



AND MYSTERY AS YOU MOURN THE LATE MR. BODDY.

A known millionaire, Mr. Boddy is a man of great wealth, of which you hope to gain an inheritance from - but only if you are brave enough to attend the reading of his will. Even though foul play was indicated in his death, the culprit has yet to be brought to justice... and the killer is likely to strike again!

Was it Mrs. White in the conservatory with the candlestick? Colonel Mustard in the kitchen with the cleaver? Or perhaps Professor Plum in the parlor with the poison?

As one of the deceased's confidants or family members, it is your help that is need-ed to piece together his mystifying death, while avoiding being the victim of yet another murder at the will reading.

USE CAUTION IN CONSIDERING YOUR INVOLVEMENT IN THIS GATHERING, FOR AS LIKELY AS IT IS THAT YOU WILL WALK AWAY WITH A GREAT DEAL OF INHERITANCE, YOU ARE JUST AS LIKELY TO NOT WALK OUT AT ALL!



Night of Myster

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7'0"	THANK YOU FOR CHOOSING	7'0"
6'10"	A CLUELESS MURDER	6'10"
6'8"	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.	6'8"
6'6"	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	6'8"
6'4"	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	6'4"
6'2"	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	6'2"
6'0"	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 will not know who murdered them. A Clueless Murder is certain to be a hit with all of	6'0"
5'10"	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	5'10"
5'8"	you will be surprised at how well they do. SPECIAL NOTE: A Clueless Murder is a mystery adapted from another Night of Mystery party	5'8"
5'6"	A Clueless Murder. If you have played A Clueless Murder, 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.	5'6"
5'4"	HOW TO HOST WITHOUT KNOWING THE MURDERER	5'4"
5'2"	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	5'2"
5'0"	instructions, it will ensure you that you are setting up the party correctly while being able to fully participate!	5'0"
4'10"	Second, even if you avoid places where the murderer is identified, the mystery materials will give you clues, added information, etc. so we suggest you refrain from reading the mystery materials if desiring to play along.	4'10"
4'8"	There are only two places in the mystery materials that will tell you who the murderer is: (1) In the solution. It will be separated into a different file AND flagged with a cover page to	4'8"
4'6"	tell you not to read it. The name itself is not highlighted, rather usually listed within the text and amongst a lot of other text so there is little chance of "accidentally" seeing it when you are printing it off. If you still do not trust yourself, have someone else print it out and put it in the solution envelope.	4'6"
4.4	(2) It is listed in that guest's secrets in their "B" materials. Since we cannot tell you which character to "not read," since that too would give it away, you will want to avoid reading the	4'4"
4'2"	character's "B" information but your own. Again, it is not highlighted or bolded, but if you do not trust yourself, you may want to have someone else stuff the envelopes.	light of
3'0"		Night of Mystery

7'0" —	ASSIGNING THE	7'0"
6'10"	CHARACTERS	6'10"
6'8"	• 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.	6'8"
6'6"		6'8"
6'4"	 Because this party is dependent on a minimum number of people showing up, it is important to get an accurate guest count before ordering and/or 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. 	6'4"
6'2"	You can download an invite at: http://www.nightofmystery.com/invitations.php	6'2"
	The killer will not know they are the murderer until they open their second envelope at the	
6'0"	party.	6'0"
5'10"	• 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."	5'10"
5'8"	• 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	5'8"
5'6"	can also assume that identity if they so choose. *If Officer Indigo is not assigned, the victim will assume this role after they have "died."	5'6"
5'4" —	• Which characters can I play without and not ruin the mystery? If you are short of 20 guests, the game can be played without the following characters: This information is included with party purchase.	5'4"
5'2"	• If you have eliminated the investigator for your party, then the victim will play the role of	5'2"
5'0"	Officer Indigo for the second half of the party. Following the "death," the victim will get up and the host can then explain that there will be an investigator for the second half (which will be the victim). The victim/investigator will then read the "investigation directions" to the	5'0"
4'10"	crowd. You will have prepared the investigator's "b envelope," so the guest will know what to do next and how to proceed. Since the investigator's main role 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	4'10"
4'8"	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.	4'8"
4'6"	• 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	4'6"
4'4" —	guide to get a better indication of all that you will need to do the night of the party.	4'4"
4'2"	Ideas for assigning couples: Information included with mystery purchase.	112"

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3'0" -

7'0" —	Guest totals: With 20-80 guests: at least 6 male characters, 8 female characters, 6 gender neutral. With 15-20 guests: 6 male, 7-8 female, 2-6 gender-neutral.	7'0"
6'10"	With 10-15 guests: 4-5 male, 5-6 female, 1-4 gender-neutral. With 8-12 guests: 3 male, 4-5 female, 1-4 gender-neutral. With 6-8 guests: 3 male, 3 female, 0-2 gender-neutral. **** Not all characters will be included with smaller versions of the party.	6'10"
6'8" —	Miss Scarlet – Mr. Boddy's Ex-wife. A man-izing ex-wife and business partner of the late Mr. Boddy. She has had her flings over the years, but can anyone ever really replace her first true love? Female.	6'8"
6'6" —	Mrs. Peacock – Mr. Boddy's Widow. As Mr. Boddy's current wife and mother of his three children, has Mrs. Peacock outgrown the 'perfect' marriage with the 'perfect' husband? <i>Female</i> .	6'8"
6'4" —	Lady Lavender – Mr. Boddy's Eldest Daughter. Lady Lavender was daddy's little girl, but as she got older, Lady Lavender didn't always do as daddy would have liked. <i>Female</i> .	6'4"
6'2" —	Mrs. White – Mr. Boddy's Daughter. The oldest of the twins, Mrs. White tried to gain daddy's attention and affection by marrying the perfect male heir. <i>Female</i> .	6'2"
6'0" —	Mr. White – Mr. Boddy's Son-In-Law. Upon marriage, Mr. White was accepted into the family business and he has been moving up the ranks quickly ever since. Could he have wanted more from Mr. Boddy than the marriage of his daughter? <i>Male</i> .	6'0"
5'10"—	Ms. Teal – Mr. Boddy's Daughter. The youngest of Mr. Boddy's twin daughters, Ms. Teal has been stirring up family trouble since birth. <i>Female</i> .	5'10"
5'8" —	Madame Rose – Mr. Boddy's Sister. Madame Rose has been living off of Mr. Boddy's wealth for years. Can she afford her lifestyle now that Mr. Boddy is gone? Or will it only improve Female.	5'8"
3 9	Pierre Pink – Mr. Boddy's Nephew. Pierre Pink is expecting to inherent millions—is he as misguided as his mother? <i>Male</i> .	2.9
5'6" —	Dr. Orchid – Family Psychologist. The secrets Dr. Orchid knows are on the most personal and intimate level feelings that some may kill for! <i>Male or female</i> .	5'6"
5'4" —	Mr. Black – Butler. As Mr. Boddy's long term, devoted personal servant for over twenty years, there is little that he does not know about Mr. Boddy, or his dying wishes. <i>Male</i> .	5'4"
5'2" —	Yvette – Maid. Her service over the years is something that she feels MUST be rewarded. Female.	E1011
5'0" —	Monsieur Gray – Chauffeur. Born and raised at Mystery Manor, Monsieur Gray's parents were the maid and butler for the Boddy family. Upon death, Monsieur Gray isn't expecting much from Mr. Boddy, for that is what he felt he got through all the years. <i>Male</i> .	5'2"
	Chef Tangerine – Cook. Chef Tangerine knows not only what is brewing in the kitchen, but also the rest of the manor. <i>Male or female</i> .	
4'10"	Ron Burgundy – Pool Boy. A more recent employee acquired by Mrs. Peacock. Ron Burgundy was hired to keep the pool, amongst others, in tip-top shape. <i>Male</i> .	4'10"
4'8" —	Professor Plum – Mr. Boddy's Attorney. Mr. Boddy kept them busy with all of his legal issues, including revisions to his will, even on his dying day. <i>Male or female</i> .	4'8"
4'6" —	Colonel Mustard – Mr. Boddy's Closest Friend. Appearing out of nowhere, Mr. Boddy's long lost friend has come to honor his confidant's memory, while others question a hidden agenda. <i>Male</i> .	4'6"
4'4" —	Officer Indigo – Detective. Officer Indigo has some hot leads on who the murderer may be and they all lead to this gathering. <i>Male or female</i> .	4'4"
	Miss Peach – Mr. Boddy's Personal Assistant. The question is, how personal was their relationship? Female.	
4'2" —	Reverend Green – Mr. Boddy's Accountant. Reverend Green managed all of Mr. Boddy's personal and business accounts. Could how he handled the books over the years determine the wealth that is left? <i>Male or female.</i>	112"
3'0" —	Sam Silver – Art Buyer. Mr. Boddy's go-to associate with knowledge of the art world. Did Mr. Boddy depend on Sam Silver for more than their advice? <i>Male or female</i> .	light of Mystery

\perp	HOSTING TIPS	
	 Have masking tape and/or chalk, if you want your investigator to outline the body after "death." 	
	• Since the victim will take on the role of Officer Indigo after the murder, you may want to have something prepared for them for the second half of the party to help identify that guest as the	
	investigator. In this case, the victim will assume the role of Officer Indigo (a detective), so you might consider having a badge, handcuffs, etc. for them. (Optional)	
	MAKING THE INVITATIONS	
	Before the party, each guest must receive three things: (1) the invitation, (2) the memoriam and (3) their character description.	
	THE PRINT OPTION:	
	THE INVITATION	
П	To make the invitations, first input your party details into the invite page.	Т
	• Print out, double-sided the number of invites that you need. Fold each invite in half.	
	• Invite should fit nicely into an A9 invitation envelope (5 3/4" x 8 3/4").	
	THE MEMORIAM	\perp
	This will provide information on the other guests at the party.	
	CHARACTER DESCRIPTION	
	• You need to assign each guest a character to play at the party. (See the previous sections.)	
	** Print Invite, Memoriam, and Character Descriptions will be found in the Mystery Materials Document.	
	THE DOWNLOAD AND EMAIL OPTION:	
	 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: www.nightof-mystery.com/invitations.php 	
	** Downloadable invites with Memoriam, and Character Descriptions will be avail-	
\dashv	able in your account after purchase.	
\perp		ight

\top	• Have the guests' nametags, bundle of money and their (A) envelopes available for them.	\top
	STAGE 2: INTRODUCTION	
	 After all the guests have arrived, hand Professor Plum the introduction and have them read it to everyone. 	
	 Have time for guests to mingle and complete their first round of 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 3: WILL READING, MURDER & INVESTIGATION	
	• When guests start to settle down and you are sure the victim has completed all of their objectives, gather everyone together for the reading of the will.	
	Hand Professor Plum the copy of the will and have them read it to the guests.	
	• Just after Professor Plum finishes reading the will, arrange for the lights to go off and a cap gun to be shot off or a loud noise to sound.	
"	• When the lights come back on, the victim will be dead and Officer Indigo will instruct every- one of the investigation that is about to take place.	
	• Give Officer Indigo tape, so that they can outline the body. *If the Officer character has been eliminated, as host, you can outline the body before they get up.	
	• As host, hand everyone their second (B) envelope and explain that this envelope contains new information and objectives to complete now that the murder has occurred. *If Officer Indigo was eliminated, you can now give the victim the role of the officer, along with the officer's (B) enve-	
	lope.	
	STAGE 4: EVIDENCE PRESENTATION	
	When guests have settled down again, and you feel as though most people have completed	
+	their objectives, hand Officer Indigo the evidence packet you have prepared so that they can present the findings of the evidence at the crime scene to the guests.	+
77	• 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.	
,	Hand out and ask everyone to fill out the 'Who Dunnit' answer sheets during this time.	
	STAGE 5: THE SOLUTION & AWARDS	
	 When all the 'Who Dunnit' sheets are handed in, hand Officer Indigo the Solution 1 envelope and ask them to read it aloud to the guests. 	
	 After the officer finishes reading it, hand Professor Plum the Solution 2 envelope and ask them to read it aloud to the guests. 	
7	• Using the tally sheet included, calculate who the winners are and award the certificates.	

In Loving Memory MR. BODDY

Arrogant Millionaire • Questionable Father • (Un) Loving Husband • Unappreciative Employer



It is with longing and regret that we say goodbye to one of the most successful businessmen and prominent millionaires, Mr. Boddy. The passing of Mr. Boddy is due to an unfortunate event, Mr. Boddy was slain at his own estate.

At the young age of twenty, Mr. Boddy lost his uncle AND Mr. Boddy inherited his millions. Mr. Boddy then grew his money exponentially over the years by making a name for himself in the business world of art collecting and distributing. Over the years, his gallery has grown to house one of the finest art collections in the world.

As far as the case of his death, "Mr. Boddy was willfully slain by someone he had no reason to fear and he had perfect confidence in." said Officer Indigo, the crime scene investigator. The evidence in this case is very inconclusive and suggests various motives for who the killer may be. Authorities say that this is a case in which the true evidence cannot possibly be deciphered and the killer revealed by any other than the victim's closest friends and relatives.

In respect for the timeless Mystery Manor and Mr. Boddy's memory, Mr. Boddy's Attorney, Professor Plum, has asked that the investigation be postponed until family and friends have had a chance to gather and to pay tribute to Mr. Boddy at Mystery Manor. This gathering will take place at the will reading of the late millionaire. Among those who survived Mr. Boddy are:

Miss Scarlet – Mr. Boddy's Ex-wife. As fiery and feisty as her name suggests, Mr. Boddy's man-izing ex-wife and business partner has had her flings over the years, but can anyone ever really replace her first true love?

Mrs. Peacock—Mr. Boddy's Widow. As Mr. Boddy's current wife and mother of his three children, Mrs. Peacock has proven more than once you can't cage a free bird.

Lady Lavender – Mr. Boddy's Eldest Daughter. Lady Lavender was daddy's little girl, but as she got older, the "Lady" didn't always do as daddy would have liked.

Mrs. White – Mr. Boddy's Daughter. The oldest of the twins, Mrs. White tried to gain daddy's attention and affection by marrying the perfect male heir – Mr. White!

Mr. White – Mr. Boddy's Son-In-Law. Upon marriage, Mr. White was accepted into the family business and he has been moving up the ranks quickly ever since. Could he have wanted more from Mr. Boddy than the union to his daughter?

Ms. Teal – Mr. Boddy's Daughter. The youngest of Mr. Boddy's twin daughters, this tenacious twin has been stirring up family trouble since birth.

Madame Rose – Mr. Boddy's Sister. Madame Rose has been living off of Mr. Boddy's wealth for years. Can the Madame afford her lifestyle now that Mr. Boddy is gone? Or will it only improve...

Pierre Pink – Mr. Boddy's Nephew. Pierre Pink is expecting to inherent millions—is he as misguided as his mother?

Dr. Orchid – Family Psychologist. The secrets Dr. Orchid knows are on the most personal and intimate level... feelings that some may kill for!

Chef Tangerine – Cook. With hints of fruitiness, this chef knows not only what is brewing in the kitchen, but also the rest of the manor.

Yvette – Maid. Her service over the years is something that she feels MUST be rewarded.

Mr. Black – Butler. As Mr. Boddy's long term, devoted personal servant for over twenty years, there is little that he does not know about Mr. Boddy, or his dying wishes.

Monsieur Gray - Chauffeur. Born and raised at Mystery Manor, Monsieur Gray's parents were the maid and butler for the Boddy family. Moody and unassuming, Monsieur Gray isn't expecting much from Mr. Boddy, for that is what he felt he got through all the years.

Ron Burgundy – Pool Boy. A more recent employee acquired by Mrs. Peacock (Mr. Boddy's wife). Ron was hired to keep the pool, amongst others, in tip-top shape.

Professor Plum – Mr. Boddy's Attorney. This dignified and subdued counselor was kept busy with all of Mr. Boddy's legal issues, including revisions to his will, even on his dying day.

Colonel Mustard – Mr. Boddy's Closest Friend. Appearing out of nowhere, Mr. Boddy's long lost friend has come to honor his confidant's memory, while others question the colonel's hidden agenda.

Officer Indigo – Detective. Officer Indigo has some hot leads on who the murderer may be... and they all lead to this gathering.

Miss Peach – Mr. Boddy's Personal Assistant. Miss Peach works hard to be as innocent as her name suggests, but the real question is, how personal was their relationship?

Reverend Green – Mr. Boddy's Accountant. A retired person of the cloth, this minister found their true calling in the fields of green – money, that it. Could how the reverend handled the books over the years determine the wealth that is left?

Sam Silver – Art Specialist. Mr. Boddy's go-to associate with knowledge of the art world, this confidant has just as much flare as their name suggests. However, did Mr. Boddy depend on Sam Silver for more than their artistic advice?



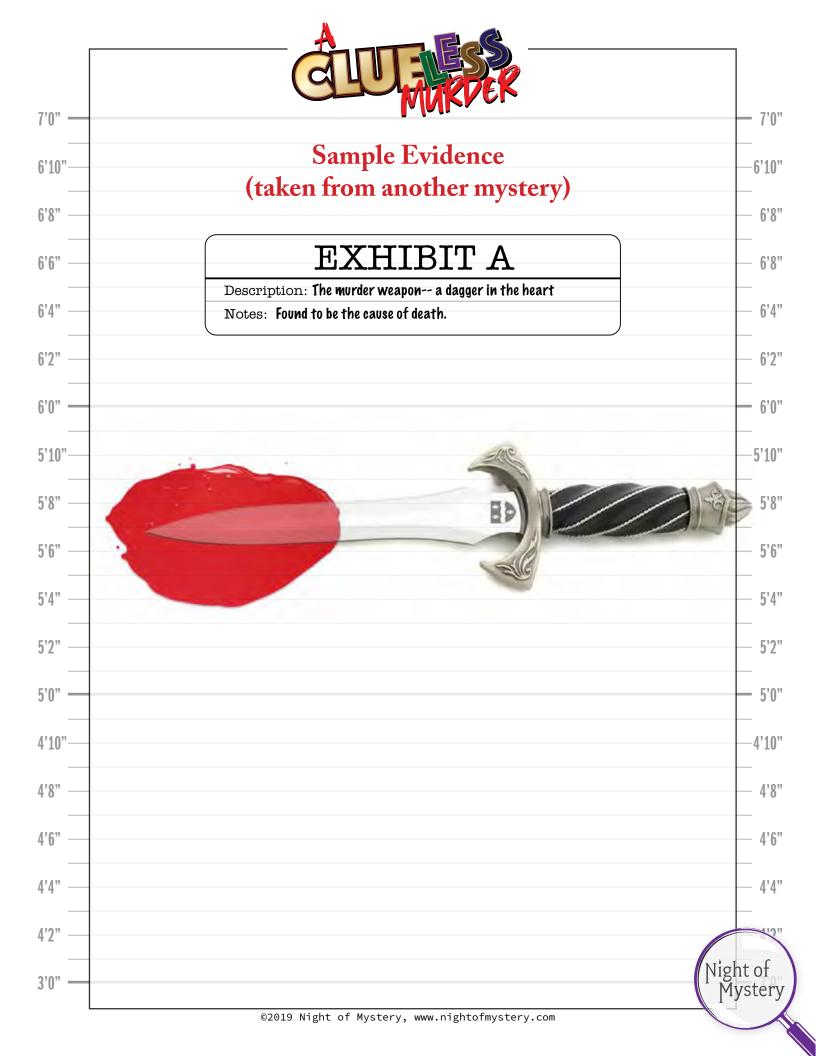
10"————————————————————————————————————	Sample Character Description (taken from another mystery) Banker Bob As the bank owner in the town of Deadwood, you do business with many of the people in the town and also some of the participants of the Deadwood Poker Tournament. One of your foremost clients 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	6
8" 6" 4" 2"	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	
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	are certain that you will make a healthy profit off of selling the saloon to Montgomery and he will be	5
17	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	
77	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.	4
0"	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!	4
7	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	
7	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 glossery of wild western words and phresses to use at the party places are writty.	
	how to dress and a glossary of wild western words and phrases to use at the party, please see www. nightofmystery.com and murderatthedeadwoodsaloon.com	ght o



_	Sample Objectives Sheet For Beginning of Party	
10"	(taken from another mystery)	6'1
8"	murder at the deadwood saloon acce	6'
5"		6'
."	Banker Bob	6'
77	Objectives At The Start Of The Party	67
77	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!	6'
0"	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.	5'1
77	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.	5'
77	Tell Montgomery Money (an investor) that you may have a business proposition for him depending on how the evening	5'
77	 turns out. Ask Sheriff Sam (the sheriff) if he has any leads on who robbed your bank earlier this week. 	5'
"	Question some of the gamblers to see what they were doing during the noon hour earlier this week when the bank was robbed.	5'
077	Ask Jesse Wales and Black Barbara (two outlaws) why they are in town this week.	5'
0"	When asked about your wife's actions, insist she can do as she pleases! (But be secretly concerned.)	4'1
"	If Banker Bonnie questions your relationship, insist that you are only trying to provide a better life for her. If	4'
"	If anyone approaches you with information about your bank robbery, question their sources and motives.	4'
"		4'
"	©2019 Night of Mystery Inc www.nightofmystery.com	Night of



"10"	(taken from another mystery)	6'10'
3'8"	murder at the deadwood saloon acc	6'8'
6'6"		6'8'
3'4"	Banker Bob	6'4'
3'2"	Things You Know: This is information not known to many-and possibly only YOU.	6'2'
"0"	Use it wisely in your scheming and bribery or hide it to help maintain your innocence.	6'0'
"10"	You are about to foreclose on the Deadwood Saloon if Harry High-Stakes (the saloon owner) cannot repay his debt to you. Fortion this week you say Harry High Stakes (the saloon owner)	5'10'
3'8"	Earlier this week, you saw Harry High-Stakes (the saloon owner) handing Sheriff Sam (the sheriff) money. For what reason, you are not sure.	5'8'
'6"	Earlier tonight, you witnessed Banker Bonnie (your wife), talking to Black Barbara (an outlaw).	5'6
'4"	Objectives After The Murder:	5'4
	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!	
'2"	Find the murderer while maintaining your innocence.	5'2
'0"	Ask Sheriff Sam how much money the killer is paying him to keep his mouth shut. (Sam is known to take bribes.)	5'0
'10"	Accuse Harry High-Stakes of bribing Sheriff Sam so he will not be found guilty of murder. If Harry denies it, find out the real reason he is bribing the sheriff.	4'10
'8"	If asked, admit the saloon will go to Henrietta High-Stakes (Harry's wife) if Harry is found guilty of murder and put in jail. Henry to the saloon will go to Henrietta High-Stakes Output Description:	4'8
'6"	If anyone has information on Montgomery Money (your potential investor), find out what they know. You may have to pay them to get their information.	4'6
4"	Defend Banker Bonnie publicly, but question her privately on her ties to Black Barbara. Here her Bonnie theretex to be a positive and the second of the second o	4'4
2"	If Banker Bonnie threatens to leave you, question where she will get the funds to live. ©2019 Night of Mystery Inc www.nightofmystery.com	117



	MATERIALS CHECKLIST
	Make sure these are prepared before the party
	O Host Timeline (next page) to keep with your party materials.
	O Name tags (one/guest)
	O Bundles of money (one/guest)
\perp	O "A" envelopes (one/guest)
	O Introduction printout
	O Will printout
	O Masking tape or chalk, if desired.
	O Investigation Envelope
	O Evidence Envelope
	O "B" envelopes (one/guest) + Officer Indigo's B envelope (with name tag), if Officer has been eliminated.
	O Evidence Envelope (extra copies of evidence, if desired)
	O Accusation Forms (one/guest)
	O Pens (for filling out accusation forms)
	O Tally Sheet(s)
	O Solution Envelope
	O Award Certificates (you may want to make more than one for the Smoking Gun Award, as more than one person might guess the murderer)
	PARTY SET-UP
7	 You can paperclip each guest's name tag, "A" envelope and money bundle together. If you have used a paperclip to bundle the money, you will not need an additional paper clip. The guest can then use the paperclip as their money clip.
	- If you have not assigned your guests characters ahead of time, you will also need a copy of each of the character's descriptions to be placed with their "A" envelopes.
	• Set out the bundles on a table and direct the guests to find their information as they arrive.
	 Put the rest of the materials in a large envelope or shoebox. Arrange the materials by the order in which you will need them.
	 If having a large party, it helps to alphabetize your guests "B" envelopes to expedite the handout process.
	During the party, when you need the next item, refer to your envelope or box.

HOST TIMELINE 7'0" A quick synopsis of what to do and when 6'10" 6'10" Guests arrive. 6'8" 6'8" Direct guests on where to find their character's materials. Hand Professor Plum the Introduction and have them read it aloud to the guests. 6'6" 6'8" Guests mingle and complete objectives. 6'4" Victim discreetly informs you that they are done with their objectives. Hand Professor Plum the Will and have them read it aloud to the guests. 6'2" Arrange for lights to go off and a loud bang to sound. 6'0" 6'0" Turn lights back on. Use masking tape or chalk to outline the body (optional). 5'10" -5'10" Hand Professor Plum the investigation envelope and have them read it to the guests. **It will instruct the guests on how the investigation will be run as well as introduce the victim as Of-5'8" ficer Indigo, the investigator. • Hand out the "B" envelopes to your guests. 5'6" 5'6" Guests investigate one another using information in their "B" envelopes. 5'4" Officer Indigo will inform you that they have completed their investigation. Hand Officer Indigo evidence envelope and have Officer Indigo present their findings. **If you 5'2" have made extra copies of the evidence, lay it out on table after Officer Indigo has presented the evidence. 5'0" Hand out accusation forms and pens. Collect forms. 4'10" 4'10" Use tally sheet to tally the results. *It is best to have someone help you with this. 4'8" Hand Officer Indigo the solution and read have them read it aloud to the guests. Present awards. 4'6' 4'4" 4'2" Night of 3'0"

THE EXTRA

INCLUDED IN THE MYSTERY ARE IDEAS AND DESIGNS TO HELP YOU DECORATE with Fun and authentic materials that are easy to make.







7'0"

6'10"

6'8"

6'8"

6'4"

6'2"

6'0"

5'10"

5'8"

5'6"

5'4"

5'2"

5'0"

4'8"

4'6"

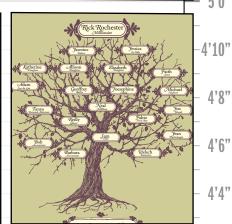
4'4"











4'2"

4'10"

4'8"

4'6"

4'4"

7'0"

6'10"-

6'8"

3'0"

Night of Mystery

7107	MARFRARTY	7107
10	MORE PARTY	7'0"
6'10"	PLANNING RESOURCES	6'10"
6'8"	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 <i>each</i> mystery theme we offer! Check out any/all of the resources below!!!	6'8"
6'6"	ACULIFI FEEMURDED COM	6'8"
6'4"	ACLUELESSMURDER.COM Simply type in acluelessmurder.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!	6'4"
6'2"		6'2"
6'0"	"ALLTHE EXTRAS" SUPPLEMENT Check out the supplement that is filled with designs, posters, ideas, etc.	6'0"
5'10"	OUR PINTEREST PAGE	5'10"
5'8"	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/a-clueless-murder/	5'8"
5'6"	ELICUD ALDIMO	5'6"
5'4"	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 A Clueless Murder gallery at: www.nightofmystery.com/photos-ACM/	5'4"
5'2"		5'2"
5'0"	VISIT US ON FACEBOOK https://www.facebook.com/nightofmystery/	5'0"
4'10"	FOLLOW US ON INSTAGRAM - SEE LOADS OF	4'10"
4'8"	PARTY PICTS! https://www.instagram.com/nightofmystery/	4'8"
4'6"	GET A COUPON AND A CHANCE TO WIN A FREE	4'6"
	PARTY!	
4'4"	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	4'4"
4'2"	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	117"
3'0"	towards the purchase of a future party!	Night of Mystery



7'0"		7'0"
6'10"	THIS HAS BEEN JUST A SAMPLING OF WHAT YOU WILL RECEIVE WHEN YOU	6'10"
6'8"	PURCHASE A CLUELESS MURDER.	6'8"
6'6"	THE COMPLETE PACKAGE INCLUDES:	6'8"
'4"	• A Host Guide — A complete how-to of throwing your party which includes directions on preparing the invitations, assigning characters and preparing for the party.	6'4"
'2"	A Schedule of the Night— A step-by-step breakdown of how the night will go.	6'2"
	An Introduction— to be read to the guests upon arrival.	
'0"	Designed Invitations— that you can customize with the details of your party.	6'0"
110"	 Memoriam to Mr. Boddy— including background information on the deceased and the guest list. 	F/10"
10"	• Character Sheets— full descriptions of the characters, including costuming and acting tips.	5'10"
'8"	• Character Objective Sheets —includes objectives for each character to try to achieve at each stage of the game.	5'8"
6"	 Name Tags Fake Money— to be distributed to guests and used in the party for scheming and bribery. 	5'6"
4" —	• 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.	5'4"
2" —	• Solution — a detailed description of the what and why the murder happened including WHO is the murderer.	5'2"
0"	 "Who Dunnit" Cards— to allow your guests to guess the murderer and to vote for the most animated character and best outfit. 	5'0"
10"	• 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.	4'10"
	Party Printables and Extras— directions, templates and designs to help you plan for your party.	
'8"	All of our parties come in the form of a professionally designed pdf. Immediately after completing	4'8"
'6"	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.	4'6"
'4"	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.	4'4"
.'2"	PLEASE LOG ONTO: WWW.NIGHTOFMYSTERY.COM	112"
'0"	TO PURCHASE YOUR PACKAGE TODAY.	Vight of
U _		Mystery