



HAPPILY NEVER AFTER

An Enchanted Evening Filled With
Your Favorite Fairy Tale Femmes

With Sleeping Beauty awake from her slumber, the evil queen's reign turned righteous and a royal wedding in the midst – there has never been a better time to celebrate in the kingdom of Once Upon A Time. As the Fairest Of Them All Ball approaches – a gala to honor Snow White – each attendant knows their place in the kingdom will, almost certainly, forever change depending on how the night proceeds.

An evening full of accusations, promises, spells and magic awaits you and the other characters ... all of which contributes to understanding the tragic fate of one of our most beloved characters.

Will the murderer turn out to be the mysterious maiden who lost her true love? The sinister stepsister who has more foes than friends? A pouting princess unwilling to give up what is hers? Or possibly, a fairy who fearlessly battles the powers of dark magic.

As the night proceeds, stories will unfold and overlap, leading to a final chapter in which you will decide the outcome. Will you be able to identify and condemn the culprit or will a vindictive and vicious villain go free?

Thank you for choosing happily Never After.

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 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 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 identity of the murderer. This format also allows for great mingling amongst your guests and ensures that all of your guests feel included. Before the night is through, each guest will discover 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. Happily Never After is certain to be a hit with all of your guests.

The following pages include 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 at least a set number of people showing up,** you may want to determine ahead of time which guests are attending before assigning characters.
It is recommended that you send out the general invite and the manor announcements 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 invites here: <http://www.nightofmystery.com/invitations.php>
- **If you have less than the maximum number of guests,** the game can be played without the following characters: information included with packet.
- **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 (a role that is not being played), they can also assume that identity if they so choose.
- **Is this mystery suitable for youth and/or church groups?** No. You will want to purchase the clean version for a more conservative version without references to intermarital affairs.

CONTESSA—EVIL QUEEN. Determined to prove to Snow and the entire kingdom that she has changed her wicked ways, this member of the royal family will do anything to establish her benevolence.

IMELDA—CINDERELLA'S STEPSISTER. As Contessa's assistant, Imelda will do anything to demonstrate her devotion to the queen ... and possibly win the crown in the pursuit.

SNOW—SNOW WHITE. Distracted over the missing dwarves, Snow's only source of comfort is Contessa. It seems that even some of Snow's closest friends have turned against her.

ALICE—FROM WONDERLAND. Once Snow's closest confidant, lately Alice's attention has been focused on other matters. Curiosity once killed the cat, let's hope the same fate does not ring true for Alice. *C*

CINDERELLA—LEGACY PRINCESS. Cinderella has all the right qualities to be the next queen...or so it appears.

BRIAR ROSE—SLEEPING BEAUTY. Awake from her extended slumber, this princess is determined to one day rule the kingdom. With 15 years of recent rest, Briar Rose has some serious catching up to do, and she is not wasting a second! *T*

TRINITY—BRIAR ROSE'S FAIRY GODMOTHER. Distracted over her past maternal mistakes, Trinity will do anything she can to make all of Briar Rose's wishes come true!

EZRA—CINDERELLA'S STEPSISTER. As Briar Rose's attendant, Ezra is determined to use Briar Rose's popularity to make all of her desires come true.

ARIEL—THE LITTLE MERMAID. A social outcast in the kingdom, Ariel has struggled to fit in. Since becoming the kingdom's wedding planner, will Ariel be satisfied with this subservient role or use it to procure a more desirable one?

RUBY—LITTLE RED RIDING HOOD. While away tending to her ailing grandmother, Prince Philip (Ruby's beau) proposed to a princess. Hurt and confused, this maiden is relentless and will not let her true love escape.

JASMINE—PRINCESS. As the kingdom's matchmaker, Jasmine has been known to both help and hurt relationships among the couples she pairs. Cinderella's being the most recent.

LILY—FROG PRINCESS. A victim of a broken heart, Lily's relationship may not be fixable. However, this doesn't mean that she isn't willing to take down those responsible for her sadness.

TINKERBELL—FAIRY. A hopeless romantic, Tinkerbell will stop at nothing to make sure that true love wins out over dark magic at any cost!

RAPUNZEL—PRINCESS. Locked away in a tower for years, there are few things Rapunzel will die for... however, preservation of her tower is one of them!

CUDDLES—BABY BEAR. After having spent her whole life searching for justice, Cuddles is ready to prosecute Goldy fully for her crimes. With Briar Rose and Bo Peep slated to testify, there is nothing to stop Goldy from going to jail!

BO PEEP—SHEPHERDESS. Another lost sheep has Bo Peep's job on the line. If Bo can find a scapegoat, she may just get off scott free!

GOLDY—GOLDILOCKS. Under fire from her peers, Goldy may have to retreat to her old ways to get herself out of a bind once again!

GRETAL—WOODCUTTER'S DAUGHTER. Overjoyed that Briar Rose has awoken, Gretal cannot wait to have her name cleared from the deadly homicide charges that have plagued her since childhood.

MUFFY—LITTLE MISS MUFFET. With a budding tuffet factory to attend to, Muffy's priorities lie in maximizing profit and pleasing her associates.

MATILDA—QUEEN OF HEARTS. This ruthless ruler has no jurisdiction in the land of Once Upon A Time, but may be called in to get some answers if something goes awry.

Making the Invitations

Before the party, each guest must receive four things: (1) the invitation, (2) the scrolled guest list, (3) *The Royal Times* 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 SCROLLED GUEST LIST

- This will provide information on the other guests at the party.

THE ROYAL TIMES

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.happily-never-after.com

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 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 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 attending. Cut the pages along the dashed lines.
- Make copies of the 'smoking gun award,' as there may be multiple people who guess the identity of the murderer.

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!

happily-never-after.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 Happily Never After party!

Initial Timing For The Party

- Most likely, the length of the party will be 2-4 hours. The party length will depend on a number of factors, including how well your guests know each other and how well they mingle.
- 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

- You, as host, will need to give each guest the appropriate (A) envelope that includes their money, name tag, a safety pin and their objectives for the beginning of the party.

Stage Two: Introduction

- After all the guests have arrived, hand Contessa the Introduction and have her 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.
- When guests start to settle down and you are sure the victim has completed all of her objectives, arrange for the lights to go out.

Stage Three: Murder & Investigation

- When the lights come back on, the victim will be dead.
- Give Matilda tape so that she can outline the position of the body on the floor.
- Have Matilda read the sheet explaining the Investigation.
- As host, you will hand everyone their second (B) envelope that you have prepared. This envelope 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 and you feel as though most people have completed their objectives, hand Matilda the evidence envelope that you prepared so that she 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.
- 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 Matilda to read the solution aloud to the guests.
- Calculate who the winners are and award the certificates.

End of Host Guide

Royal Times

Keeping You Current

OUT

On Kingdom News

FAIREST OF THEM ALL BALL APPROACHING!



To celebrate her love for her daughter, Contessa is throwing the first annual "Fairest Of Them All" Ball in honor of Snow White. After rekindling their distressed relationship, both Contessa and Snow have moved beyond their past troubles to re-establish their loving and intimate mother-daughter relationship. This, and other recent, joyous kingdom events, are reason to celebrate!



SLEEPING BEAUTY AWOKEN

Briar Rose is now awake! Despite the outlawing of mistaffs and spindles in the kingdom, Briar Rose (also known as Sleeping Beauty) fell victim to a spindle prick 15 years ago. Since then Briar Rose has laid lifeless in the forest, until recently awoken by the kiss of a stranger! After dismissing the prince who awoke her, Briar Rose has made her way back to the kingdom of Once Upon A Time and has sought out new friendships and a new love – Prince Philip. Nuptials for the happy couple are slated for later this month.

DISTRAUGHT OVER DWARVES

After they departed unexpectedly in the middle of the night recently, Snow White is very upset over the dwarves' exodus from the kingdom. Snow believes her reunion with her mother, Contessa, may have alienated the dwarves and made them feel as though she was picking her mother over their companionship – when in fact she was not! Saddened that the dwarves would feel this way, Snow is undecided if she will seek the dwarves out and ask them to come home or not. "My daughter needs time to grieve and heal," Contessa told the reporters. "Please give Snow her space."

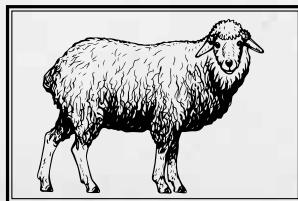
COLD CASES SOLVED

With the awakening of Briar Rose, Cuddles (the kingdom's prosecutor) received the long-awaited break that she needed. As a child, Briar Rose witnessed two crimes but fell into her slumber before she was able to talk with investigators. Among those crimes, Briar Rose will confirm that she witnessed Goldy as the intruder in the Bear Family home invasion. Additionally, Briar Rose will attest that Gretal was acting in self-defense when she pushed the witch into the oven, killing her. Until now, Gretal has never had a witness to corroborate her self-defense plea (Hansel was locked in a cage at the time). Hansel has said he is overjoyed his sister will no longer spend her life in jail, which was the case if Briar Rose had not come forward.

PROHIBITION OF DARK MAGIC

While never condoned, Contessa took the discouragement of dark magic one step further by outlawing any and all forms of dark magic in the kingdom. Speculative sources say that Contessa took this measure to prove that she has truly changed her wicked ways and wishes to rule benevolently.

LOST SHEEP!



*Last seen grazing in the
kingdom pasture.*

HELP WANTED

.....
Job qualifications: diligent, persistent, able to keep company secrets, work for minimum (or below) wages.

Please submit applications to Little Miss Muffet.

Hear Ye! Hear Ye!

You are formally invited to attend The Fairest of Them All Ball being thrown at the castle in the kingdom of Once Upon A Time. Those expected to be in attendance include:

CONTESSA—EVIL QUEEN. Determined to prove to Snow and the entire kingdom that she has changed her wicked ways, this member of the royal family will do anything to establish her benevolence.

IMELDA—CINDERELLA'S STEPSISTER. As Contessa's assistant, Imelda will do anything to demonstrate her devotion to the queen ... and possibly win the crown in the pursuit.

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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*

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

Party Objectives

Maid Victoria

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!**

- Assure XXXX that you do love him and no one else.
- Declare toXXXX that you wish only to marry the man that you love. If he refuses, plead with XXXXX to have her husband change his mind.
- Find out from XXXX if there is any news on who you are to marry. If not, ask her again later.
- Once you find out whom you are to marry, relay that information to XXXXXX.
- Find out from XXXXXX how well she knows Sir XXXX.

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

Party Objectives

Maid Victoria

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.

- Lord Taylor (the lord) arranged for you to marry XXXX before XXXXX was brutally murdered.
- You fear that your mother may have harmed XXXXX in order to help you.
- You are in love with XXXXXX.
- Earlier tonight, XXXX told you that she was upset with XXXX for not keeping a promise to her.

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!

- If anyone is happy that your fiancé, XXXXX, be suspicious of their motives. Then assure them that you are very happy with how the evening turned out.
- Tell XXXX that there is nothing that is standing between the two of you now.
- Discreetly inform XXXX that you think XXXX may have gone too far this time.
- Deflect guilt from XXXX by accusing XXXX of murder. Insist that XXXX's jealous anger drove XXXX to murder!
- Console XXXXX. It must be difficult having someone murdered on your wedding day. Find out who she blames.

Sample Evidence
(taken from another mystery)

EXHIBIT A

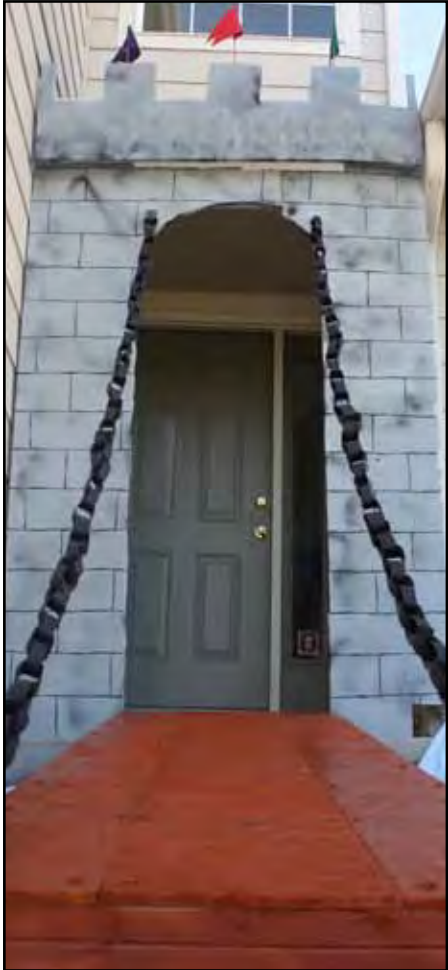
Description: *The murder weapon-- a dagger in the heart*

Notes: **Found to be the cause of death.**



ALL THE EXTRAS

Included in your mystery are ideas and designs to help you decorate your castle with fun and authentic materials that are easy to make.



WHAT IS ALL INCLUDED

Making a Scroll Invite

- Follow these directions to help you make authentic and fun scroll invites for your party.

Making a Castle Wall and Stone Signs

- Follow these directions to help you make authentic and fun signs and decor for your party.

Castle Signs

- Once Upon a Time (on front door) and Happily Ever After (on door as exiting) signs.
- Kiss Me! (2 designs).
- Castle Parking, Privy, Queen's Quarters, Grand Ballroom signs.
- Missing Sheep.
- Simply print out and hang around your castle.

Princess Silhouettes

- Print and mount or frame these designs to create a gallery of princesses in your party space.
- Looking for frames? Find some inexpensively at your local Dollar Store and spray painting them gold to fancy them up!

"Fairest Of Them All" Mirror Cling

- Print onto clear acetate and adhere to mirror.

Name Place Cards

- If serving dinner, print and set out by your guest's dinner plate.

Food Table Tents

- Label your food and set out by your dishes.

Menu

- One design included.
- Customize your menu by adding in your appetizers, salads, main dishes and desserts into the editable fields.
- To go with the theme of the party, you can "name" your foods with words describing or reminiscent of fairy tales. Example: The Queen's Chicken Wings, Poisonous Apple Pie, Magical Mushroom Caps, etc. Some other words we've found: prince, princess, king queen, evil, elfly, cursed, enchanted, cruel, maiden, sleeping, loyal, true, storybook, whimsical, magical, mystical, etc.
- Accentuate your menu up by backing it on decorative card stock.
- See www.nightofmystery.com or <http://www.happily-never-after.com> for more suggestions on food and what to serve at your Happily Never After party!

For more costuming, decoration and party planning ideas check:

www.happily-never-after.com

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

HAPPILY NEVER AFTER

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.
- **Scrolled Character List & Royal Times**—to be sent with the invitations, it includes background information on the other guests that will be at the party.
- **Character Sheets**— full descriptions of the characters, including costuming and acting tips.
- **Character Objective Sheets** —includes objectives for each character to try to achieve at each stage of the game.
- **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 the what and why the murder happened including WHO is the murderer.
- **“Who Dunit” Cards**— to allow your guests to guess the murderer and to vote for the most animated character and best outfit.
- **Award Certificates**— to be awarded to the best costume, the most theatrical guest, the player with the most money at the end of the night and to each of the guests that solve the murder.
- **Party Printables and Extras**— directions, templates and designs to help you plan for your party. (Pictured on previous page. **Included are:** how to make a scrolled invite, how to make a castle wall, templates for 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 a member account. Once in your account, you will have the ability to download your party (including optional emailable invitations for your guests and party extras) 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.