princess, you hope that Red is chosen by Prince Charming to be his bride. If Red were to accept the hand of the prince, both she and Gram would be financially and emotionally supported with the prince's wealth and his personal attendants. With this to ease your mind, you would have no worries about leaving the kingdom forever with Cinderella. In the event this doesn't happen, you worry that the only one who can look after Red is Teeth. Even though Teeth has done many good deeds over the last few years to convince you he has become a genuine, trustworthy fellow, you still do not trust him fully. He has a corrupt and devious past...but Teeth may be the only one willing to look after your loved ones.

Smarter than most would think, you realize it is only a matter of time before your involvement with Cinderella is discovered and you are forced to leave the kingdom. If your exile comes earlier than planned, you want to insure that both Gram and Red are taken care of.

With the Grand Ball quickly approaching, you are excited to be attending the event. At the ball, you hope to solidify Red's future, whether it is with the prince or Teeth, you hope to insure that your loved ones will be cared for. With those details taken care of, you cannot wait to be off to another kingdom where you can live happily ever after!!!

Acting and Dressing Your Part: A man of the forest, you are very rough and rugged both in nature and the way you dress. Even though the ball is a formal event, and being that your attire options are limited, you may wear anything you desire to set yourself apart as the woodcutter including, jeans, flannel shirt, suspenders, boots, etc. Additionally, consider bringing your (toy) axe for chopping wood. For more ideas on how to dress, accessorize, etc., please check www.nightofmystery.com or onceuponamurder.com

www.nightofmystery.com

2012 Night of Mystery In

DARTY OBJECTIVES	 THINGS YOU KNOW: THINGS YOU KNOW: This is information not known to many-and possibly only YOU. Use it wisely in your scheming and briftery or hide it to help maintain your scheming and briftery or hide it to help maintain your scheming and briftery or hide it to help maintain your scheming and briftery or hide it to help maintain your liss. Once awake, you plan to elope to a neighboring kingdom. If Prince Charming were to marry Red (Little Red Riding Hood), you are confident both she and Gram (Red's grandmother) would be provided for. In addition, you have arranged with Teeth (the big, bad wolf) to care for Red if she does not marry the prince. Rapunzel will do anything to get out of the tower and is trying to win the low of Prince Charming (the prince). OBJECTIVBS AFTBR THB MURDBR. These are flugs that are in your best interest to do to help solve the murder. Be aver of what others around you are doing as well. Conduct your own investigation while maintaining your innocence. Find out from Prince Charming who he will marry now that Show White is gone. Be suspicious of that person. Obestion Felicity (Cinderella's disappearance. Follow any leads she gives you. When confronted about Cinderella's disappearance, admit that you are doine to hole potential of signappearance, admit that you on the the bing down on that is bounder? 	 confident both Ğram and Red will be provided for in your absence. If confronted on your love for Cinderella, do not deny it. Discreetly let Rapunzel know that she has more to lose if you expose her and her place in the plan. 	©2012 Night of Mystery, Inc., www.nightofmystery.com
PHRIY OBJECTIVES	OBJECTIVES AT THE BARTY OBJECTIVES AT THE START OF THE PARTY These are things that are iny our best interest to do before the evening goes much further. Be aware of what others around you are doing as well: a dires around you are doing as well on the the evening (the prince) who he intends to marry. Advocate for Red (Little Red Riding Hood) who you feel would make a lovely bride. Let Red know you will make sure she is provided for before you leave the kingdom. Ask Teeth (the big, bad wolf) if he will take care of Red (Red Riding Hood) if Red does not marry the prince. Insist you have not seen any foul play in the woods.		©2012 Night of Mystery, Inc., www.nightofmystery.com

Geeth

Once Ipon 🗟 Murder

Living in the woods, you have gained a threatening and highly inappropriate nickname, that of being the "big, bad" wolf. You have received this nickname from the hunters despite wolves being a commonly hunted animal in the kingdom. In your eyes, you are no different than other woodland inhabitants, unfortunately that is not how others view you.

In one of your most notorious attempts at hunting, you became acquainted with Red (Little Red Riding Hood), Gram (her grandmother) and Axe (the woodcutter). Since this occurrence, you have left both Gram and Red alone for fear that Axe would make you pay with your life if you hurt them – something he spared during the first encounter.

Instead of loathing these other woodland inhabitants (Red now lives with Gram in the forest), you have grown quite close to them and desire the affection of Red. Citing your past, Axe and Gram will not let you court Red or let her become aware of your true feelings. Being in limbo, you are only able to observe and try to devise a plan to earn Red's love.

Your plan was launched when you learned that Gram was putting her cottage up for sale after encountering some financial difficulties. Immediately, you placed an offer on the cottage. Your offer to purchase included a clause stating that Red would be obligated to marry you if you purchased the cottage. Unfortunately, you were not the only one bidding on Gram's cottage. Aladdin (a prince) also desires to purchase the cottage and submitted an offer as well. While Aladdin is purchasing it as a surprise to please Jasmoor (his wife), she has been untrusting of Aladdin ever since he used her riches to purchase a number of bad real estate investments. You will remind Jasmoor that Aladdin is making another secret, unsavory investment – thus, she should cancel his funding (Since she is a royal family member - a princess - the riches are in her name). Obviously, you don't plan to inform Jasmoor that Aladdin is truly trying to make up for his past mistakes with a heartfelt purchase.

To add to the cottage sale complications, Gram does not want to sell the cottage until she is positive the prince does not ask for Red's hand in marriage. Currently, Gram has accepted Aladdin's offer contingent on the fact that the prince does not marry Red. Your offer has been accepted only if (a) the prince does not marry Red and (b) Aladdin's funding falls through.

Even though Gram thinks Red's engagement to the prince is a certainty, you know otherwise. Rumor around the kingdom is that both Rapunzel and Snow (Snow White) are also on the short list of maidens the prince desires. While you do not know the true intentions of either of these maidens, you have seen Snow White secretly meeting with Beast (Belle's husband) in the woods and believe they may be up to no good.

As the gala approaches, you are excited to attend. With everyone in attendance, the ball will be the perfect place to advance your plan. Not only will you be able to attempt to talk Jasmoor out of giving Aladdin any money (that he could use to secure the contract on Gram's cottage), but you will be able to talk the prince out of wanting to marry Red—leaving her for you!

Acting and Dressing Your Part: A devious and conniving character, you are also naughty and wild as demonstrated by your actions. At the party, you will want to convince everyone that you have changed your ways, and no longer seek or desire to create evil in the woods. To the ball, you will want to come dressed as your wolfish self – big ears, teeth, a tail and fur are a must! *For more ideas on how to dress, accessorize, etc., please check www.nightofmystery.com or onceuponamurder.com*

www.nightofmystery.com

2012 Night of Mystery Inc

PHRIY OBJECTIVES	R C C III	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.	Axe (the woodcutter) is advocating for Red (Red Riding Hood) to marry Prince Charming (a prince).	• Gram (Red's grandmother) has financial trouble and is trying to sell her cottage. In one deal you plan to purchase the cottage (and the hand of Red in the agreement), if Aladdin (another prince) does not purchase the cottage for a higher price.	• Earlier tonight, Axe asked you to take care of Red if the prince did not marry Red and you agreed.	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!	 Conduct your own investigation while maintaining your innocence. Accuse Red of killing to get into the castle. Let Red know that you find such deadly actions very attractive! 	• Tell Prince Charming that he should be flattered that Red would murder someone to be with him, but he should leave the conniving ones for you!	• Tell Gram that her efforts to insure Red's future were in vain! Prince Charming will never marry the granddaughter of a murderer!	• Ask Hamlet (the little pig) to see the real estate documents to insure they are all in order.	• Warn Jasmoor that her husband (Aladdin) is a deadly man and he will go to great lengths to acquire possessions.		©2012 Night of Mystery, Inc., www.nightofmystery.com
PHRIY OBJECTIVES	E ECTIN	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!	Try to convince Prince Charming (the prince) that Red would not be a good choice for his wife.	If confronted on havoc in the woods, insist that you no longer are a trouble-maker in the forest and you are guilty of nothing! You may tell them what you have seen (Beast and Snow White secretly meeting), but only if they pay you.	Let Snow White know that Axe (the woodcutter) is advocating for the prince to marry Red (Little Red Riding Hood).	If Axe (the woodcutter) asks any favors of you, agree to them but make him pay you for them. Assure Gram (Red's grandmother) you will treat Red right if you	marry her. Convince Jasmoor (Aladdin's husband) that Aladdin is up to no good and she should refuse his requests for purchases or money.						©2012 Night of Mystery, Inc., www.nightofmystery.com

•

•

.

•

•

Rumpelstíltzkín

Once Ipon 🖪 Murder

As an ambitious imp, you were once able to strike a deal with a princess in which she would give you her first born child. Even though you lost the child due to a slip of the tongue, you have gained the reputation of being able to swindle almost any deal and/or information out of anyone using unconventional and demeaning tactics.

Because of these skills and antics, you were the first one that Felicity (Cinderella's fairy godmother) considered when she decided to launch an investigation into Cinderella's disappearance. While Prince Charming (Cinderella's husband) insists her disappearance was a kidnapping, Felicity wants concrete answers into what happened to Cinderella and if there is a chance Cinderella will return. Unfortunately, the only information Felicity could give you was that Cinderella had been spending ample time in the forest just before her disappearance, and that she suspects Beast may be partly to blame.

Upon launching your investigation, you have found many factors. However, you are unsure which ones will become vital to determining what actually happened to Cinderella. First, you tailed Beast (Belle's husband) only to find that he is wandering the woods and has continually met up with Snow (Snow White). In the meetings, Snow is advising Beast on how to fix his marriage, however at one point, you also heard them discussing Cinderella's disappearance. Secondly, you tailed Prince Charming very closely only to discover that, shortly after Cinderella's disappearance, the prince spent no time or resources looking for Cinderella - as he claimed he had - and that he immediately started courting many of the maidens in the kingdom. Third, while spying on the prince and the women he courts, you witnessed Snow White peppering the prince's food. Later, you sampled some of the peppered food and discovered that Snow was applying an aphrodisiac to the food. Additionally, while observing Prince Charming and Snow White on their date, she and the prince talked of marriage. In this conversation it was understood that Snow would accept and bring Herb (a dwarf) to the castle as her personal attendant.

With the Grand Ball approaching quickly, you need to work fast. While you have yet to assemble all of the facts and their meaning, you intend to use this information to both please your client (Felicity) and to sell selected information and secrets to others who might be willing to pay for revealing or hiding selected information. With everyone in attendance at the ball, the event will provide unlimited opportunities for you to reap a profit from what you know!

Acting and Dressing Your Part: Devious and cunning, you will want to be sneaky and wise in choosing with whom you share your information. While you intend to share it with Felicity, you will have to pick others who will benefit from your own situation by sharing or concealing the information you provide. As an imp, you have characteristics close to those of a small fairy or demon. To the party, you will consider wearing wings or horns, stockings, a hat, pointed ears, and/or pointed shoes. For more ideas on how to dress, accessorize, etc., please check www.nightofmystery.com or onceuponamurder.com

2012 Night of Mystery Inc

www.nightofmystery.com



Once Ipon 🗿 Murder



As a young pig, your mother sent you and your siblings out to find your place in the world. After a few construction pitfalls, you and your siblings built brick homes which withstood several destruction attempts – including those by Teeth (the big, bad wolf). Since these events your brothers have become home designers and builders, while you have been quite successful in the real estate market.

Currently, you have several interested but uncommitted clients. First, Rapunzel listed selling her castle tower with you, only to take it off of the market shortly after. While frustrating, Rapunzel is very adamant about wanting to live outside of her tower so you anticipate she will soon re-list the tower and this time for real. Recently, Hansel and Gretel (two orphans) put their cottage on the market only to take it off a few days later. When you questioned the siblings, Hansel noted that he wanted to make some improvements so the cottage would be more appealing to future inhabitants.

The one customer who has been a very good client is Gram (Little Red Riding Hood's grandmother). After learning that her cottage may soon go into foreclosure, Gram listed her home in hopes of selling it and purchasing something with a lower, more manageable mortgage. Upon listing, Gram immediately received two offers, one from Aladdin (hoping to purchase the cottage as a surprise for Jasmoor, his wife) and one from Teeth (the big, bad wolf who will purchase only Red is betrothed to him). Additionally, Gram has stated she only wished to sell IF Prince Charming does not marry Red. While these seem like unruly and non-negotiable terms, you were able to draw up a contract that satisfied all parties involved. At the moment the only hitch you see is getting the earnest money from Aladdin to secure his offer. Although Aladdin has many riches, they are all in his wife's name (since Jasmoor is the princess and royal heir, Aladdin was but a peddler when they met and married). Being that Aladdin intends for the purchase to be a surprise for Jasmoor, he is reluctant to ask Jasmoor for the earnest money. However, he has assured you that he will get it for you some other way.

As an ambitious realtor, you are always looking for new clients. With Prince Charming choosing a new fiancé soon, his new bride will, very likely, not want his former-fiancé's stepsister and personal attendant living in the castle. If your suspicion is correct, Griselda (Cinderella's stepsister) may soon be out of a job and residence. If this is the case, you hope Griselda will become another client and you can assist her in finding a new place to live.

Excited to attend the Grand Ball, you look forward to the event. With everyone from the kingdom in attendance, the event will be the perfect environment to confer with your customers, drive your pending contracts forward, collect Aladdin's earnest money and recruit new clients. You can't wait to attend.

Acting and Dressing Your Part: As the proud owner and operator for OINK! Realty, you will want to bring your own business cards and distribute them widely at the ball. Don't be afraid to get into other guest's business and find out if they have any realty needs or questions you can address. While you are friendly to everyone, you have a particular dislike for Teeth (the big, bad wolf), as he blew your family's houses down –

something you will never forgive him for. To the Grand Ball, you will want to dress appropriately in your gala best and adorn your outfit with your piggy qualities – a snout, curly tail and pink ears. For more ideas on how to dress, accessorize, etc., please check www.nightofmystery.com or onceuponamurder.com

www.nightofmystery.com

2012 Night of Mystery Inc

PHERY ORIGCTIVES PHERY ORIGCTIVES 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. Rapunzel is desperate to get out of her palace tower and planned on selling it, but recently took the tower off the market. Gram (Little Red Riding Hood's grandmother) is trying to avoid foreclosure on her candy cottage by selling it. Both Aladdin (a 	 prince) and Teeth (the wolf) desire to purchase it. Documents are enclosed in this envelope. Griselda (the stepsister) was going to be out of a job and residence if Prince Charming (a prince) married Snow White (the victim). 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! Conduct your own investigation while maintaining your innocence. Question Griselda on her new living arrangements and duties. 	 Ask Kapurzel It she is still looking to get out of her towerand where she plans to live. You may show your housing documents to anyone you wish, but give them only to Nosy (the investigator) when asked. If asked about a picture, confirm that the windows in the picture look like those in Aladdin's palace. You know this because your brothers designed and built the windows. 	
DECTIVES 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! Inform Griselda (the stepsister) that you can help her with all of her house/cottage/palace/tower searching needs now that you believe she will be without a residence once Prince Charming re- marries.	Tell Gram (Red's grandmother) you plan on moving forward with the contract as soon as you receive Aladdin's earnest money for the cottage. Let Aladdin (a prince) know that you are just waiting on his earnest money to finalize the contract. After talking to Griselda, ask Jasmoor (Aladdin's wife) if she knows that Griselda (Cinderella's stepsister) is planning on moving into Jasmoor's palace. Ask Hansel why he took his home off the market.	the market.	

•

•

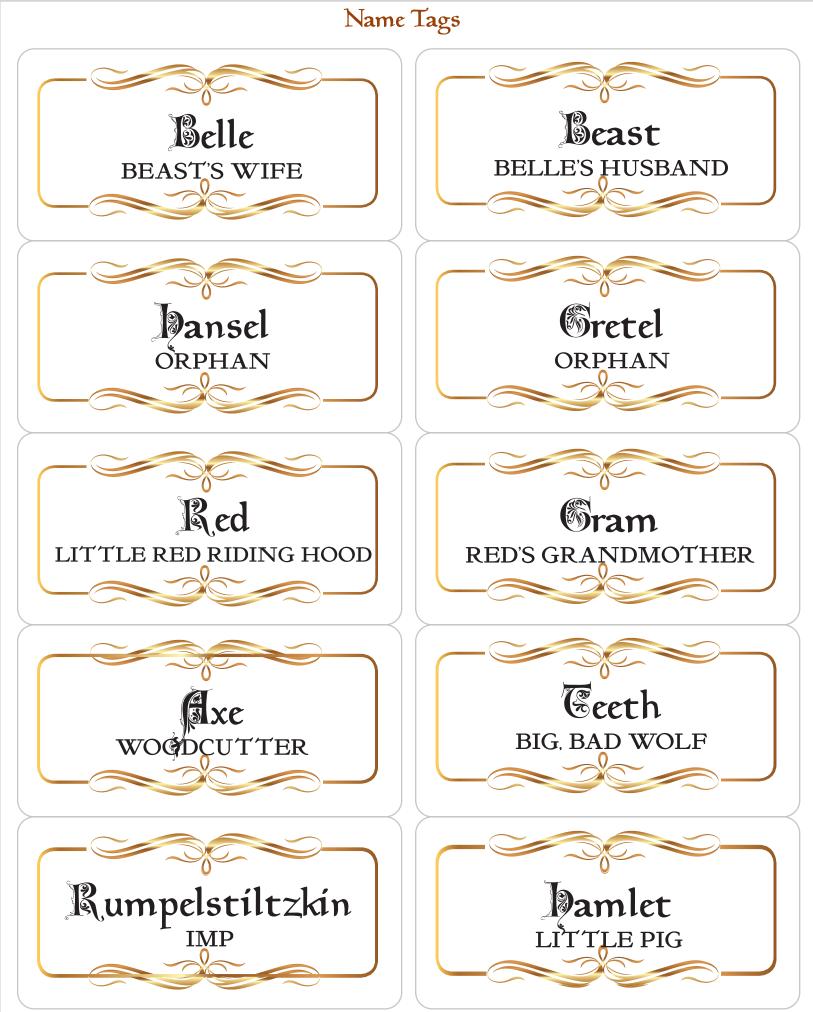
•

•

©2012 Night of Mystery, Inc., www.nightofmystery.com



Name tags can be printed on paper and trimmed or printed on adhesive label paper and applied as stickers. Compatible with Avery labels 15163, 18163, 5163, 5263, 5523, 5663, 5963, 8163, 8253, 8463, 8663 and 8763.



Name tags can be printed on paper and trimmed or printed on adhesive label paper and applied as stickers. Compatible with Avery labels 15163, 18163, 5163, 5263, 5523, 5663, 5963, 8163, 8253, 8463, 8663 and 8763.



Evidence Presentation

Once &pon 🖪 Murder

(To be read by Nosy after everyone has completed their second set of objectives and Nosy has completed their investigation.)

After review of all the facts of this murder and conducting my own investigation, these are the facts and evidence that I have uncovered pertaining to this murder.

The evidence is as follows:

EXHIBIT A: A NOTE FOUND ON THE VICTIM (hold up Exhibit A)

EXHIBIT B: A LETTER (hold up Exhibit B) This was turned over by Prince Charming and states that Cinderella left the kingdom of her own accord.

EXHIBIT C: INVESTIGATION REPORT (hold up Exhibit C) This report was compiled by Rumpelstiltzkin, who was conducting their own investigation into Cinderella's disappearance at the request of Felicity, Cinderella's Fairy Godmother.

EXHIBIT D: MAGIC MIRROR (hold up Exhibit D)

Belle has graciously allowed us to gaze into her magic mirror that shows images far away. We can see that Cinderella is, indeed, still alive and sleeping.

EXHIBIT E-1: HOUSING PROPERTIES (hold up Exhibit E-1) and

EXHIBIT E-2: CONTRACT FOR GRAM'S COTTAGE (hold up Exhibit E-2) These documents were turned over by Hamlet, the kingdom realtor, and provide more motives as to why and who would want Snow dead.

EXHIBIT F: DECLARATION OF DEATH (hold up Exhibit F)

This certificate shows the cause of death as issued by the medical examiner is blunt force trauma to the head.

EXHIBIT G: GRAM'S RECIPES (hold up Exhibit G)

Now if you would like, please take time to review the evidence. Shortly, the host will be handing out sheets on which you will identify the guilty party.

www.nightofmystery.com

2012 Night of Mystery Inc





Evidence

DESCRIPTION: Turned over by Prince Charming

NOTES: handwriting is verified as Cinderella's.

My dearest Charming, J am sorry to have to leave you like this, but J thought it best for you and the kingdom to leave before we are united in a marriage without love. J cannot commit to you and J am off to seek happiness elsewhere. Don't try to find me. Gindi

GXhIBIT C

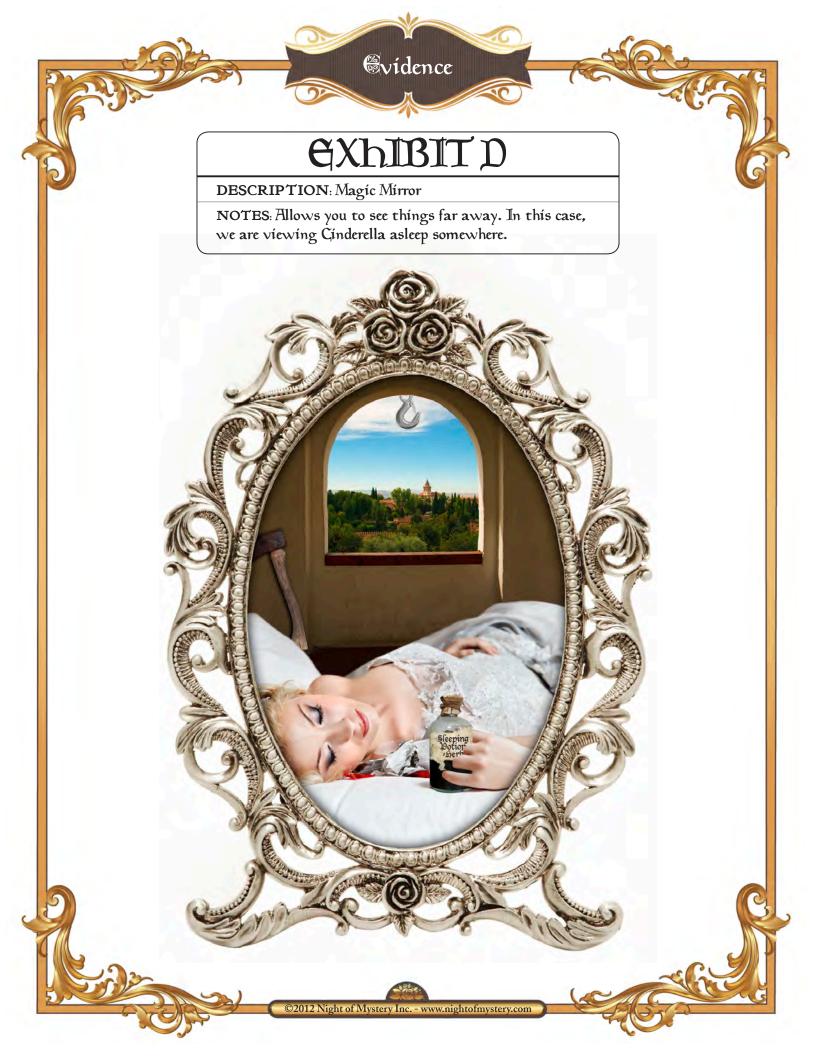
Evidence

DESCRIPTION: Investigation Report

NOTES: Compiled by Rumpelstiltzkin for Felicity.

Investigative Report

	and the second
Created for:	Felícíty
Intentions:	To uncover who is behind Cinderella's disappearance and return her home.
Client Notes:	Felícíty is adamant that there was foul play in the disappearance and has faith that Cinderella is still alive and can be returned home. Wants to achieve this at all costs.
Clients Suspicio	ons: Felicity suspects that the Beast may be to blame for Cinderella's disappearance. Beast inhabits the woods and is the one with the most strength in the kingdom to have Cinderella taken away. I, Rumpelstiltzkin, suspect Prince Charming.
Duties:	Tail both Prince Charming and Beast. Make observations and draw conclusions.
Duty A:	Follow Beast.
Observations:	Beast met many times with Snow in the woods.
Conclusions:	Snow was counseling Beast on how to win back the love of his wife, Belle. Beast was never unfaithful to his wife. Snow promised to exonerate Beast of any suspicion in Cinderella's disappearance once she married Prince Charming.
Duty B:	Follow Prince.
Observations:	Prince courted multiple woman immediately following disappearance of Cinderella. Prince Charming never put time or money towards finding Cinderella, as claimed.
Conclusion 1:	Visits to multiple women decreased and ceased happening after Prince Charming started courting Snow.
Conclusion 2:	While observing Prince courting Snow, I witnessed Snow placing an additive in Prince's food. Additive later tested to be a bitter-tasting aphrodisiac.
	clusions are that of Rumpelstiltzkin and ieces for providing information to Felicity. Rumpelstiltzkin



GXhIBIT G-1

DESCRIPTION: Market Properties

NOTES:

KINGDOM PROPERTIES



RAPUNZEL'S TOWER :

Built with love by Porky Pig (OINK! Construction), this illustrious tower is a spacious 1-bedroom efficiency that has all the amenities a princess could ask for. What it lacks in stairs, it makes up for in personality.

Purchase price: Put in an offer today – owner is negotiable!

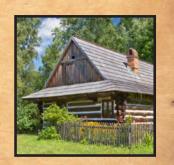
Notes: Recently taken off the market. Owner hopes to re-list soon.

GRAM'S CABIN :

This quaint cabin is the perfect romantic getaway and can serve as a destination home or a residence. Located in the enchanted forest, you are steps from anywhere you would like to get to! Save this wonderment from foreclosure by putting in an offer today!

Purchase price: 100 gold coins.

Notes: Two offers received. Waiting for earnest money to be under contract.



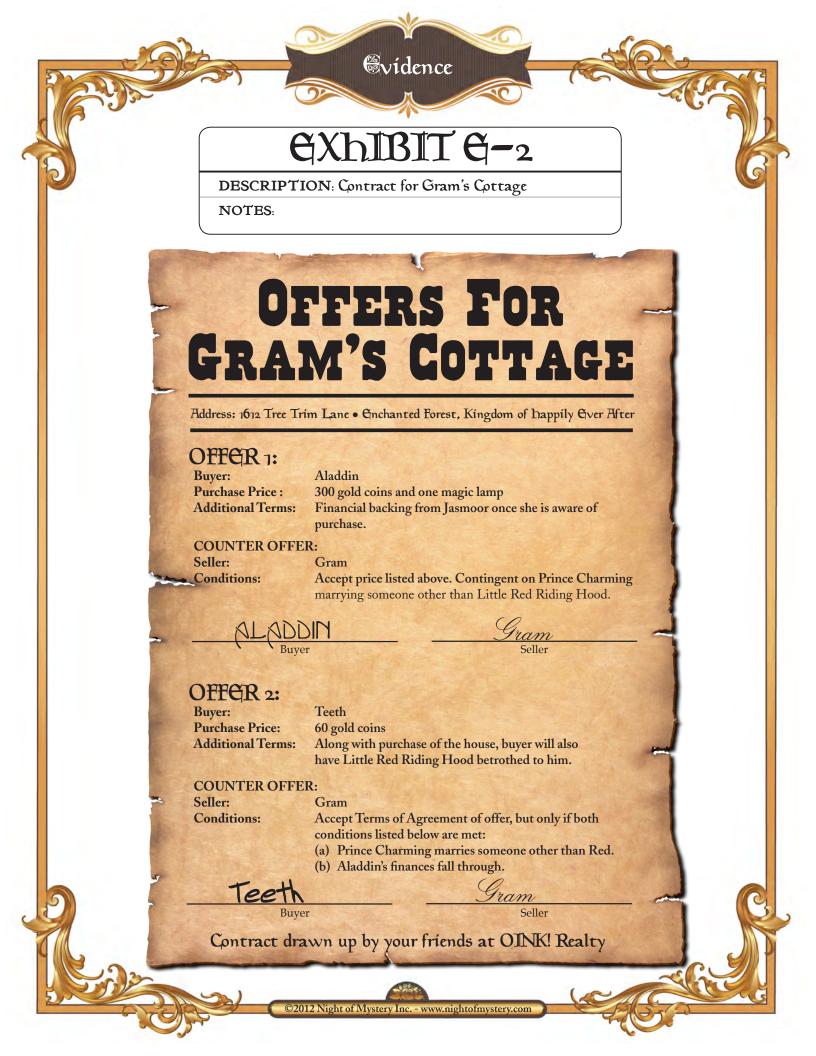


CANDY COTTAGE :

Once owned by an evil witch, the owners have done wonders to fix up this 2-bedroom property made of gingerbread and cakes and adorned with every sweetness you can imagine! With fields of spearmint and licorice close by, this is a dream residence for candy lovers alike.

Purchase price: Negotiable. Notes: Taken off of market for renovations.

Brought to you by your friends at OINK! Realty



GXhIBIT F

Evidence

DESCRIPTION: Declaration of Death

NOTES: States Cause of Death to be head Trauma.

Declaration of Death

Sause of Death:

Blunt force trauma to the crown of head

©2012 Night of Mystery Inc. - www.nightofmystery.com

Condition of Sody: <u>Glycyrrhizic acid (a sweet</u> toxin) found in body. Not related to death. Subject <u>unconscious at time of death.</u>

EXHIBIT G

Evidence

DESCRIPTION: Gram's Recipes NOTES: Turned over by Red.

Cinnamon Rolls Cinnamon Rolls 3/4 cup milk Directions leat the milk in a small saucepan until it bubbles. ig in margarine. Let cool until lukewarm. 1/4 cup margarine, softened In a large mixing bowl, combine dry ingredients. Add water, egg and the milk mixture; beat well. When the dough has just pulled together, turn it out onto a lightly floured surface and knead until 3 1/4 cups all-purpose flour .25 ounce instant yeast smooth. 1/4 cup white sugar Meanwhile, in a small bowl, mix together brown sugar, cinnamon, softene 1/2 teaspoon salt too long saucepan, bring to a boil. C or sweet elements will turn toxic. 1/4 cup water out dough into a rectangle. Ipread dough with margarine/sugar mixture. Roll up dough and pinch seam to seal. Gut into 12 equal size rolls and 1 egg place cut side up in 12 li d mullin cups. 1 cup brown sugar, packed over and let rise until double , about 30 minutes. Preheat oven to 375 degrees F (190 degrees G) Bake in the preheated oven for 20 minutes, or until browned. Remove from muffin cups to cool. Serve 1 thep. ground cinnamon 1/2 cup margarine, softened warm ~ 4 thesp. pourdered maanstone ~ Add pourdered moonstone and ginseng with dry ~1 tlesp. ginseng ingredients

Who Dunnit?

I,	 	_,

firmly accuse_____ of

killing in cold blood.

Best Dressed:_____

Best Performance:_____

My Wealth:_____

Who Dunnit?

I,_____,
firmly accuse______ of

killing in cold blood.

Best Dressed:

Best Performance:_____

My Wealth:_____

Who Dunnit?

_ _ _ _ _ _

I,	,	
,	,	

firmly accuse_			of
		 _	

killing in cold blood.

Best Dressed:_____

Best Performance:_____

My Wealth:_____

Who Dunnit?

I,_____,

firmly accuse_____ of

killing in cold blood.

Best Dressed:_____

Best Performance:_____

My Wealth:_____

Who Dunnit?

_ _ _ _ _ _

I,_____,
firmly accuse______ of

killing in cold blood.

Best Dressed:_____

Best Performance:_____

My Wealth:_____

Who Dunnit?

I, ______, firmly accuse_______ of killing in cold blood.

Best Dressed:_____

Best Performance:_____

My Wealth:_____

	Best Dressed	Best Performer	Super Sleuth (Y/N)	Amount of Money
Prince Charming				
Felicity				
Griselda				
Rapunzel				
Snow				
Herb				
Nosy				
Aladdin				
Jasmoor				
Jinn				
Belle				
Beast				
Hansel				
Gretel				
Red				
Gram				
Axe				
Teeth				
Rumpelstiltzkin				
Hamlet				

Once Upon A Murder

G

9

Once Ipon A Murder

Solution

(To be read by Nosy after everyone has turned in their accusations.)

After looking over all the findings, I came upon the following conclusions:

First, after confirming that the note was indeed in Snow's hand, I concluded that killer had to be someone associated with Cinderella's disappearance.

Second, I studied the mirror with the image of Cinderella. While the room which Cinderella is sleeping in appears to be nondescript, it still holds a number of clues within it.

- The axe on the side of the room informs us that Axe was there.
- The sleeping potion bottle is clearly noted as Herb's.
- And lastly, a hook outside the window indicates the location is Rapunzel's tower. (As folklore reveals, Rapunzel uses a hook to let out her hair and slide down from her tower.)

From this, and the verbal investigations I conducted tonight, I can safely conclude Cinderella is currently sleeping in Rapunzel's tower and got there with the aid of Herb and Axe.

I then deduced what each of these suspects desired most:

- Herb desired to marry Gretel which Snow White forbade.
- Axe wanted to elope to another kingdom with Cinderella.
- Rapunzel wanted out of her tower, which she could only do by marrying either Prince Charming or another homeowner.

I first eliminated Axe, as his motive was in line with Snow's motive, in that they both wanted Cinderella out of the kingdom.

Next, I eliminated Herb from the scenario as he was too short to bludgeon Snow on the head (the confirmed method of death in Exhibit G).

This left Rapunzel as the prime suspect.

To confirm that Rapunzel was indeed the guilty party, I looked at the cause of death to find that it was the bludgeoning on the head, but was aided by the toxicant of glycyrrhizic acid, a sweet toxin. In further discovery of this, (and by reading Exhibit E-1), I realized that Hansel and Gretel's candy cottage is located in a grove of spearmint and licorice – with licorice plant being the main property of glycyrrhizic acid.

However, the clues did not add up, as Rapunzel has repeatedly refused Hansel's advancements and had never been to his cottage.

Because of that, I reassessed how and why the killer chose to poison Snow before bludgeoning her on the top of the head, since licorice poisoning does little other than cause dizziness, faintness and at times loss of consciousness. I then realized that the only true reason was because the killer could not reach the top of Snow's head in order to bludgeon her without first having her faint.

From all these conclusions, I give you your true killer: HERB.

Other clues that support my findings:

-As a medicinal dwarf, Herb is the one who would have knowledge of such properties of licorice.

-By dating Gretel, Herb had many chances to collect licorice while at the cottage.

-As Snow's confidant, Herb had access to not only help Snow White, but also to poison her.

- Herb emphasized his lack of height was what exonerated him from guilt, but really it was what made me realize he was planning it the whole time.

Congratulations!

000

nce

You have Been Awarded The moking ward

pon

urder









What is all included:

Once Ipon 🖪 Murder

Making a Scroll Invite

- One design included.
- Follow these directions to help you make authentic and fun scroll invites for your party.

Jaking Flags One design included.

- Print out on transfer paper and iron onto fabric to create some flags for your castle.

Making a Castle Wall and Stone Signs

Follow these directions to help you make authentic and fun signs and decor for your party.

Castle Signs

- Eleven designs included.
- Once Upon a Time (on front door) and Happily Ever After (on door as exiting) signs.
- Kiss Me! (2 designs).
- Castle Parking, Privy, Prince's Chambers, Grand Ballroom signs.
- Missing, Reward and Grand Ball Announcement posters.
- Simply print out and hang around your castle.

Aenu

- One design included.
- Customize your menu by adding in your appetizers, salads, main dishes and desserts into the editable fields.
- To go with the theme of the party, you can "name" your foods with words describing or reminiscent of fairy tales. Example: The King's Chicken Wings, Poisonous Apple Pie, Magical Mushroom Caps, etc. Some other words we've found: prince, princess, king queen, evil, elfly, cursed, enchanted, cruel, maiden, sleeping, loyal, true, storybook, whimsical, magical, mystical, etc.
- Accentuate your menu up by backing it on decorative card stock.
- See www.nightofmystery.com or http://www.onceuponamurder.com for more suggestions on food and what to serve at your Once Upon A Murder party!

For more costuming, decoration and party planning ideas check: www.onceuponamurder.com

Making a Scroll Invite!!!

Once &pon 🖪 Murder

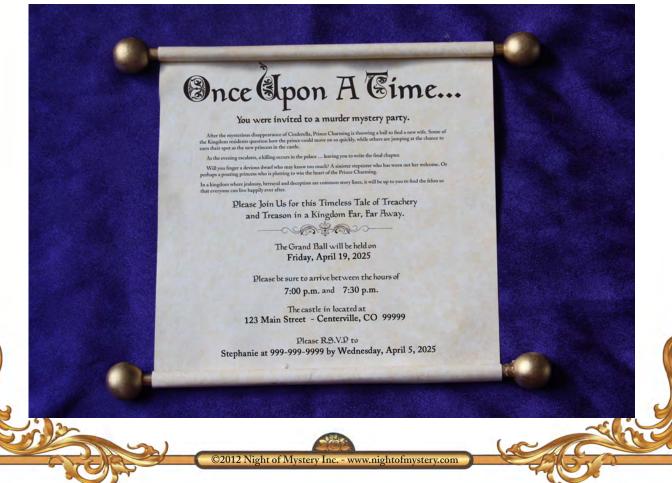
You will need:

- 1-inch wooden dowel caps with holes (find at your local craft store by the doll-making supplies). You will need 4 caps per invite.
- 10-inch wooden dowels (you can purchase longer dowels and cut them down to 10 inches). You will need 2 10-inch dowels per invite.
- Gold spray paint
- Hot glue and glue gun
- Parchment paper. 1 sheet per invite.
- Ribbon (any kind of your choosing)
- 1) Download and print out the number of invites you will need onto parchment paper. Invite design found in "party tips" on www.nightofmystery.com (or on following page).
- 2) Spray paint dowels and wooden caps gold.
- 3) Put a dab of hot glue in each end cap and adhere two end caps to the end of each dowel.
- 4) Using hot glue and glue gun, adhere the invite to the dowels.
- 5) Roll up dowels and seal with ribbon.









Once Upon A Time...

You were invited to a murder mystery party.

After the mysterious disappearance of Cinderella, Prince Charming is throwing a ball to find a new wife. Some of the Kingdom residents question how the prince could move on so quickly, while others are jumping at the chance to earn their spot as the new princess in the castle.

As the evening escalates, a killing occurs in the palace ... leaving you to write the final chapter.

Will you finger a devious dwarf who may know too much? A sinister stepsister who has worn out her welcome. Or perhaps a pouting princess who is plotting to win the heart of the Prince Charming.

In a kingdom where jealousy, betrayal and deception are common story lines, it will be up to you to find the felon so that everyone can live happily ever after.

Please Join Us for this Timeless Tale of Treachery and Treason in a Kingdom Far, Far Away.



The Grand Ball will be held on

Please be sure to arrive between the hours of

and

The castle in located at

Please R.S.V.P to

Once &pon 🖪 Murder



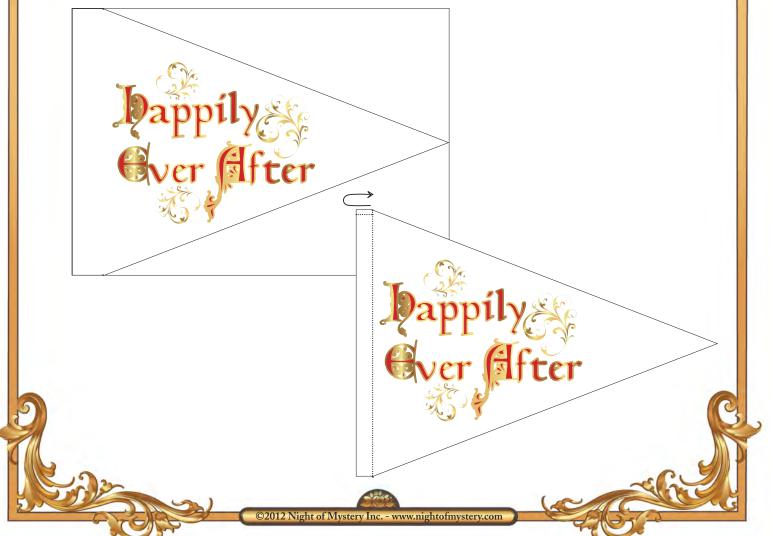
Making Flags for Your Castle

What you will need:

- Iron-on transfer paper (found at local craft or office supply store)
- An iron
- White felt
- Large wooden dowels for your flag poles
- White thread and needle or sewing machine

How to make the flags:

- Print out the following page onto the iron-on transfer paper. (You will not need to reverse the image, as it is already reversed.)
- Trim out fabric so that your design fits comfortably within the triangular, flag space (as shown below).
- Iron on design.
- Fold the additional left hand fabric in half to create a sleeve.
- Sew where you see dotted lines below to form sleeve for flagpole and/or dowel.
- Insert wooden dowel for pole and mount .





CREATE YOUR OWN CASTLE, SIGNS OR BACKDROP!

Once Ipon 🖪 Murder





- Styrofoam (cheapest if found in large sheets at a hardware/ home improvement store)
- Wood burning tool (found at craft stores~ \$10)

no not Feed Thee Alligators



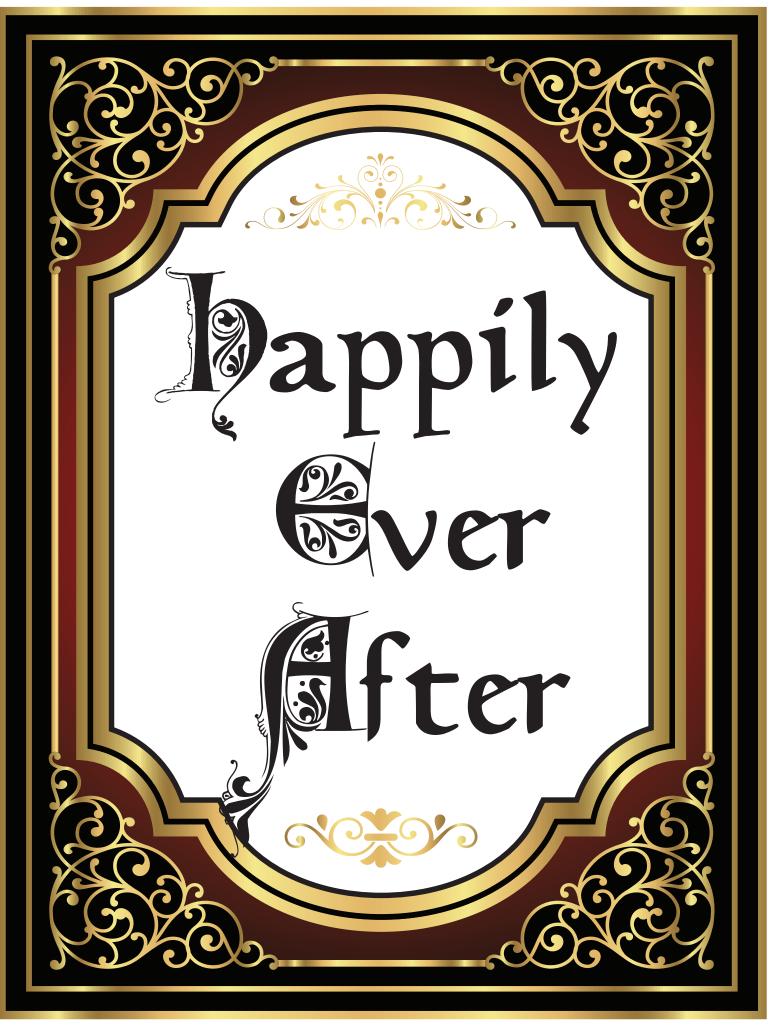
- Grey latex or spray paint
- Black spray paint
- Black paint

HOW TO MAKE YOUR CASTLES, SIGNS, ETC.

- Use a permanent marker to design the type, decoration, cracks, etc. that you will want on your wall, sign, etc.
- Next, take the wood burning tool and burn where you have drawn in your details.
- Paint the styrofoam with the grey paint. Note: if you are using spray paint, do not hold the can too close to the styrofoam.
- With the black paint, paint in the details where you have burned. You may want to water down the black paint to seep into the cracks.
- Hold the spray paint at a 90 degree angle to the surface and coat the surface VERY LIGHTLY with the paint, just enough for the piece to look aged and weathered.
- You can: attach your fabric with pins or thumbtacks to "dress it up", add a drawbridge with wooden planks, add chains to your drawbridge by creating a paper chain out of black construction paper, etc. If you need to adhere pieces of styrofoam together, you can use liquid nails (also found at home supply store).

©2012 Night of Mystery Inc. - www.nightofmystery.com











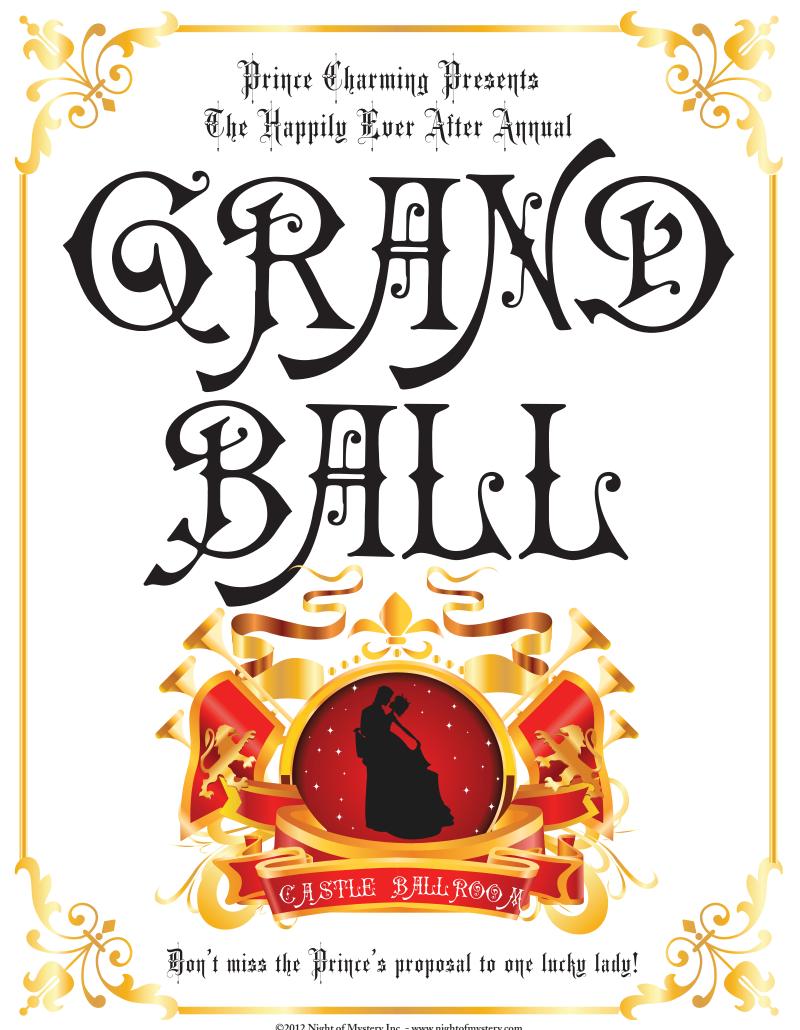
©2012 Night of Mystery Inc. - www.nightofmystery.com





©2012 Night of Mystery Inc. - www.nightofmystery.com









Information leading to the apprehension of the culprit responsible for Cinderella's disappearance.



Information must come first hand to Prince Charming himself. Sharing information with others will void reward.



Culprit and anyone aiding the culprit will be guilty of treason and be banished from the kingdom.



Prologue

6

Chapter One

Chapter Ewo

6

