

Intro File

Night of
Mystery

HO HO
HOMICIDE

A night of North Pole Naughtiness!

With the Christmas season well on its way, everyone at the North Pole is working hard to make this a holiday to remember. Despite the efforts of the arctic inhabitants, productivity is at an all-time low, upsetting many and putting Santa's legacy at stake.

Desperate for a change, there are many who are willing to do almost anything to increase efficiency and restore peace at the North Pole.

But only one who will go too far and commit an act of murder in this mystical place.

Will it be the audacious elf who believes they could run the workshop better? The remorseful reindeer ready to hide their secrets? Or possibly the unwavering wife who will do anything to protect her family through any ordeal?

As you join together for a holly, jolly Christmas party you will mingle with magical guests. In the end, you will need to decipher between the evil and the innocent, the righteous and the responsible, the naughty and the nice.

To ensure that the Christmas legacy continues unchanged, you will be called upon to employ your sleuthing skills to make certain that the criminal is caught!

You won't want to miss this
Holly, Jolly Christmas Folly!

Thank you for choosing HO HO Homicide

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 your guests will be talking about 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 ensures 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 do not know who murdered them. Ho Ho Homicide 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.

choosing the Right version:

Versions available: 6-8 guests, 8-12 guests, 10-15 guests, 15-20 guests, 20+ guests.

Gender Counts:

With 20 guests: 7+ male, 6+ female, 7+ gender-neutral.

With 15-20 guests: 7 male, 4-6 female, 4-7 gender-neutral.

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

With 8-12 guests: 3-4 male, 0-2 female, 5-6 gender-neutral.

With 6-8 guests: 1 male, 5-7 gender-neutral.

Can I upgrade or downgrade between versions after purchase? Unfortunately, you cannot. With the exception of moving from the 15-20 guest version to the 20+ version, upgrading between mysteries is not an option, which is why we encourage getting an accurate guest count before purchasing.

How do I get an accurate guest count? 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 and other party information.

You can download an invite at: <http://www.nightofmystery.com/invitations>

Is this mystery suitable for youths and/or church groups? Yes. There is reference to drinking eggnog, but it is explained in the materials that eggnog has "disorienting effects" for reindeer."

Night of
Mystery

ASSIGNING CHARACTERS

- **As host, you will need to decide upon a character for each of your guests.** The easiest way to assign the characters is to read the character descriptions and match each character with the guest you feel suits that particular character the best. They will be listed in this host's guide, along with a sheet that will help you assign the characters best to your guests.
- **Is there a set character list?** Yes. You will not be able to pick and choose which characters are included with your mystery. This intro file has the guests listed for the 15-20 guest version. If you are curious about specifically which characters will be included with your purchase, you can email support@nightofmystery.com to inquire about that information ahead of purchase.
- **WHO CAN I ELIMINATE WITHOUT RUINING THE MYSTERY?** Information in mystery purchase.
- **Because this party is dependent on a minimum number of people showing up,** you need to determine ahead of time which guests are attending before assigning characters.
- **An accurate guest count is important.** It is recommended that you send out the general invite with an RSVP date of two weeks before the party. After your guests RSVP positive, you can send them their character sheet and other party information.
- **You can download an invite at:** <http://www.nightofmystery.com/invitations>
- **After purchase, you will not be able to “upgrade” or “downgrade” your party to the next level, *so an accurate guest count is imperative.*** **There is an upgrade when moving from the 15-20 guests version to the 20+ guest version for purchase on the site, but the 15-20 guest version is the only version where the upgrade works.
- **The killer will not know they are the murderer until they open their second envelope at the party.**
- **The victim will not know they are the victim until they get to the party.** The victim will not have a list of objectives for after the murder. Also listed in their first set of objectives is to, “fall down dead when the lights go off.”
- **The victim after “death”:** 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..
- **As host, who should I be?** Information in mystery purchase.
 - **Ideas for assigning couples:** Information in mystery purchase.
 - **Different versions for this mystery:** We have Adult, LGBT - Male, LGTB - Female, Female, Clean and Virtual versions.

Some Frequently Asked Questions:

Can I run this as a first-time host? First-time hosts need not be wary. Night of Mystery parties have everything you need to throw a successful party and are designed to be easy-to-run.

CAN I PLAY ALONG WITHOUT KNOWING WHO THE VICTIM AND/OR MURDERER ARE? OF COURSE! Unlike some other mystery parties, we have designed our materials so that the hosts can play along! As host, you will read the host's guide in full to ensure that you are setting the game up correctly WITHOUT letting you know who the murderer is! If you wish to know the murderer, you can simply read the solution.

Will a murder happen AT the party? YES again! We found this adds to the excitement, intrigue, and fun of the party! It's another reason why we are a stickler for "no spoilers on social media" – we can't have pictures of the victims for fear of ruining the intrigue for others!

How can I pick the "right" party theme? We always recommend you pick the theme that you are most passionate about hosting and/or you believe your guests will be most excited about coming to! We do our best to accommodate multiple sizes within each party theme to accommodate that.

- If having specific gendered roles is important to you, please see the gender counts for the version you plan on ordering.
- Additionally, if you are worried about a mystery being too racy, please see our clean versions.
- If specific characters within a mystery are important to you, reach out to support@nightofmystery.com and we can let you know (specifically) which characters are included with the version you are considering.

Can I run this with my business and/or group organization? With a business license, you can run these mystery parties with your organized group and/or business. Please see our FAQ for more information on business licenses.

Do you come and run the party? We do not. Our services are in providing YOU with everything you need to throw your party in your own home or venue. IF you have a desire for someone else to run your party, please see our resources page for party planners who have purchased our business license and are licensed to run our parties in your area.

A Note about Social Media: While we LOVE to see your fun parties – and often highlight and cross-promote those who tag us – we can't have anyone posting pictures of spoilers! This includes, but is not limited to, pictures, videos, or mentions of the victim, murderer, and/or pertinent clues in the game. Since spoiler posts create a calculated loss of business, you can be liable to pay the calculated loss of sales upon discovery of the violation. So keep it fun, crazy, and show us your best spoiler-free content!!! **And don't forget to tag us after! #nightofmystery**

How does this work? All of our parties come as a professionally designed 50-125 page pdf. Immediately after completing your order, you will be able to re-login to your account using the username and password you established in the purchasing process. Once in your account, you can download your party (including optional emailable invitations for your guests) for 120 days.

Night of
Mystery

Characters for Clean and Original Versions

With 20+ guests: At least 7 male characters, 6 female characters, 7 gender-neutral characters.

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

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

With 8-12 guests: 3-4 male, 0-2 female, 5-6 gender-neutral.

With 6-8 guests: 1 male, 5-7 gender-neutral.

Santa Claus—Leader of North Pole Operations. With the changing times, Santa has a lot to do to keep up with the current state of the world AND make sure his legacy lives on untainted.

Mrs. Claus—Santa's Wife. As matriarch of the North Pole, the Mrs. is worried about some of her husband's decisions and may have to exert her power to get her way!

Connie Claus—Santa's Daughter. Connie is the heir apparent but someone without a lot of Christmas Spirit in her heart. Will her spoiled attitude ruin her chances to inherit the kingdom and legacy her father has built?

Kris Kringle—Santa's Protégé. Hand-picked to marry Santa's daughter and take over North Pole operations, Kris is filled with kindness, generosity and a business sense worthy of running the North Pole. The only thing Kris is missing is the affection of Connie.

Jingle—Head Elf. Groomed from adolescence to be Santa's right-hand man, Jingle oversees every aspect of the North Pole operations and events. He is the elf the others answer to.

Jangle—Elf. In charge of toy-designing, Jangle has a knack for making plans that some may see as outdated. Is Jangle's time in the workshop up or is there another reason for the lacking toy production?

Snappy—Elf. As Santa's official list maker, Snappy is responsible for reading the correspondence that comes into and out of the North Pole. There is rarely a request that Snappy has not heard... until this year.

Spanky—Elf. While children around the world are familiar with Santa's "naughty and nice" list, few realize that Spanky also makes an identical list for the inhabitants of the North Pole. Spanky will take charge if anyone steps out of line.

Bouncy—Elf. In charge of the reindeer, Bouncy is allowed to care for the animals, but that is where their decisions end.

Blinky—Elf. While Blinky considers himself the hardest working elf in the factory, there are others who would tell you different. It is hard to tell if Blinky's diligent behavior is intended to help boost toy production or aimed at his goal of becoming the next 'head elf.'

Ivy—Elf. Filled with a vengeance, Ivy has vowed to find the reindeer that ran over her husband and make them pay for his pain.

Holly—Elf. As Jingle's main squeeze, Holly has used her position to her advantage— even when it angers others.

Sparky—Elf. Tired of always being a worker-elf, Sparky is ready to use their wits and resources to promote their position.

Rudolph—Reindeer. With his position on the sleigh guaranteed, Rudolph has not been living up to his potential and testing his boundaries.

Dasher—Reindeer. As the fastest reindeer, Dasher's speed prevents him from being removed from the sleigh... unless he is found guilty of something terrible!


Cupid—Reindeer. The belle of the barn, Cupid is a sucker for true love and appears to be more worried about her beau's position on the sleigh than her own.

Vixen—Reindeer. Smitten by power and intrigued by position, Vixen will do anything to remain Rudolph's girlfriend... as long as he remains on the sleigh.

Blitzen—Reindeer. A committed team player, Blitzen simply wants to see the sleigh team get faster to ease Santa's worries.

Dusty—Reindeer. With his sights set on joining Santa's sleigh team, Dusty has worked hard to prove themselves a worthy reindeer. However, it will take an opening on the sleigh for Dusty to be in!

Holiday Wishes—North Pole postmaster. In charge of communications, Holiday often uses their position to collect data as well as deliver it.



Night of
Mystery

Characters for All-Female Version

With 20+ guests: 13+ female characters and 7+ gender-neutral characters.

With 15-20 guests: 11-13 female characters and 4-7 gender-neutral characters

With 10-15 guests: 6-8 female and 4-7 gender-neutral characters.

With 8-12 guests: 4-7 female and 4-5 gender-neutral characters.

With 6-8 guests: 1 female and 5-7 gender-neutral characters.

Mrs. Claus—Santa's Wife. As matriarch of the North Pole, Mrs. Claus is worried about some of Santa's decisions and the Mrs. may have to exert her power to ensure Santa's legacy lives on untainted! *Female.*

Candy Cane—Mrs. Claus' Assistant. In charge of the North Pole menu, this helper is more than a cook. With talk of changes, Candy is working double-time to make sure her sweetness is one that Mrs. Claus savors. *Female.*

Connie Claus—Santa's Daughter. Connie is the heir apparent but someone without a lot of Christmas spirit in her heart. Will Connie's spoiled attitude ruin her chances to inherit the kingdom and legacy her father has built? *Female.*

Kristy Krangle—Santa's Protégé. Kristy was hand-picked to learn the trade and take over North Pole operations alongside Connie Claus. Kristy is filled with kindness, generosity and a business sense worthy of running the North Pole, but will she ever see the opportunity to showcase her talents? *Female.*

Jingle—Head Elf. Groomed from adolescence to be Santa's right-hand elf, Jingle oversees every aspect of the North Pole operations and events and is the elf to whom others answer to. *Female.*

Jangle—Elf. In charge of toy-designing, Jangle has a knack for making plans that some may see as outdated. Is Jangle's time in the workshop up or is there another reason for the lacking toy production? *Female or male.*

Snappy—Elf. As Santa's official list maker, Snappy is responsible for reading the correspondence that comes in and goes out of the North Pole. There is rarely a request that Snappy has not heard... until this year. *Female or male.*

Spanky—Elf. While children around the world are familiar with Santa's "naughty and nice" list, few realize that Spanky also makes an identical list for the those working at the North Pole. Spanky will take charge if anyone steps out of line. *Female or male.*

Bouncy—Elf. In charge of the reindeer, Bouncy is allowed to care for the animals, but that is where Bouncy's decisions end. *Female or male.*

Blinky—Elf. While Blinky considers herself the hardest working elf in the factory, there are others who would tell you different. It is hard to tell if Blinky's diligent behavior is intended to boost toy production or aimed at her goal of becoming the next "head elf." *Female.*

Ivy—Elf. Filled with a vengeance, Ivy has vowed to find the reindeer who ran over her husband and make them pay for his pain. *Female.*

Sparky—Elf. Tired of always being a worker-elf, Sparky is ready to use their wits and resources to promote their position. *Female or male.*

Rudy—Red-Nosed Reindeer. With her position on the sleigh team guaranteed, Rudy has not been living up to her potential and testing her boundaries. *Female.*

Dasher—Reindeer. As the fastest reindeer, Dasher's speed prevents her from being removed from the sleigh.... unless she is found guilty of something terrible! *Female.*

Cupid—Reindeer. As one of the slower reindeer, Cupid appears to be looking for solutions that will ensure she remains a member of the sleigh team. *Female.*

Vixen—Reindeer. Smitten by power and intrigued by position, it is hard to say if Vixen will honor her friendships or her alliances. *Female.*

Blitzen—Reindeer. A committed team player, Blitzen simply wants to see the sleigh team get faster to ease Santa's worries. *Female or male.*

Prancer—Reindeer. Worried about changes in sleigh personnel, this reindeer has done everything they can to stay on the good side of everyone. But is it enough? *Female or male.*

Dusty—Reindeer. With her sights set on joining Santa's sleigh team, Dusty has worked hard and proven herself a worthy reindeer. However, it will just take an opening on the sleigh for Dusty to be in! *Female.*

Holiday Wishes—North Pole Postmaster. In charge of communications, Holiday often uses their position to collect data as well as deliver it. *Female or male.*

Night of
Mystery

Characters for LGBT-Male Version

With 20+ guests: At least 13 male characters, 7 gender-neutral characters.

With 15-20 guests: 11-13 male characters, 4-7 gender-neutral.

With 10-15 guests: 5-8 male, 5-7 gender-neutral.

With 8-12 guests: 3-6 male, 5-6 gender-neutral.

With 6-8 guests: 1 male, 5-7 gender-neutral.

Santa Claus—Leader of North Pole Operations. With the changing times, Santa has a lot to do to keep up with the current state of the world AND make sure his legacy lives on untainted. *Male.*

Marty Claus—Santa's Husband. As the maternal figure of the North Pole, Marty Claus is worried about some of his husband's decisions and may have to exert his power to get his way! *Male.*

Connor Claus—Santa and Marty's Son. Connor is the heir apparent but someone without a lot of Christmas spirit in his heart. Will his spoiled attitude ruin his chances to inherit the kingdom and legacy his father has built? *Male.*

Kris Kringle—Santa's Protégé. Hand-picked to marry Santa's son and take over North Pole operations, Kris is filled with kindness, generosity and a business sense worthy of running the North Pole. The only thing Kris is missing is the affection of Connor. *Male.*

Jingle—Head Elf. Groomed from his adolescence to be Santa's right-hand man, Jingle oversees every aspect of the North Pole operations and events. He is the elf to whom others answer to. *Male.*

Jangle—Elf. In charge of toy-designing, Jangle has a knack for making plans that some may see as outdated. Is Jangle's time in the workshop up or is there another reason for the lacking toy production? *Male or female.*

Snappy—Elf. As Santa's official list maker, Snappy is responsible for reading the correspondence that comes in and goes out of the North Pole. There is rarely a request that Snappy has not heard... until this year. *Male or female.*

Spanky—Elf. While children around the world are familiar with Santa's "naughty and nice" list, few realize that Spanky also makes an identical list for the those working at the North Pole. Spanky will take charge if anyone steps out of line. *Male or female.*

Bouncy—Elf. In charge of the reindeer, Bouncy is allowed to care for the animals, but that is where their decisions end. *Male or female.*

Blinky—Elf. While Blinky considers himself the hardest working elf in the factory, there are others who would tell you different. It is hard to tell if Blinky's diligent behavior is intended to boost toy production or aimed at his goal of becoming the next 'head elf.' *Male.*

Ivan—Elf. Filled with a vengeance, Ivan has vowed to find the reindeer who ran over his husband and make them pay for Ivan's loss. *Male.*

Hector—Elf. As Jingle's main squeeze, Hector has used his position to his advantage—even when it angers others. *Male. Spoiled, lazy and undedicated, this character is good at making up excuses and using his personal relationships to gain an advantage.*

Sparky—Elf. Tired of always being a worker-elf, Sparky is ready to use their wits and resources to promote their position. *Male or female.*

Rudolph—Reindeer. With his position on the sleigh team guaranteed, Rudolph has not been living up to his potential and testing his boundaries. *Male.*

Dasher—Reindeer. As the fastest reindeer, Dasher's speed prevents him from being removed from the sleigh.... unless he is found guilty of something terrible! *Male.*


Cupid—Reindeer. The beau of the barn, Cupid is a sucker for true love and appears to be more worried about his boyfriend's position on the sleigh than his own. *Male.*

Vixen—Reindeer. Smitten by power and intrigued by position, Vixen will do anything to remain Rudolph's boyfriend... as long as Rudolph remains on the sleigh team. *Male.*

Blitzen—Reindeer. A committed team player, Blitzen simply wants to see the sleigh team get faster to ease Santa's worries. *Male or female.*

Dusty—Reindeer. With his sights set on joining Santa's sleigh team, Dusty has worked hard and proven himself a worthy reindeer. However, it will just take an opening on the sleigh for Dusty to be in! *Male.*

Holiday Wishes—North Pole Postmaster. In charge of communications, Holiday often uses their position to collect data as well as deliver it. *Male or female.*



Night of
Mystery

Characters for LGBT-Female Version

With 20+ guests: At least 13 female characters and 7 gender-neutral characters.

With 15-20 guests: 11-13 female characters and 4-7 gender-neutral characters.

With 10-15 guests: 5-8 female and 5-7 gender-neutral characters.

With 8-12 guests: 3-6 female and 5-6 gender-neutral characters.

With 6-8 guests: 1 male and 5-7 gender-neutral characters.

Santina Claus—Leader of North Pole Operations. With the changing times, Santina has a lot to do to keep up with the current state of the world AND make sure her “Santa” legacy lives on untainted. *Female.*

Mrs. Claus—Santina’s Wife. As matriarch of the North Pole, Mrs. Claus is worried about some of Santina’s decisions and may have to exert her power to get her way! *Female.*

Connie Claus—Santina’s Daughter. Connie is the heir apparent but someone without a lot of Christmas spirit in her heart. Will Connie’s spoiled attitude ruin her chances to inherit the kingdom and legacy her mother has built? *Female.*

Kristy Krangle—Santina’s Protégé. Hand-picked to marry Santina’s daughter and take over North Pole operations, Kristy is filled with kindness, generosity and a business sense worthy of running the North Pole. The only thing Kristy is missing is the affection of Connie. *Female.*

Jingle—Head Elf. Groomed from her adolescence to be Santina’s right-hand elf, Jingle oversees every aspect of the North Pole operations and events. Jingle is the elf to whom others answer to. *Female.*

Jangle—Elf. In charge of toy-designing, Jangle has a knack for making plans that some may see as outdated. Is Jangle’s time in the workshop up or is there another reason for the lacking toy production? *Male or female.*

Snappy—Elf. As Santina’s official list maker, Snappy is responsible for reading the correspondence that comes in and goes out of the North Pole. There is rarely a request that Snappy has not heard... until this year. *Male or female.*

Spanky—Elf. While children around the world are familiar with Santina’s “naughty and nice” list, few realize that Spanky also makes an identical list for the those working at the North Pole. Spanky will take charge if anyone steps out of line. *Male or female.*

Bouncy—Elf. In charge of the reindeer, Bouncy is allowed to care for the animals, but that is where their decisions end. *Male or female.*

Blinky—Elf. While Blinky considers herself the hardest working elf in the factory, there are others who would tell you different. It is hard to tell if Blinky’s diligent behavior is intended to boost toy production or aimed at her goal of becoming the next ‘head elf.’ *Female.*

Ivy—Elf. Filled with a vengeance, Ivy has vowed to find the reindeer who ran over her wife and make them pay for her pain. *Female.*

Holly—Elf. As Jingle’s main squeeze, Holly has used her position to her advantage—even when it angers others. *Female.*

Sparky—Elf. Tired of always being a worker-elf, Sparky is ready to use their wits and resources to promote their position. *Male or female.*

Rudy—Reindeer. With her position on the sleigh team guaranteed, Rudy has not been living up to her potential and testing her boundaries. *Female.*

Comet—Reindeer. As the fastest reindeer, Comet’s speed prevents her from being removed from the sleigh.... unless she is found guilty of something terrible! *Female.*

Cupid—Reindeer. The belle of the barn, Cupid is a sucker for true love and appears to be more worried about her girl-friend’s position on the sleigh than her own. *Female.*

Vixen—Reindeer. Smitten by power and intrigued by position, Vixen will do anything to remain Rudy’s girl-friend... as long as Rudy remains on the sleigh team. *Female.*

Blitzen—Reindeer. A committed team player, Blitzen simply wants to see the sleigh team get faster to ease Santina’s worries. *Male or female.*

Dusty—Reindeer. With her sights set on joining Santina’s sleigh team, Dusty has worked hard and proven herself a worthy reindeer. However, it will just take an opening on the sleigh for Dusty to be in! *Female.*

Holiday Wishes—North Pole Postmaster. In charge of communications, Holiday often uses their position to collect data as well as deliver it. *Male or female.*



Night of
Mystery

HOSTING TIPS

- Information included with Mystery Purchase.

Making the Invitations

Before the party, each guest must receive three things: (1) the invitation, (2) the Holiday Times newsletter and (3) their character description. *Instructions on how to do so included with the mystery.*

Preparing the Materials For the Party

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

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

In the (B) envelopes place: the full-sheet objective sheet for each character which has objectives for after the murder happens. **In addition, place the following: Information with mystery purchase.**

- In an envelope place the Evidence Presentation. Label it as “Evidence.”
 - Place the solution in a sealed envelope and label it “Solution.”
 - Keep copies of the introduction, the investigation instructions, the “evidence envelope,” and the “solution envelope” in a convenient location so you can hand them out throughout the night as guests need them.
 - Make enough copies of the accusation sheets for the number of guests you have coming. Cut the pages along the dashed lines.

Night of
Mystery

- Most likely, the length of the party will take 2-4 hours. The party length will depend on a number of factors, including the number of guests, if you are serving dinner, how well your guests mingle, etc.
- The party may be longer if you choose to serve dinner, although much of the mingling done during Stage 2 may be done at the dinner table as well.
- Because the party is not pre-scripted, but set up in stages, as host it is important to observe the guests' behavior and move onto the next stage when you feel it is most appropriate. This will give everyone enough time to enjoy all aspects of the party and enable it to move along at an enjoyable pace.

Stage One: The Guests Arrive

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

Stage Two: Introduction

- After all of the guests have arrived, hand Santa Claus the Introduction and have him read it aloud to everyone.
- Have time for guests to mingle and complete their objectives.
 - This may require 30-60 minutes depending on how well your guests know each other.
 - If serving dinner, this may be a good time for dinner to be served.

Stage Three: Murder & Investigation

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

Stage Four: Evidence Presentation

- When guests have settled down again, Spanky has collected all of their evidence and you feel as though most people have completed their objectives, hand Spanky the evidence packet so that they can present the findings of the evidence at the crime scene to the guests.
- It is best if the evidence is then laid on a table so that everyone may see it.
- Give your guests additional time to review the evidence. You may want to make multiple copies of the evidence so that it can be seen by everyone.
 - Hand out the 'Who Dunit' answer sheets and ask everyone to complete them and hand them back to you during this time.

Stage Five: The Solution

- When all the 'Who Dunit' sheets are handed in, ask Spanky to read the solution aloud to the guests.
 - Using the tally sheet included, calculate who the winners are and award the certificates.

Night of
Mystery

Holiday Times

HOLLY, JOLLY CHRISTMAS PARTY!

To celebrate the season and spread Christmas cheer, the Holly, Jolly Christmas party has been planned and promises to be an event that you WILL NOT forget! Among others, you are destined to find the following guests spreading Christmas cheer!

Santa Claus—Leader of North Pole Operations. With the changing times, Santa has a lot to do to keep up with the current state of the world AND make sure his legacy lives on untainted.

Mrs. Claus—Santa's Wife. As matriarch of the North Pole, the Mrs. is worried about some of her husband's decisions and may have to exert her power to get her way!

Connie Claus—Santa's Daughter. Connie is the heir apparent but someone without a lot of Christmas Spirit in her heart. Will her spoiled attitude ruin her chances to inherit the kingdom and legacy her father has built?

Kris Kringle—Santa's Protégé. Hand-picked to marry Santa's daughter and take over North Pole operations, Kris is filled with kindness, generosity and a business sense worthy of running the North Pole. The only thing Kris is missing is the affection of Connie.

Jingle—Head Elf. Groomed from adolescence to be Santa's right-hand man, Jingle oversees every aspect of the North Pole operations and events. He is the elf the others answer to.

Jangle—Elf. In charge of toy-designing, Jangle has a knack for making plans that some may see as outdated. Is Jangle's time in the workshop up or is there another reason for the lacking toy production?

Snappy—Elf. As Santa's official list maker, Snappy is responsible for reading the correspondence that comes in and goes out of the North Pole. There is rarely a request that Snappy has not heard... until this year.

Spanky—Elf. While children around the world are familiar with Santa's "naughty and nice" list, few realize that Spanky also makes an identical list for the inhabitants of the North Pole. Spanky will take charge if anyone steps out of line.

Bouncy—Elf. In charge of the reindeer, Bouncy is allowed to care for the animals, but that is where their decisions end.

Blinky—Elf. While Blinky considers himself the hardest working elf in the factory, there are others who would tell you different. It is hard to tell if Blinky's diligent behavior is intended to help boost toy production or aimed at his goal of becoming the next 'head elf.'

Ivy—Elf. Filled with a vengeance, Ivy has vowed to find the reindeer who ran over her husband and make them pay for his pain.

Holly—Elf. As Jingle's main squeeze, Holly has used her position to her advantage—even when it angers others.

Sparky—Elf. Tired of always being a worker-elf, Sparky is ready to use their wits and resources to promote their position.

Rudolph—Reindeer. With his position on the sleigh guaranteed, Rudolph has not been living up to his potential and testing his boundaries.

Dasher—Reindeer. As the fastest reindeer, Dasher's speed prevents him from being removed from the sleigh team... unless he is found guilty of something terrible!

Cupid—Reindeer. The belle of the barn, Cupid is a sucker for true love and appears to be more worried about her beau's position on the sleigh than her own.

Vixen—Reindeer. Smitten by power and intrigued by position, Vixen will do anything to remain Rudolph's girlfriend... as long as he remains on the sleigh team.

Blitzen—Reindeer. A committed team player, Blitzen simply wants to see the sleigh team get faster to ease Santa's worries.

Dusty—Reindeer. With his sights set on joining Santa's sleigh team, Dusty has worked hard to prove himself a worthy reindeer. However, it will take an opening on the sleigh for Dusty to be in!

Holiday Wishes—North Pole Postmaster. In charge of communications, Holiday often uses their position to collect data as well as deliver it.

Activities:

- * Gingerbread house assembly workshop tonight in the kitchen.
- * Caroling will convene at the town center followed by hot chocolate in Santa's den.
- * Reindeer games meet at the barn at sundown.

Weather:

Cold. Snowy, with more snow on the way. **Caution:** Roads will be icy!



Memo from Santa

I think you are all aware of the growing population and need for continued growth in the workshop. I will be reviewing our processes to make sure we are running as efficiently as possible. Expect some changes this season!

Reindeer Speeds:

Dasher:	85 mph
Cupid:	77 mph
Vixen:	80 mph
Blitzen:	82 mph
Rudolph:	72 mph
Dusty:	85 mph

NUTRITION WARNING

Eggnog has been found to cause disorientation in reindeer when consumed in large quantities. For this reason, reindeer are prohibited from drinking eggnog other than at special, supervised occasions.

New Face in North Pole

Straight from the mainland, Santa has recruited Kris Kringle, a young, businessman to work as an intern at the North Pole. While some speculate that Kris may one day take over as Santa, others feel he is simply here to give business advice.

Accident Suspect Still on the Loose

Following a tragic accident last week, Daffy Elf remains in a coma in the infirmary. Daffy was on his way home when he was run over by a reindeer. Hard at work, Jingle Elf is doing his best to investigate the situation and find the guilty party. On Santa's command, the culprit responsible will have their flying privileges revoked, thus ending any chance of making or participating as a member of Santa's sleigh team. While it is a heavy price to pay, some (especially Ivy Elf, Daffy's wife) feel that it is not nearly enough!



Sample Character

From Another Mystery

Banker Bob

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.com and murderatthedeatthewoodssaloon.com



Sample Objectives

From another mystery



OBJECTIVES

Banker Bob

Objectives At The Start Of The Party

- 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

From another mystery



OBJECTIVES

Banker Bob

Things You Know:

- 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.

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OBJECTIVES

Banker Bob

Objectives After The Murder:

- 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 bribing XXXXXXX 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 XXXXXXX 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 XXXXXXX.
- If XXXX threatens to XXXXXXX, question where she will get the XXXXXXX.

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Night of
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HO HO
HOMICIDE

Sample Evidence

From another mystery

EXHIBIT F

Description: Picture turned over by XXXXXX.

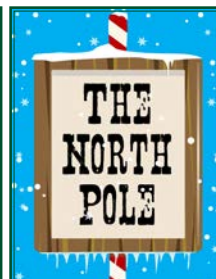
Notes: Picture taken of XXXXX earlier tonight.



Night of
Mystery

All the Extras

Included with your mystery are ideas and designs to help you decorate your North Pole with fun and authentic materials that are easy to make (pictured here).



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!!!**

HOHOHomicide.com

Simply type in HoHoHomicide.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/ho-ho-homicide/>

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. Find the Ho Ho Homicide gallery at: www.nightofmystery.com/photos-HHH/

visit us On Facebook!

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

Follow us On Instagram!

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

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

Once your party is thrown, please let us know how 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!

Night of
Mystery



This has been just a sampling
The complete package includes:

- ☐ **Host Guide**— A complete how-to of throwing your party which includes directions on preparing the invitations, assigning characters and preparing for the party.
- ☐ **Schedule of the Night**— A step-by-step breakdown of how the night will go.
- ☐ **Introduction**— to be read to the guests upon arrival.
- ☐ **Designed Invitations**— that you can customize with the details of your party.
- ☐ **Digital Invitations**— that you can customize with the details of your party. *Available on site.*
- ☐ **Holiday Times Newsletter**— to be sent with the invitations, it includes background information on the happenings surrounding the party and the guests coming to the party.
- ☐ **Character Sheets**— full descriptions of the characters, including costuming and acting tips.
- ☐ **Character Objective Sheets** —this includes objectives for each character to try to achieve at each stage of the game in order to uncover evidence and find the murderer.
- ☐ **Name Tags**
- ☐ **Fake Money**— to be distributed to guests and used in the party for scheming and bribery.
- ☐ **Evidence** — more clues to be distributed and presented during the second half of the night.
- ☐ **Solution**— a detailed description of who the murderer is, why the murder happened, and the clues that led to the outcome.
- ☐ **“Who Dunit” Cards**— for guests to guess the murderer, and vote for best costume and best actor.
- ☐ **Award Certificates**— for best costume, best actor, most money, and super sleuths.
- ☐ **Party Extras!!!**— Printable designs to help you make authentic and original decorations to enhance your party! (See previous pages for more information.) Coming soon!

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

