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With their high school career coming to an end, the students of Mayhem High find themselves battling it out over grades, popularity, affection, class rankings and what they all have been focused on for years... who will be awarded the prom king and queen title?

Will it be the class president who is looking to extend his reign past the student council? The pompon captain who has used her moves to land more than a prom court nomination? Or possibly the math team captain who is desperate to make his name in something other than the math team.

As the night unfolds, the royalty will be rewarded and an innocent life will be claimed.

From the preppie to the punk rocker, the spaz to the stud, the jock to the jilted all are suspected although only one is to blame. Can you find the culprit in this crazy madness that is filled with neon, naughtiness and narcissistic behavior?



Join These Totally Tubular Teens and Far Out Faculty For a Night Of Mullets and Mayhem.



Thank you for choosing Totally Rad 80s Prom Gone Bad

We are confident you will find this comprehensive packet to provide everything 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 among 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. Totally Rad 80s Prom Gone Bad 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.

SPECIAL NOTE: Totally Rad 80s Prom Gone Bad is a mystery adapted from another Night of Mystery party -- Horror at Homecoming. If you have played Horror at Homecoming, or want to in the future, we would not suggest this as a party choice for you. All of the elements of the mystery are the same, the theme is the only thing that varies. Any questions or concerns, please email info@nightofmystery.com.

How To Host Without Knowing the Murderer

We realize that part of the fun of throwing the party is playing along. If you choose to host WITHOUT knowing who the murderer is, this is easier than ever with the virtual materials. Simply follow these directions so that you can avoid any spoilers.

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



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.
- Because this party is dependent on a minimum number of people showing up, you may want to determine ahead of time which guests are attending before assigning characters.
 - It is recommended that you send out the general invite 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 assume a different role, unlisted identity after the murder. Also listed in their first set of objectives is to, "fall down dead when they hear a loud bang."
- The victim after "death": If Principal Simpson is not assigned, the victim will assume this role after they have "died." As host, you will share the Principal's dossier with the victim, via private chat, after the victim has died.
- Which characters can I play without and not ruin the mystery? Information include in the mystery.
- If you have eliminated the investigator for your party, then the victim will play the role of Principal Simpson for the second half of the party. Following the "death," the victim will get up and the host can then explain that there will be an investigator for the second half (which will be the victim). The victim/investigator will then receive their new dossier via private chat from the host. Once received, the victim/Principal will open their pdf and read the "investigation directions" to the crowd. Since the investigator's main role is based after the murder, it is ok if the investigator is eliminated from the first half of the party and only plays the second half. Additionally, the victim does not know who killed them or why, so the victim can assume the role of the investigator for the second half.
- As host, who should I be? This is really a personal decision for you. Since it is their party, some hosts choose to be a main role. However, some hosts choose a more secondary role so that they can more fully attend to their hosting duties. *See Hosting Timeline further in host guide to get a better indication of all that you will need to do the night of the party.
 - **Ideas for assigning couples:** Information included in the mystery materials.



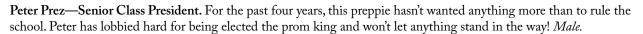


With 15-20 guests: 6-7 male characters, 6-7 female characters, 3-6 gender-neutral characters.

With 10-15 guests: 3-5 male characters, 4-6 female characters, 3-4 gender-neutral characters.

With 8-12 guests: 3-4 male characters, 4-5 female characters, 1-3 gender-neutral characters.

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



Sarah Social—Senior Class Vice-President. A valley girl at heart, Sarah is responsible for, like, planning ALL the details of the prom, and making sure things go exactly according to plan—her plan! *Female*.

Debbie Taunte—Senior Class Treasurer. Spoiled to the bone, this wealthy woman has a way with money and a way of using it to get whatever she wants! *Female*.

Clerical Katie—Senior Class Secretary. Harboring more than the class records, Katie's spaz-tastic personality will stop at nothing to make sure she does not get overlooked...again! *Female*.

Bobby Backer—Jock. As the leader of the Ravens baseball team, Bobby has made several enemies by using his influence to get what he wants! *Male*.

Sally Spirit—Cheerleader. After Sally's recent split with Bobby, it is hard to say if she wants him back or wants revenge. *Female*.

Kevin Catcher—Baseball Player. With his grades falling and chances at college slim, many underestimate Kevin and his abilities. *Male*.

Cindy Sensational—Class Sweetheart. Cindy has captured everyone's heart, including her boyfriend, Kevin Catcher. With such a sweet demeanor, are Cindy's actions genuine or just an act? *Female*.

Gabby Backer—Gossip. As Bobby's twin sister, Gabby is tired of living in the shadows of her over-achieving brother. For once, Gabby is looking to make her own way at the dance! *Female*.

Larry Lefty—Outcast. Misunderstood and moody, Larry is one of the overlooked players on the baseball team—but he refuses to be ignored tonight! *Male*.

J.J. Smart—Valedictorian. A real smarty pants, J.J. has been the head of the class since first grade. With acceptance to Harvard on the line, this individual will make sure it stays that way. *Male or female*.

Dolly Dancer—Pompon Captain. As the cheerleader's arch rival, Dolly has danced her way into the heart of Bobby Backer and intends to stay there. *Female*.

Ryan Rocker—Punk Rocker. As the cheerleader's date, Ryan is attending for Sally's support...but could his hard rocking lifestyle be too much for everyone to handle? *Male*.

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

Principal Simpson—Principal of Mayhem High. As newly appointed principal, the principal wants to set and enforce high academic and social standards – but at what cost? *Male or female.*

V.P. Patterson—Vice Principal. The second-in-command, V.P. has a lot to prove (and hide) if they plan to continue on in their leadership position. *Male or female*.

Dr. Talk—School Counselor. In charge of advising and counseling the students, Dr. Talk may have more knowledge than they let on. *Male or female*.

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

Coach Walters—Baseball Coach. With a chance to win a state baseball championship, Coach Walters is very motivated to make certain they meet all of their goals...at any costs! *Male or female. A*

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



Virtual Host Duties



Invite your guests and get an accurate guest count!

- You can use the downloadable invite provided by Night of Mystery.
- Order your materials from Night of Mystery!

Create a virtual meeting on a video conferencing site, such as Zoom.

- NOTE: During the COVID-19 crisis, Zoom is offering free meeting rooms.

Email your guests their part information:

- Their character packet PDF
- The information to be able to join your virtual meeting -- a link or a login and password.

Have your guests print out their character packet, preferably ahead of time.

- They will want to staple it together, then review the first four pages of their document, making sure not to read the rest of the packet. There are clear instructions and dividers showing where to stop reading.
- This dossier will have background information on the party scenario, their character and more!
- If your guests are unable to print out their character packet, they can also access the pdf on a device during the party.
- However, in this case, they will need two devices (one to access the pdf and one to access the party via the video conferencing site) at the time of the party.

At party time, you (the host) will want to have access to these files on your computer:

- Virtual Backgrounds to share with your guest
- Principal Simpson's dossier, if Principal Simpson is not already assigned to someone.
- Evidence PDF
- Solution PDF
- Each Award PDF
- These files are all included with your downloads, but you will share them with members of your group the night of the party via your room.

The night of the party, your guests will need:

- Ability to access your video conferencing room via a device (phone, computer, tablet, etc.).
- Their character packet
- Ideally, this is already printed out, but could also be as a pdf on a device other than the device they are using to log into the party.
- A pen or pencil, to write their final accusations and to take notes (if desired).

The host will also need:

• A copy of the host timeline and Zoom Room Directions (for reference) and the tally sheet to keep track of who guessed the correct murderer and the winners for best actor/actress (optional).

Host Timeline

What to do and when



- Give simple directions on how to: rename your screen to your character name, turn off sound notifications in chat, and upload your virtual backgrounds, if desired.
- Have Sarah Social turn her page in her dossier and read the Introduction aloud to the guests.
- Guests then turn their pages, mingle and complete objectives.
- Have Sarah Social announce the the prom king and prom queen.
- · Victim discreetly informs you that they are done with their objectives via private chat
- Arrange to share a black screen over Zoom. (Victim will fall down dead.)
- When screens reappear, point out who fell down, and create chaos over your victim!
- Principal Simpson will alert everyone to stay calm. **If Principal Simpson has been eliminated, you will do
 this step as host.
- If Principal Simpson has been eliminated, you will now send the dossier for Principal Simpson to the victim via email, or over the chat function. **Make sure to send it only to the victim and NOT the whole group. There is a dropdown menu within the chat function that allows you to select who you will send it to.
- Have Principal Simpson turn their next page in their dossier and read the investigation instructions aloud. **If Principal Simpson has been eliminated, you will explain that the victim will now be assuming the role of Principal Simpson, the investigator.
- In instructions, guests are directed to turn their pages in their packet.
- Guests investigate one another using their information, evidence and objectives they have now uncovered in their packet. **Private chat is encouraged to be used some at this point.
- Principal Simpson will inform you that they have completed their investigation privately through chat. When everyone has settled down, let the principall know that they can proceed.
- Have Principal Simpson get everyone's attention, then they will turn their next page which will describe
 the evidence that was uncolvered.
- · As host, you will then attach the evidence PDF file in the chat function for everyone to be able to see.
- After everyone has had time to review the evidence, the guests will fill out their accusation forms. If
 some of your guests have not printed out their materials, have them write their accusations on a piece of
 paper. ** If you are also voting on best dressed, you might want to have everyone stand up and show off their
 outfit before casting votes.
- Once everyone has written down their guesses, have everyone share who they are accusing and why, BEFORE the solution is read.
 - While guests are reading their accusations, use tally sheet to tally the results.
 - Message Principal Simpson the solution (via private chat) and have them read it aloud to the guests.
 - Present awards.

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As another school year comes to a close, there is no other event to commemorate a great high school career than the prom! **Among those who have already purchased their tickets for the dance are:**

Peter Prez—Senior Class President. For the past four years, this preppie hasn't wanted anything more than to rule the school. Peter has lobbied hard for being elected the prom king and won't let anything stand in the way!

Sarah Social—Senior Class Vice-President. A valley girl at heart, Sarah is responsible for, like, planning ALL the details of the prom, and making sure things go exactly according to plan—her plan!

Debbie Taunte—Senior Class Treasurer. Spoiled to the bone, this wealthy woman has a way with money and a way of using it to get whatever she wants!

Clerical Katie—Senior Class Secretary. Harboring more than the class records, Katie's spaz-tastic personality will stop at nothing to make sure she does not get overlooked...again!

Bobby Backer—Jock. As the leader of the Ravens baseball team, Bobby has made several enemies by using his influence to get what he wants!

Sally Spirit—Cheerleader. After Sally's recent split with Bobby, it is hard to say if she wants him back or wants revenge.

Kevin Catcher—Baseball Player. With his grades falling and chances at college slim, many underestimate Kevin and his abilities.

Cindy Sensational—Class Sweetheart. Cindy has captured everyone's heart, including her boyfriend, Kevin Catcher. With such a sweet demeanor, are Cindy's actions genuine or just an act?

Gabby Backer—Gossip. As Bobby's twin sister, Gabby is tired of living in the shadows of her over-achieving brother. For once, Gabby is looking to make her own way at the dance!

Larry Lefty—Outcast. Misunderstood and moody, Larry is one of the overlooked players on the baseball team—but he refuses to be ignored tonight!

J.J. Smart—Valedictorian. A real smarty pants, J.J. has been the head of the class since first grade. With acceptance to Harvard on the line, this individual will make sure it stays that way.

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Coach Walters—Baseball Coach. With a chance to win a state baseball championship, Coach Walters is very motivated to make certain they meet all of their goals...at any costs!

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

CONGRATS

J.J. Smart & Cindy Sensational

These seniors received acceptance into their top choices for college in the fall.

Congrats to both students!

And the nominees

After weeks of campaigning, the seniors voted and the representatives chosen for prom court are:

Peter Prez & Debbie Taunte

Bobby Backer & Dolly Dancer

Kevin Kicker & Cindy Sensational

Alan Algebra & Sally Spirit

Don't Forget To Vote!



Most Likely To...

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

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

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

...Become the Next Politician: Alan Algebra. He has to be one smooth talker to get from dork to the prom court!

Sample Character Description (taken from another mystery)



As the bank owner in the town of Deadwood, you do business with many of the people in the town and also some of the participants of the Deadwood Poker Tournament. One of your foremost clients is Harry High-Stakes (the Deadwood Saloon owner). In order to get the saloon established and operating in it's first year, you have loaned Harry a substantial amount of money. Although the saloon appears to be doing very well, you are uncertain why Harry is continually delinquent and sometimes misses his payments on his loan. Just last month, Harry was late again on his payment and you warned him that you will have to put his saloon into foreclosure if he cannot repay the money he owes on the loan by next month. You suspect that Harry is throwing the Deadwood Poker Tournament in order to get enough money so that he can repay his debt. This will be an important week to see if you will gain your money back from Harry's loan or if you will gain control over the saloon.

Because Harry is such a difficult and delinquent client, you hope that you will gain control over the saloon. If the saloon becomes the bank's property, you speculate that you may have a very wealthy buyer in Montgomery Money, an investor from the East. Because of Montgomery's reputation, you are certain that you will make a healthy profit off of selling the saloon to Montgomery and he will be consistent and reliable when making his loan payments.

In addition to all the excitement of the tournament, your bank was held up at gun point. Banker Bonnie (your wife) was watching the bank over the noon hour while you were meeting with Harry about his payments. Because of the high ante for the poker tournament, you are convinced that the robber must have been a gambler who was trying to accumulate enough money to pay for the entry fee. Since you view Sheriff Sam (the sheriff) as a very lazy individual, you plan on taking matters into your own hands when it comes to finding the culprit of the bank robbery and bringing them to justice! In addition, you do not believe that Sheriff Sam is a moral character as well. Just this past week, you saw Sheriff Sam taking money from Harry High-Stakes. While you do not know the details of the transaction, the secretive nature in which the money was exchanged suggests that it was not for an honest reason.

As the Deadwood Poker Tournament Party quickly approaches, you are looking forward to attending for a few reasons. First, the party will be a perfect place for you to talk business with Montgomery Money about his intentions on investing in the saloon if your bank gains control of it. Second, you plan to figure out which one of the poker players may have robbed your bank and you plan to bring them to justice! And lastly, by the end of the night, you will know whether Harry will have enough money to pay off his debt to you or if the saloon will be yours!

Acting and Dressing Your Part: As the bank owner of Deadwood, you are a businessman first. Your bank and your money come before everything, including your wife Bonnie. Since you will be using the party to for business matters, you will want to dress dignified for the night. Consistent with the times, you may consider a button down shirt, vest, ascot and hat (bowler, derby, slouch, gambler or other). Popular of the time period, you may also consider adding in facial hair. For more ideas on how to dress and a glossary of wild western words and phrases to use at the party, please see www.nightofmystery.

Sample Objectives Sheet For Beginning of Party (taken from another mystery)





Banker Bob

Objectives At The Start Of The Party

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

- Tell Harry High-Stakes (the saloon owner) that you need the money he owes to the bank by tomorrow or the bank will have to retake the saloon.
- If asked, insist that you may have to foreclose on the saloon if Harry High-Stakes doesn't make enough money by hosting the tournament.
- Tell XXXX that you may have a business proposition for him depending on how the evening turns out.
- Ask Sheriff Sam (the sheriff) if he has any leads on who robbed your bank earlier this week.
- Question some of the gamblers to see what they were doing during the noon hour earlier this week when the bank was robbed.
- Ask Jesse Wales and Black Barbara (two outlaws) why they are in town this week.
- When asked about your wife's actions, insist she can do as she pleases! (But be secretly concerned.)
- If Banker Bonnie questions your relationship, insist that you are only trying to provide a better life for her.
- If anyone approaches you with information about your bank robbery, question their sources and motives.

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Sample Objectives Sheet For After The Murder (taken from another mystery)



MURDER AT THE DEADWOOD SALOON =

Banker Bob

Things You Know:

This is information not known to many-and possibly only YOU.
Use it wisely in your scheming and bribery or hide it to help
maintain your innocence.

- You are about to foreclose on the Deadwood Saloon if Harry High-Stakes (the saloon owner) cannot repay his debt to you.
- Earlier this week, you XXXX handing XXXXX money. For what reason, you are not sure.
- Earlier tonight, you witnessed XXXXX, talking to XXXXXXX.

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!

- Find the murderer while maintaining your innocence.
- Ask XXXX how much money the killer is paying him to keep his mouth shut. (XXXXX is known to take bribes.)
- Accuse XXXXX of bribingXXXXXX so he will not be found guilty of murder. If XXXXX denies it, find out the real reason he is bribing XXXXX.
- If asked, admit the saloon will go to XXXXXX if XXXXX is found guilty of murder and put in jail.
- If anyone has information on XXXXX, find out what they know. You may have to pay them to get their information.
- Defend XXXX publicly, but question her privately on her ties to XXXXXX.
- If XXXX threatens to XXXXXX, question where she will get the XXXXXXX.

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Sample Evidence (taken from another mystery)

EXHIBIT A

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

Notes: Found to be the cause of death.





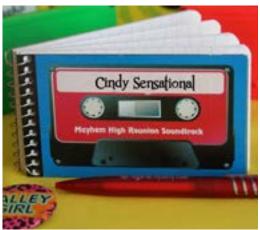
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Included in the following pages are ideas and designs to help you create fun and authentic materials that are easy to make for your Totally Rad 80s Prom Gone Bad.





















Included are designs for: Tickets • Ballots • Posters • Photo props • investigator notebooks • Food Labels • And More!

More Party Planning Resources

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

**These resources are formatted for an in-person murder mystery party and may or may not be compatible with a virutal party.

TotallyRad80sPromGoneBad.com

Simply type in totallyrad80spromgonebad.com and it will take you to the "Party Tips" section of Night of Mystery dedicated to giving you the best ideas for decoration, costumes, hosting tips, etc. for THIS MYSTERY!!! Be sure to explore the "Hosting Tips" section of this was well!

"All The Extras" supplement

Check out the supplement that is filled with designs, posters, ideas, etc.

Our Pinterest page

Get ideas and how-tos on theme-centric decorations, food, etc. Be sure to "Follow Us" to get the latest and greatest pins that we add to the boards!

http://www.pinterest.com/nightofmystery/totally-rad-80s-prom-gone-bad/

Flickr Albums

Check out pictures from other host and hostesses from your mystery theme! See how much fun others had throwing this theme and get ideas for your own mystery party. http://www.nightofmystery.com/photos/TR8

Visit us on Facebook!

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

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

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

This has been just a sampling of what you will receive when you purchase

TOTALLY RAD 805 PROM GONE BAD

The Virtual Materials includes:

- A Host Guide— A complete how-to of throwing your party which includes directions on assigning characters, directing the party, what to expect, general guidelines for using the party in a video conferencing site, and preparing for your virtual party.
- **Designed Invitations** that you can customize with the details of your party.
- **Virtual Backgrounds** Included are a number of images you can set on your screen to help set the moos for your party!
- A Schedule of the Night— A step-by-step breakdown of how the night will go. (Included in the host's guide.)
- Individualized Character Dossiers for Each Character—these are complete with all of the background information your guests will need to start the night, as well objectives for each character to achieve at each stage of the game.
- An Introduction— to be read to the guests upon arrival (included in one of the character's dossier).
- Evidence more clues that will be presented towards the end of the night. This evidence will help your guests solve the mystery and find the murderer.
- **Solution** a detailed description of the what and why the murder happened including who the murderer is.
- "Who Dunnit" Cards— to allow your guests to guess the murderer and to vote for the most animated character and best outfit.
- **Award Certificates** to be awarded to the best costume, the most theatrical guest, the player with the most money at the end of the night and to each of the guests that solve the murder.
- Party Printables and Extras— directions, templates and designs to help you plan for your party.

All of our parties come in the form of a professionally designed pdf. Immediately after completing your order, you will be able to create an account using the email you used when purchasing in order to login to our backend Once in your account, you will have the ability to download your party (including optional emailable invitations for your guests) for sixty days after your purchase. If you forget your password, you can request a new password be sent to your email. By having our games online as instant downloads, we are able to satisfy even the most urgent need for a party.

