

Cruising for **MURDER**

INTRODUCTION FILE



Night of
Mystery

Cruising for MURDER



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!

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

*Check your baggage and set sail
for a sinuous night of secrets, scandals
and seafaring scoundrels!*



Host 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 do not know 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.

How To Host Without Knowing the Murderer

We realize that part of the fun of throwing the party is playing along. If you choose to host **WITHOUT** knowing who the murderer is, simply follow these directions so that you can avoid any spoilers.

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

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.

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 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.
- (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 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.



Host GUIDE



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.
- **WHICH CHARACTERS CAN I PLAY WITHOUT AND NOT RUIN THE MYSTERY?** Included in mystery purchase.
- **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.
- **You can download an invite at:** <http://www.nightofmystery.com/invitations>
- **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. *If Officer Bullet is not assigned, the victim will assume this role after they have "died."
- **If you have eliminated the investigator for your party, then the victim will play the role of Officer Bullet for the second half of the party.** More information with mystery purchase.
- **As host, who should I be?** This is really a personal decision for you. Since it is their party, some hosts choose to be a main role. However, some hosts choose a more secondary role so that they can more fully attend to their hosting duties. *See *Hosting Timeline* further in host guide to get a better indication of all that you will need to do the night of the party.
- **Ideas for assigning couples:** Information included with mystery.
- **Is this mystery suitable for youths and/or church groups?** No. This mystery contains references to intermarital affairs. Please see our clean version of this mystery for a more suitable option.

Host GUIDE



Guest totals:

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

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

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

~ Characters in this list are for the 15-20 guest version. Characters will vary with version.

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 — 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.

Host GUIDE



Hosting Tips

- Have masking tape and/or chalk, if you want your investigator to outline the body after “death.”
- If you have eliminated the investigator role for your party, you may want to have something prepared for them for the second half of the party to help identify that guest as the character they will later be assigned. In this case, the victim will assume the role of Officer Bullet (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 Cruise News and (3) their character description.

The Print Option

THE INVITATION

- First input your party details into the invite page.
- Print out the number of invites that you need, double-sided, onto 8.5” x 11” paper. Fold each invite in half.
- 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.
- There are two copies of the Cruise News included in the mystery materials - you only need to send one.
- If you wish for the newspaper to be more authentic, you can photocopy or print the black and white version onto newsprint.

CHARACTER DESCRIPTION

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

**** Print Invite, Cruise News, 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: <http://www.nightofmystery.com/invitations>.

**** Downloadable invites with Cruise News, and Character Descriptions will be available in your account after purchase.**



Host GUIDE



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.*
- 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.
- 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.
- Cut the objective 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: thy right-side of the objective sheet for each character which has objectives for after the murder happens. In addition, place the following:

—Information with mystery purchase.

- If you have eliminated Officer Bullet's character, you will need to prepare Officer Bullet's "B" envelope. Also insert Officer Bullet's character description and name tag into their envelope. (You do not need to add money, as the guest will have money from the first half of the party.) After "death," the victim will assume the role of Officer Bullet and will need this information.
- In a separate envelope place Exhibit A and the Investigation sheet. Label it as "Investigation."
- In a separate envelope place the Evidence Presentation. Label it as "Evidence."
- Place the solution in a sealed envelope and label it "Solution."
- Keep the "introduction," the "investigation envelope," the "evidence envelope," and the "solution envelope" in a 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.
- Make additional copies of the Smoking Gun Award, as there may be multiple people who guess the murderer.



Host GUIDE



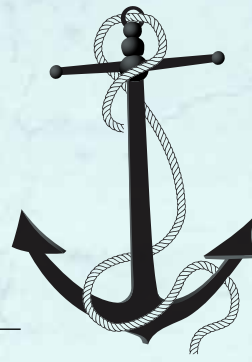
Host Timeline

A QUICK SYNOPSIS OF WHAT TO DO AND WHEN

- Guests arrive.
- Direct guests on where to find their character's materials.
- Hand Captain Stubling the Introduction and have him read it aloud to the guests.
- Guests mingle and complete objectives.
- Victim discreetly informs you that they are done with their objectives.
- Arrange for lights to go off and a loud bang to sound.
- Turn lights back on.
- Hand Officer Bullet masking tape or chalk to outline the body (optional). ***If Officer Bullet has been eliminated, you will do this step as host.*
- Hand Officer Bullet the investigation envelope and have them read it to the guests. ***If Officer Bullet has been eliminated, you will explain that the victim will now be assuming the role of Officer Bullet, the investigator.*
- Hand out the "B" envelopes to your guests.
- Guests investigate one another using information in their "B" envelopes.
- Officer Bullet will inform you that they have completed their investigation.
- Hand Officer Bullet evidence envelope and have Officer Bullet present their findings. ***If you have made extra copies of the evidence, lay it out on table after Officer Bullet has presented the evidence.*
- Hand out accusation forms and pens.
- Collect forms.
- Use tally sheet to tally the results. **It is best to have someone help you with this.*
- Hand Officer Bullet the solution and read have them read it aloud to the guests.
- Present awards.



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.

SHIP'S OFFICERS AND CRUISE STAFF

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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?

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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.

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* ambassadors!

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 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 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)



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 Montgomery Money (an investor) 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 Barb Cassidy (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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Cruising for

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Sample Objectives Sheet For After The Murder (taken 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 saw Harry High-Stakes (the saloon owner) handing Sheriff Sam (the sheriff) money. For what reason, you are not sure.
- Earlier tonight, you witnessed Banker Bonnie (your wife), talking to Barb Cassidy (an outlaw).

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OBJECTIVES

Banker Bob

Objectives After The Murder:

- 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.
- Ask Sheriff Sam how much money the killer is paying him to keep his mouth shut. (Sam is known to take bribes.) Demand to know what evidence he has uncovered from his investigation into the bank robbery.
- 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.
- 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.
- Defend Banker Bonnie publicly, but question her privately on her ties to Barb Cassidy.
- If Banker Bonnie threatens to leave you, question where she will get the funds to live.
- Confront Barb Cassidy on why she is in town, and what she knows about the other outlaws at the party.

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Cruising for

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Sample Evidence (taken from another mystery)

EXHIBIT A

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

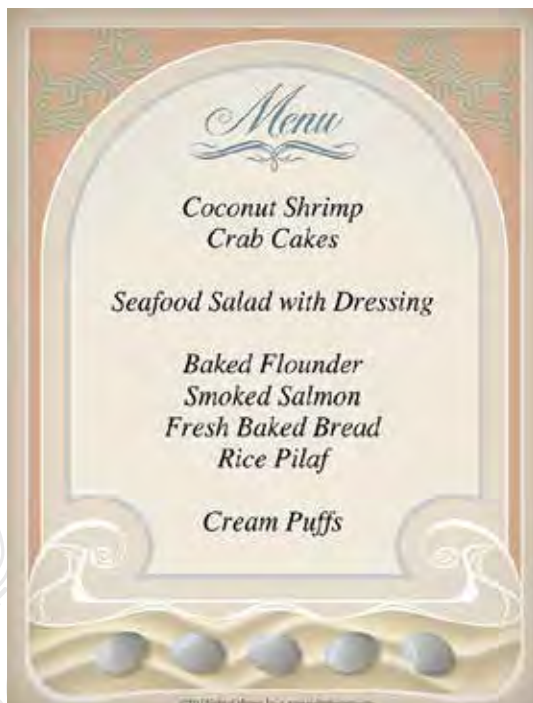
Notes: Found to be the cause of death.



All the EXTRAS



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



Host GUIDE



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!!!**

CRUISINGFORMURDER.COM

Simply type in cruisingformurder.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/cruising-for-murder/>

FLICKR ALBUMS

Check out pictures from other host and hostesses from your mystery theme! See how much fun others had throwing this theme and get ideas for your own mystery party.

<http://www.nightofmystery.com/photos-CFM>

VISIT US ON FACEBOOK!

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

FOLLOW US ON INSTAGRAM! SEE LOADS OF PARTY PICTS!

<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!



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.

All of our parties come in the form of 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 will have the ability to download your party (including optional emailable invitations for your guests). You can also access this information for two weeks after your purchase by logging into your account. 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.*