



All aboard for an arousing adventure filled with peculiar passengers and conspiring crewmembers.



CRUISING FOR MURDER



MYSTERY OF THE SEAS

After a luxurious week at sea, all those onboard the *Mystery of the Seas* are ready for a night of romance and intrigue at the Captain's Cocktail Reception—an extravagant affair to top all others.

Adrift on the ocean, there is no better place to escape your troubles...or for a murderer to strike.

Could the killer be the commanding captain who has found his personal life out of control? A seething spouse who has discovered the dastardly deception of their darling? Or possibly a conniving contestant who will do anything to be crowned ambassadress by the cruise line?

Trapped at sea, no one is safe and everyone is a suspect. As secrets are revealed, everyone's innocence will come into question as the assassin tries to appear angelic. Sharpen your sleuthing skills, for that's what you will have to rely on to call out the killer!

**CHECK YOUR BAGGAGE AND
SET SAIL FOR A SINUOUS
NIGHT OF SECRETS, SCANDALS
AND SEAFARING SCOUNDRELS.**



HOST'S GUIDE



Thank you for choosing Cruising For Murder

We are confident that you will find this comprehensive packet to provide everything that you will want and need to run your very own murder mystery party—one that will have your guests talking about it for weeks, if not longer.

This murder mystery experience is designed to be easy to run and fun to play for all the guests involved. The game is played with all of your guests having active roles in the game and each guest having objectives to complete. These objectives keep the party from being pre-scripted and allow your guests to draw their own conclusions as to the motives and the identity of the murderer. This format also allows for great mingling amongst your guests and insures that all of your guests feel included. Before the night is through, each guest will have discovered that they have a motive for killing the victim and be inclined to protect their innocence as well as seek out the murderer. To add to the experience and suspense of the night, the murder happens during the party, not before, as in some other murder mystery games. The victim is also allowed to play along after they 'die', since they have no clue who murdered them. Cruising For Murder is certain to be a hit with all of your guests.

The following pages contain a simple list of things you need to do as host in order to have the party run smoothly. Once the party is going, it is up to the guests to make the most of it—something you will be surprised at how well they do.

Assigning the Characters

- **You, as host, will need to decide upon a character for each of your guests.** The easiest way to assign the characters is to read the character descriptions and match each character with the guest that you feel suits that particular character the best.
- **If you choose NOT to know the murderer,** you can simply choose NOT to read the character descriptions or examine the evidence before the party. While you will be able to play along with everyone else, you will not be able to read the descriptions when assigning the characters. (You will find a short list of the characters with descriptions on the next page.)
- **Because this party is dependent on a minimum number of people attending,** you may want to determine ahead of time which guests are attending before assigning characters.
 - It is recommended that you send out the general invite with an RSVP date of two weeks before the party. After your guests RSVP positive, you can send them their character sheet.
- **The killer will not know they are the murderer until they open their second envelope at the party.**
- **The victim will not know they are the victim until they get to the party.** The victim will not have a list of objectives for after the murder. If the victim wishes to play along after the murder, they can do so without an identity. If you have an extra identity (that is, a role that is not being played), they can also assume that identity if they so choose.
- **Is this mystery suitable for youths and/or church groups?** No. This mystery contains references to extramarital affairs. Unfortunately, there is no clean version for this mystery at this time. Please see our clean versions page for other theme options for a clean theme.





HOST'S GUIDE



Guest totals:

With 20+ guests: At least 6 Male characters, 9 Female Characters, 5 Gender neutral characters (roles that can be assumed by either a male or female guest).

With 15-20 guests: 5-6 male, 8-9 female, 2-5 neutral.

With 10-15 guests: 4-5 male, 5-8 female, 1-2 neutral.

With 8-12 guests: 3-4 male, 4-6 female, 1-2 neutral.

Captain Stubling — Captain. With the captain's estranged wife aboard this voyage, the captain has more to worry about than where the ship is sailing.

Charlie Charge — Cruise Ship Director. Concerned for their own career advancement, Charlie needs to make sure the ship's entertainment goes exactly as they plan. Exactly.

A.J. Service — Purser. In charge of guest relations, A.J. has grown close to a number of the passengers, but are their dealings legitimate?

Candy Cann — Showgirl. As a seasoned entertainer, Candy is skilled not only in the art of theatrics, but also in deceit.

Tom Collins — Head Barman. Tom is accustomed to complying with many requests, but there is a line that even Tom won't cross. Or will he?

Margarita Rocks — Cocktail Waitress. Out to prove she can do more than serve drinks, Margarita may have to get ruthless before she can get promoted.

Chaplain Love — Chaplain. As the ship's moral compass, this holier-than-thou religious leader uses his insight and his position to not only listen to the secrets of others, but to act on them!

Buddy Call — Towel Boy. Skilled in towel folding and flattery, Buddy will do just about anything for money. Where that money goes, only Buddy knows.

Dexter Handly — Deckhand. In charge of many vital, behind-the-scenes details, Dexter is one who often gets overlooked... and has a way of using that to his advantage.

Officer Bullet — Port Authority. As the primary law enforcement on the boat, Officer Bullet will take control if anything gets out of hand.

Chelsea Stubling — Captain's wife and passenger. Served with divorce papers, is Chelsea aboard to make amends or make the Captain pay?

Dakota Wild — Renowned Travel Critic. Knowing the power of their opinion, Dakota is not afraid to use their influence to help (and hurt) certain individuals.

Jeffrey James — Passenger. As a doting father to Liza, it is hard to say whether Jeffrey's plans for the cruise were to renew family bonds or build new ones.

Liza Seabring — Passenger. While cruising with her father, Liza's attention has been focused on other men and how to keep them in her life.

Amanda Rebound — Passenger. Recently divorced, Amanda is determined to create a new life and will let nothing get in her way!

Wanda Wed — Passenger. While Wanda booked the cruise as an anniversary present to her husband, she may have gotten more than she bargained for.

Wilbur Wed — Passenger. Celebrating their anniversary, Wilbur has a many surprises in store for his wife. And a few she won't see coming.

Penny Drop — Ambassador Contestant. Aboard the ship in hopes of being awarded a spokesperson, Penny will use her beauty, her charm and her connections to gain an advantage at any cost.

Kristy Marie — Ambassador Contestant. A vicious competitor, Kristy's strategy relies not only on promoting herself, but exploiting others.

Samantha Simpson — Ambassador Contestant. After threats of elimination, Samantha has a lot to prove if she wants to win the competition. **Wanda Wed — Passenger.**





HOST'S GUIDE



Making the Invitations

Before the party, each guest must receive three things: (1) the invitation, (2) *The Cruise News* and (4) their character description.

The Print Option:

THE INVITATION

- To make the invitations, first input your party details into the invite page.
- Print out the number of invites that you need onto 8.5" x 11" paper and fold each invite in quarters.
- Invite should fit nicely into an invitation sized envelope (4 3/8" x 5 3/4").

THE CRUISE NEWS

- This will provide information on the other guests at the party.
- If you wish to conserve printer ink you can either color copy the first version of the newsletter (page 7) or print the second version of the newsletter (page 8). If you wish for the second version to be more authentic, you can photocopy or print it onto high-quality paper.

CHARACTER DESCRIPTION

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

The Download and Email Option:

- Following your purchase of the party, you may also access and use the downloadable character descriptions from our website.
- Each description is a pdf file containing the above information for each character.
- This option allows you to email each of your guests their character description without having to print and mail the information.
- Please remember, the pdf file option does not include a place to enter the date, time or address of the party, so you will have to inform or remind your guests of the party location details in another fashion.
- For this, we do have downloadable, emailable invitations that can be found at: <http://www.nightofmystery.com/invitations.php>

Get a coupon and a FREE Party!

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

More Ideas On Preparing For Your Party

You can find more ideas on decorations, music, food, etc. in the "Party Tips" section at

www.nightofmystery.com

or you can visit

www.CruisingForMurder.com





HOST'S GUIDE



Preparing the Materials for the Party

- Make name tags for the guests. (You can print out the name tags onto adhesive label paper, or print out on regular paper and include a pin with the name tags so that the guests can secure them to their outfits.) **Name tag template is compatible with most label paper for 4" x 2" labels. Note: Make sure your printer is set to print at 100% and NOT at "print to fit" or "print to scale".**
- Photocopy the printed page of money onto green paper. You will need as many copies as there are guests attending. Cut and trim the money and bundle them into packages of 10.
—*To skip this step, you can purchase fake/play money or coins rather inexpensively at a novelty or party store.*
- Cut the objective sheets in half on the dashed lines.
- Label two envelopes with each character's name. Label one envelope with an (A) and one with a (B) for each character. On the (B) envelope, also put "DO NOT OPEN until AFTER the murder."

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

In the (B) envelopes, place: the right side of the objective sheet for each character which has objectives for after the murder happens.

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

- In a separate envelope place the Investigation sheet and label it as "Investigation".
- In a separate envelope place the Evidence Presentation and Exhibit A and label it as "Evidence".
- If Dexter Handly is not in attendance, place Exhibit E in this envelope as well.
- Place the solution in a sealed envelope and label it "Solution".
- Keep the "introduction", the "investigation envelope", the "evidence envelope" and the "solution envelope" in a safe and convenient location so you can hand them out throughout the night as guests need them.
- Make enough copies of the Who Dunit voting sheets for the number of guests you have coming. Cut the pages along the dashed lines.
- Make copies of the smoking gun award, as there may be multiple people who guess the murderer.
- You can print or photocopy the certificates onto parchment paper for a more official look.

EXTRA TIPS FOR PARTY PLANNING:

Utilize the "EXTRAS"

At the back of this packet, you will find a number of decoration ideas, design templates, etc. to help you enhance your Happily Never After party. Read through all of this to see which ideas will be right for your party!

CruisingForMurder.com

Check out this website for plenty of party planning tips specific to THIS mystery! From costumes, to food, to background on the characters, you will find everything you need to plan the PERFECT Cruising For Murder party!

Pinterest Page

Find EVEN MORE inspiration for throwing your party at our Night of Mystery - Cruising For Murder Pinterest page: <http://www.pinterest.com/nightofmystery/cruising-for-murder/>





PARTY SCHEDULE



- 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 Captain Stubling 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 Officer Bullet masking tape or chalk, so that they can outline the position of the body on the floor or ground.
- Have Officer Bullet 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, Officer Bullet has collected all of their evidence and you feel as though most people have completed their objectives, hand Officer Bullet 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 Officer Bullet to read the solution aloud to the guests.
- Using the tally sheet included, calculate who the winners are and award the certificates.

End of Host Guide



CRUISE NEWS



A DAILY GUIDE TO CRUISE ACTIVITIES

SUNRISE: 6:31 - SUNSET: 4:47

WELCOME ABOARD!

Captain Stubling, his Officers and Crew take pleasure in welcoming you aboard the extraordinary *Mystery of the Seas*. We will make every effort to make this a memorable experience.

A FEW WORDS ABOUT THE CAPTAIN'S COCKTAIL RECEPTION

As our voyage together is approaching its end, the Captain and Crew would like to invite all of the passengers to enjoy this extravagant affair to celebrate our week together. We look forward to sharing this wonderful evening with you all:

Chelsea Stubling — Captain's wife and passenger. Served with divorce papers, is Chelsea aboard to make amends or make the Captain pay?

Dakota Wild — Renowned Travel Critic. Knowing the power of their opinion, Dakota is not afraid to use their influence to help (and hurt) certain individuals.

Jeffrey James — Passenger. As a doting father to Liza, it is hard to say whether Jeffrey's plans for the cruise were to renew family bonds or build new ones.

Liza Seabring — Passenger. While cruising with her father, Liza's attention has been focused on other men and how to keep them in her life.

Amanda Rebound — Passenger. Recently divorced, Amanda is determined to create a new life and will let nothing get in her way!

Wanda Wed — Passenger. While Wanda booked the cruise as an anniversary present to her husband, she may have gotten more than she bargained for.

Wilbur Wed — Passenger. Celebrating their anniversary, Wilbur has a many surprises in store for his wife. And a few she won't see coming.

Penny Drop — Ambassadors Contestant. Aboard the ship in hopes of being awarded a spokesperson, Penny will use her beauty, her charm and her connections to gain an advantage at any cost.

Kristy Marie — Ambassadors Contestant. A vicious competitor, Kristy's strategy relies not only on promoting herself, but exploiting others.

Samantha Simpson — Ambassadors Contestant. After threats of elimination, Samantha has a lot to prove if she wants to win the competition.

MORE SHIP ANNOUNCEMENTS

Tonight's Activities:

Captain's Cocktail Reception

Tonight's Dress:

Formal

Tonight's Show:

Candy Cann

Congratulations to
**Wilbur &
Wanda Wed**
Celebrating Their 10th
Wedding Anniversary.

Ambassadors Winner Chosen This Voyage!

Get to know your contestants and help Charlie Charge pick the *Mystery of the Seas* ambassador!

SHIP'S OFFICERS AND CRUISE STAFF

Captain Stubling — Captain. With the captain's estranged wife aboard this voyage, the captain has more to worry about than where the ship is sailing.

Charlie Charge — Cruise Ship Director. Concerned for their own career advancement, Charlie needs to make sure the ship's entertainment goes exactly as they plan. Exactly.

A.J. Service — Purser. In charge of guest relations, A.J. has grown close to a number of the passengers, but are their dealings legitimate?

Candy Cann — Showgirl. As a seasoned entertainer, Candy is skilled not only in the art of theatrics, but also in deceit.

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Officer Bullet — Port Authority. As the primary law enforcement on the boat, Officer Bullet will take control if anything gets out of hand.



CRUISING FOR MURDER



Sample Character Description (taken from another mystery)

Banker Bob

As the banker 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 owner of The Deadwood Saloon. In order to get the saloon established and operating in its 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 his saloon will not go into foreclosure. 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 wealth, you are certain that you will make a healthy profit off of selling the saloon to Montgomery. In addition, Montgomery will be consistent and reliable when making his loan payments.

Along with all the excitement of the tournament this week there has also been excitement in your bank. Earlier in the week, your bank was held up at gun point while your wife was watching the bank over the noon hour. Ordinarily, Bonnie does not watch the bank, but 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 enter to the poker tournament. Since you view Sheriff Sam, the sheriff of Deadwood, 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!

As the Deadwood Poker Tournament Party quickly approaches, you are looking forward to attending for a few reasons. 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. In addition to your dealings with Montgomery, you plan to figure out which one of the poker players may have robbed your bank and you plan to bring them to justice!

Acting and Dressing Your Part: As the banker 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. *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*





CRUISING FOR MURDER



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

MURDER AT THE DEADWOOD SALOON

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!

- Ask Harry High-Stakes why he can't seem to make the loan payment on his saloon when business seems to be doing so well.
- Ask Sheriff Sam if he has any leads on who robbed your bank earlier this week.
- Question some of the gamblers to see what they were doing over their lunch hours earlier this week when the bank was robbed.

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CRUISING FOR MURDER



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.
- When you went to see Sheriff Sam about your robbery earlier this week, you saw Harry High-Stakes handing him over money, for what reason, you are not sure.

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!

- Ask Sheriff Sam how much money the killer is paying him to keep his mouth shut.
- Tell Harry that you need the money by tomorrow at 5 or the bank will have to retake the saloon.
- Tell Montgomery Money that you may have a business proposition for him depending on how the evening turns out.
- If anyone approaches you with information about your bank robbery, question their sources and motives.

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CRUISING FOR MURDER

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.**





CRUISING FOR MURDER



ALL THE EXTRAS

Included in the mystery are ideas and designs to help you make your Cruising For Murder party one your guests will never forget!



Included are: directions on how to make bottle invites (with designed address labels), portholes, luggage tags, door hangers, along with templates for drink charms, menus, designed signs and more!



CRUISING FOR MURDER



This has been just a sampling of what you will receive when you purchase **CRUISING FOR MURDER**

The complete package includes:

- **A Host Guide**— A complete how-to of throwing your party which includes directions on preparing the invitations, assigning characters and preparing for the party.
- **A Schedule of the Night**— A step-by-step breakdown of how the night will go.
- **An Introduction**— to be read to the guests upon arrival.
- **Designed Invitations**— that you can customize with the details of your party.
- **Cruise News Newsletter**— to be sent with the invitations, it includes background information on the crew and passengers of the *Mystery of the Seas* as well as the happenings aboard the ship.
- **Character Sheets**— full descriptions of the characters, including costuming and acting tips.
- **Character Objective Sheets**—this includes objectives for each character to try to achieve at each stage of the game in order to uncover evidence and find the murderer.
- **Name Tags**
- **Fake Money**— to be distributed to guests and used in the party for scheming and bribery.
- **Evidence** — more clues that will be presented towards the end of the night. This evidence will help your guests solve the mystery and find the murderer.
- **Solution**— a detailed description of who the murderer is, why the murder happened and the clues that led to the outcome.
- **“Who Dunit” Cards**— to allow your guests to guess the murderer, along with 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. (Pictured on previous page.) **Included are:** how to make bottle invites, luggage tags, travel stickers, templates for table signs, food tents, menus, designed signs for you to print and more!

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.

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

