

A CLUELESS MURDER



INTRO FILE

Night of
Mystery



A CLUELESS MURDER

**THE LATE, GREAT SAMUEL A. SAPHIRE HAS
DIED... AND YOU MAY BE AN HEIR TO THE ESTATE.**

Your presence is requested at Mystery Manor
for an evening filled with murder and
mystery in order to commemorate the death
of the late millionaire, Samuel A. Sapphire.

Among Samuel's dying wishes, he wanted his will
reading to be a party thrown in his honor to gather
together those most important in his life.

Between Samuel's eccentric ex-wife to his spying
servants and the provocative pool boy, it seems
that everyone has a chance of inheriting a piece
of this millionaire's estate.

As one of Samuel's closest confidants or family
members, it is your help that is needed to piece
together the mystifying death of Mr. Sapphire,
and to avoid being the victim of yet another
murder as you attend his 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 ALSO JUST AS LIKELY NOT
TO WALK OUT AT ALL!**

NAME _____
FILE # _____
DATE _____

HOST GUIDE

THANK YOU FOR CHOOSING A CLUELESS 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 will not know who murdered them. A Clueless 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.

SPECIAL NOTE: *A Clueless Murder* is a mystery adapted from another Night of Mystery party -- *A Clueless Murder*. If you have played *Murder of a Millionaire*, 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.

CHOOSING THE RIGHT VERSION:

Gender Counts:

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.

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.

Is there a set character list? Yes. You will not be able to pick and choose which characters are included with your mystery. This intro file has the guests listed for the 15-20 guest version. If you are curious about specifically which characters will be included with your purchase, you can email support@nightofmystery.com to inquire about that information ahead of purchase.

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

How do I get an accurate guest count? It is recommended that you send out the general invite with an RSVP date of two weeks before the party. After your guests RSVP positive, you can send them their character sheet and other party information.

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



HOST GUIDE

ASSIGNING THE CHARACTERS

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



HOST GUIDE

7'0"	Scarlet Red – Samuel's Ex-wife. A man-izing ex-wife and business partner of the late Samuel Sapphire. She has had her flings over the years, but can anyone ever really replace her first true love? <i>Female.</i>	7'0"
6'10"	Mrs. Sapphire – Samuel's Widow. As Samuel's current wife and mother of his three children, has Mrs. Sapphire outgrown the 'perfect' marriage with the 'perfect' husband? <i>Female.</i>	6'10"
6'8"	Lady Lavender – Samuel'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>	6'8"
6'6"	Ivanna Ivory – Samuel's Daughter. The oldest of the twins, Ivanna Ivory tried to gain daddy's attention and affection by marrying the perfect male heir. <i>Female.</i>	6'6"
6'4"	Igor Ivory – Samuel's Son-In-Law. Upon marriage, Igor Ivory was accepted into the family business and he has been moving up the ranks quickly ever since. Could he have wanted more from Samuel Sapphire than the marriage of his daughter? <i>Male.</i>	6'4"
6'2"	Ms. Teal – Samuel's Daughter. The youngest of Samuel's twin daughters, Ms. Teal has been stirring up family trouble since birth. <i>Female.</i>	6'2"
6'0"	Madame Mauve – Samuel's Sister. Madame Mauve has been living off of Samuel's wealth for years. Can she afford her lifestyle now that Samuel Sapphire is gone? Or will it only improve... <i>Female.</i>	6'0"
5'10"	Pierre Pink – Samuel's Nephew. Pierre Pink is expecting to inherit millions—is he as misguided as his mother? <i>Male.</i>	5'10"
5'8"	Dr. Iris – Family Psychologist. The secrets Dr. Iris knows are on the most personal and intimate level... feelings that some may kill for! <i>Male or female.</i>	5'8"
5'6"	Mr. Midnight – Butler. As Samuel's long term, devoted personal servant for over twenty years, there is little that he does not know about Samuel Sapphire, or his dying wishes. <i>Male.</i>	5'6"
5'4"	Antoinette – Maid. Her service over the years is something that she feels MUST be rewarded. <i>Female.</i>	5'4"
5'2"	Monsieur Slate – Chauffeur. Born and raised at Mystery Manor, Monsieur Slate's parents were the maid and butler for the Boddy family. Upon death, Monsieur Slate isn't expecting much from Samuel Sapphire, for that is what he felt he got through all the years. <i>Male.</i>	5'2"
5'0"	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>	5'0"
4'10"	Don Burgundy – Pool Boy. A more recent employee acquired by Mrs. Sapphire. Don Burgundy was hired to keep the pool, amongst others, in tip-top shape. <i>Male.</i>	4'10"
4'8"	Professor Periwinkle – Samuel's Attorney. Samuel Sapphire 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 Copper – Samuel's Closest Friend. Appearing out of nowhere, Samuel'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 Apricot – Samuel's Personal Assistant. The question is, how personal was their relationship? <i>Female.</i>	
	Reverend Emerald – Samuel's Accountant. Reverend Emerald managed all of Samuel'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>	
	Sandy Silver – Art Buyer. Samuel's go-to associate with knowledge of the art world. Did Samuel Sapphire depend on Sandy Silver for more than their advice? <i>Male or female.</i>	



HOST GUIDE

HOSTING TIPS

- Information included with purchase.

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

- To make the invitations, first input your party details into the invite page using Adobe Acrobat.
- Print out, double-sided the number of invites that you need. Fold each invite in half.
- Invite will fit nicely into an A9 invitation envelope (5 3/4" x 8 3/4").

THE MEMORIAM

- 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.nightofmystery.com/invitations

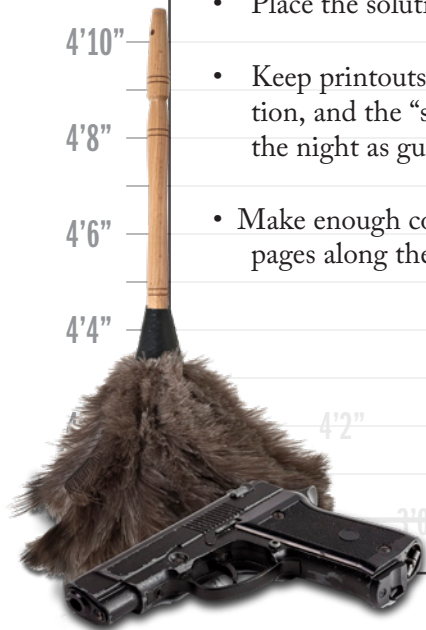
**** Downloadable invites with Memoriam, and Character Descriptions will be available in your account after purchase.**



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 and 8763.*
- Cut out and make name tags for the guests. You can print the name tags onto on adhesive label paper or print on regular paper and include a pin with the name tags so that the guests can secure them to their outfits. *Name tag template is compatible with Avery labels 15163, 18163, 5163, 5263, 5523, 5663, 5963, 8163, 8253, 8463, 8663 and 8763.*
- 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 or coins rather inexpensively at a novelty or party store and use the fake/play money or coins instead of the paper money.
—It is helpful to bundle your money using a paperclip.
- Cut the “A Objectives” sheets in half on the dashed lines. **DO NOT cut the “B Objectives” sheets in half.**
- Label two envelopes with each character’s name. Label one envelope with an (A) and one with a (B) for each character. On the (B) envelope, you can also label for “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.
- In the (A) envelopes place:** a name tag, safety pin(s) to adhere the name tag, a bundle of money and the half- sheet of the character’s objective sheet that has objectives for the beginning of the party.
- In the (B) envelopes place:** the full-sheet objective sheet for each character which has objectives for after the murder happens. **In addition, place the following:**
— Information included with purchase.
- Place the solution in a sealed envelope and label it “Solution.”
- Keep printouts of the introduction, the will, the investigation instructions, the evidence presentation, 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.



HOST GUIDE

STAGE 1: THE GUESTS ARRIVE

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

STAGE 2: INTRODUCTION

- After all the guests have arrived, hand Professor Periwinkle 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 Periwinkle the copy of the will and have them read it to the guests.
- Just after Professor Periwinkle 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 everyone 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) envelope.*

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.
- 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 Dunit' answer sheets during this time.

STAGE 5: THE SOLUTION & AWARDS

- When all the 'Who Dunit' 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 Periwinkle the Solution 2 envelope and ask them to read it aloud to the guests.
- Using the tally sheet included, calculate who the winners are and award the certificates.



In Loving Memory

SAMUEL A. SAPPHIRE

Arrogant Millionaire • Questionable Father • (Un) Loving Husband • Mysterious Master



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

At the young age of twenty, Samuel Sapphire lost his uncle AND inherited his millions. Samuel Sapphire 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, "Samuel Sapphire 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 Samuel's memory, Samuel's Attorney, Professor Periwinkle, has asked that the investigation be postponed until family and friends have had a chance to gather and to pay tribute to Samuel Sapphire at Mystery Manor. This gathering will take place at the will reading of the late millionaire. **Among those who survived Samuel Sapphire are:**

Scarlet Red – Samuel's Ex-wife. As fiery and feisty as her name suggests, Samuel'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. Sapphire – Samuel's Widow. As Samuel's current wife and mother of his three children, Mrs. Sapphire has proven more than once you can't cage a free bird.

Lady Lavender – Samuel'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.

Ivanna Ivory – Samuel's Daughter. The oldest of the twins, Ivanna Ivory tried to gain daddy's attention and affection by marrying the perfect male heir – Igor Ivory!

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

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

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

Pierre Pink – Samuel's Nephew. Pierre Pink is expecting to inherit millions—is he as misguided as his mother?

Dr. Iris – Family Psychologist. The secrets Dr. Iris 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.

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

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

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

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

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

Colonel Copper – Samuel's Closest Friend. Appearing out of nowhere, Samuel'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 Apricot – Samuel's Personal Assistant. Miss Apricot works hard to be as innocent as her name suggests, but the real question is, how personal was their relationship?

Reverend Emerald – Samuel'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?

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

HOST GUIDE

Sample Character

From another mystery

Banker Bob

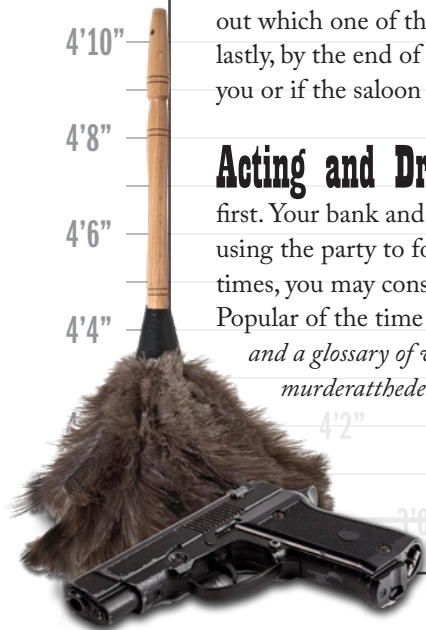
As the bank owner in the town of Deadwood, you do business with many of the people in the town and also some of the participants of the Deadwood Poker Tournament. One of your foremost clients is Harry High-Stakes (the Deadwood Saloon owner). In order to get the saloon established and operating in it's first year, you have loaned Harry a substantial amount of money. Although the saloon appears to be doing very well, you are uncertain why Harry is continually delinquent and sometimes misses his payments on his loan. Just last month, Harry was late again on his payment and you warned him that you will have to put his saloon into foreclosure if he cannot repay the money he owes on the loan by next month. You suspect that Harry is throwing the Deadwood Poker Tournament in order to get enough money so that he can repay his debt. This will be an important week to see if you will gain your money back from Harry's loan or if you will gain control over the saloon.

Because Harry is such a difficult and delinquent client, you hope that you will gain control over the saloon. If the saloon becomes the bank's property, you speculate that you may have a very wealthy buyer in Montgomery Money, an investor from the East. Because of Montgomery's reputation, you are certain that you will make a healthy profit off of selling the saloon to Montgomery and he will be consistent and reliable when making his loan payments.

In addition to all the excitement of the tournament, your bank was held up at gun point. Banker Bonnie (your wife) was watching the bank over the noon hour while you were meeting with Harry about his payments. Because of the high ante for the poker tournament, you are convinced that the robber must have been a gambler who was trying to accumulate enough money to pay for the entry fee. Since you view Sheriff Sam (the sheriff) as a very lazy individual, you plan on taking matters into your own hands when it comes to finding the culprit of the bank robbery and bringing them to justice! In addition, you do not believe that Sheriff Sam is a moral character as well. Just this past week, you saw Sheriff Sam taking money from Harry High-Stakes. While you do not know the details of the transaction, the secretive nature in which the money was exchanged suggests that it was not for an honest reason.

As the Deadwood Poker Tournament Party quickly approaches, you are looking forward to attending for a few reasons. First, the party will be a perfect place for you to talk business with Montgomery Money about his intentions on investing in the saloon if your bank gains control of it. Second, you plan to figure out which one of the poker players may have robbed your bank and you plan to bring them to justice! And lastly, by the end of the night, you will know whether Harry will have enough money to pay off his debt to you or if the saloon will be yours!

Acting and Dressing Your Part: As the bank owner of Deadwood, you are a businessman first. Your bank and your money come before everything, including your wife Bonnie. Since you will be using the party to for business matters, you will want to dress dignified for the night. Consistent with the times, you may consider a button down shirt, vest, ascot and hat (bowler, derby, slouch, gambler or other). Popular of the time period, you may also consider adding in facial hair. *For more ideas on how to dress and a glossary of wild western words and phrases to use at the party, please see www.nightofmystery.com and murderatthedeadwoodsaloon.com*



HOST GUIDE

Sample Objectives

From another mystery



OBJECTIVES

Banker Bob

Objectives At The Start Of The Party

- Tell Harry High-Stakes (the saloon owner) that you need the money he owes to the bank by tomorrow or the bank will have to retake the saloon.
- If asked, insist that you may have to foreclose on the saloon if Harry High-Stakes doesn't make enough money by hosting the tournament.
- Tell XXXX that you may have a business proposition for him depending on how the evening turns out.
- Ask Sheriff Sam (the sheriff) if he has any leads on who robbed your bank earlier this week.
- Question some of the gamblers to see what they were doing during the noon hour earlier this week when the bank was robbed.
- Ask Jesse Wales and Black Barbara (two outlaws) why they are in town this week.
- When asked about your wife's actions, insist she can do as she pleases! (But be secretly concerned.)
- If Banker Bonnie questions your relationship, insist that you are only trying to provide a better life for her.
- If anyone approaches you with information about your bank robbery, question their sources and motives.

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HOST GUIDE

Sample Objectives

From another mystery



OBJECTIVES

Banker Bob

Things You Know:

- You are about to foreclose on the Deadwood Saloon if Harry High-Stakes (the saloon owner) cannot repay his debt to you.
- Earlier this week, you XXXX handing XXXXX money. For what reason, you are not sure.
- Earlier tonight, you witnessed XXXXX, talking to XXXXXXXX.

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OBJECTIVES

Banker Bob

Objectives After The Murder:

- Find the murderer while maintaining your innocence.
- Ask XXXX how much money the killer is paying him to keep his mouth shut. (XXXXXX is known to take bribes.)
- Accuse XXXXX of bribing XXXXXXXX so he will not be found guilty of murder. If XXXXX denies it, find out the real reason he is bribing XXXXX.
- If asked, admit the saloon will go to XXXXXXXX if XXXXX is found guilty of murder and put in jail.
- If anyone has information on XXXXX, find out what they know. You may have to pay them to get their information.
- Defend XXXX publicly, but question her privately on her ties to XXXXXXXX.
- If XXXX threatens to XXXXXXXX, question where she will get the XXXXXXXX.

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HOST GUIDE

Sample Evidence

From another mystery

EXHIBIT A

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

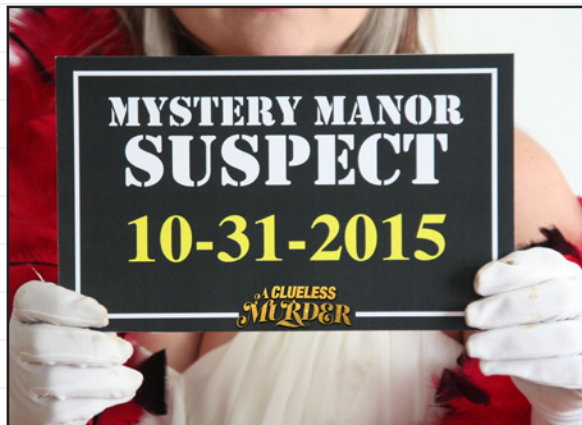
Notes: Found to be the cause of death.



HOST GUIDE

The Extras

Included in the following pages are ideas and designs to help you decorate with fun and authentic materials that are easy to make.



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!!!**

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!

"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/a-clueless-murder-mystery-party-ideas/>

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/

VISIT US ON FACEBOOK

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

FOLLOW US ON INSTAGRAM

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

GET A COUPON AND A CHANCE TO WIN A FREE PARTY!

Once your party is thrown, please let us know how your party went by emailing the details and pictures to nompartyofthemonth@gmail.com! We will email you a \$5 coupon for submitting your comments and/or pictures about your party. In addition to the coupon, party pictures and comments may be highlighted on social media and/or the blog. Each month we will select one posting to be featured in our "Party of the Month" blog and that customer will receive a \$65 gift certificate towards the purchase of a future party!



HOST GUIDE

THIS HAS BEEN JUST A SAMPLING OF WHAT YOU
WILL RECEIVE WHEN YOU PURCHASE
A CUELESS 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.
- **Memoriam to Rick Rochester**— including background information on the deceased and the guest list.
- **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 Durnit" 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.)

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 60 days after your purchase by logging into your account. By having our games online as instant downloads, we are able to satisfy even the most urgent need for a party.

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