



Over the years, you have come a long way and so have your classmates. It's time to reunite with your old friends (and enemies) to see what everyone's become.

UNFORTUNATELY FOR THE SAKE OF THE REUNION, WHAT ONE OF YOU HAS BECOME IS A MURDERER.

Will it be the jock turned gym teacher who still has something to prove? The valedictorian who refuses to let anyone top them. Ever. Or possibly the student class president who is now a presidential hopeful? It's almost too predictable...or is it?

Never before has a class reunion been a night of mystery and mayhem intertwined with rivalries from the past that spill over to the present.

When you reunite, you will find out it is not only about what you were, but what you've become.

AND LET'S HOPE IT'S A SURVIVOR.

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THANK YOU FOR CHOOSING MURDER HIGH CLASS REUNION

We are confident that you will find this comprehensive packet provides everything 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 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 among your guests and insures all of your guests feel included. Before the night is through, each guest will have discovered that they have a motive for killing the victim and be inclined to protect their innocence as well as seek out the murderer. To add to the experience and suspense of the night, the murder happens during the party, not before, as in some other murder mystery games. The victim is also allowed to play along after they "die," since they have no clue who murdered them. Murder High Class Reunion 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.

CHOOSING THE RIGHT VERSION:

Versions available: 8-12 guests, 10-15 guests, 15-20 guests, 20+ guests.

Gender Counts:

For 20-80 guests: 7+ males, 8+ female, 5+ gender neutral For 15-20 guests: 7 males, 6-8 female, 2-5 gender neutral For 10-15 guests: 4-5 males, 3-4 females, 3-6 gender neutral For 8-12 guests: 4 males, 3-4 females, 1-4 gender neutral

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

Is this mystery suitable for youths and/or church groups? Yes. Our site offers "clean" versions of a few other mysteries on our site: www.nightofmystery.com. Please refer to those when hosting a party for a more conservative crowd.

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ASSIGNING 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.
- 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.
- 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": 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 Terry Johnson is not assigned, the victim will assume this role after they have "died."
- As host, who should I be? Information in mystery purchase.
- Ideas for assigning couples: Information in mystery purchase.
- **Different versions for this mystery:** Adult & Clean Versions.

Can I run this as a first-time host? First-time hosts need not be wary. Night of Mystery parties have everything you need to throw a successful party and are designed to be easy-to-run.

SOME FREQUENTLY ASKED QUESTIONS:

Can I play along without knowing who the victim and/or murderer are? OF COURSE! Unlike some other mystery parties, we have designed our materials so that the hosts can play along! As host, you will read the host's guide in full to ensure that you are setting the game up correctly WITHOUT letting you know who the murderer is! If you wish to know the murderer, you can simply read the solution.

Will a murder happen AT the party? <u>YES again!</u> We found this adds to the excitement, intrigue, and fun of the party! It's another reason why we are a stickler for "no spoilers on social media" – we can't have pictures of the victims for fear of ruining the intrigue for others!

How can I pick the "right" party theme? We always recommend you pick the theme that you are most passionate about hosting and/or you believe your guests will be most excited about coming to! We do our best to accommodate multiple sizes within each party theme to accommodate that.

- If having specific gendered roles is important to you, please see the gender counts for the version you plan on ordering.
- Additionally, if you are worried about a mystery being too racy, please see our clean versions.
- If specific characters within a mystery are important to you, reach out to support@nightofmystery.com and we can let you know (specifically) which characters are included with the version you are considering.

Can I run this with my business and/or group organization? With a business license, you can run these mystery parties with your organized group and/or business. Please see our FAQ for more information on business licenses.

Do you come and run the party? We do not. Our services are in providing YOU with everything you need to throw your party in your own home or venue. IF you have a desire for someone else to run your party, please see our resources page for party planners who have purchased our business license and are licensed to run our parties in your area.

A Note about Social Media: While we LOVE to see your fun parties – and often highlight and cross-promote those who tag us – we can't have anyone posting pictures of spoilers! This includes, but is not limited to, pictures, videos, or mentions of the victim, murderer, and/or pertinent clues in the game. Since spoiler posts create a calculated loss of business, you can be liable to pay the calculated loss of sales upon discovery of the violation. So keep it fun, crazy, and show us your best spoiler-free content!!! And don't forget to tag us after! #nightofmystery

How does this work? All of our parties come as 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 can download your party (including optional emailable invitations for your guests) for 120 days.

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Nick Nixon—The Class President. Nick led your senior class as student council president and soon hopes to lead the country. Does this presidential candidate have too many skeletons in the closet? *Male*.

Nancy Nixon—The Class Vice President. Nancy has always been known to stand by her man, but is she tired of always being put on the back burner...? *Female*.

Joe Nebraska—The Jock. As the captain of the football, basketball and baseball team, Joe is a legend at Murder High and in his own mind. Joe has said he will do anything to become a legend at the reunion as well. *Male*.

Natalie Nebraska—The Cheerleader. Popular and perfect, everyone loves her. Or so Natalie thinks. Female.

Pamela Abdul—The Pompom Captain. The queen of dance in high school, Pamela went on to great stardom in choreography. Pamela is said to be back to spice things up, especially with her old rivals. *Female*.

Mallory Majesty—The Prom Queen. With Mallory's wealth and good looks, she is accustomed to ALWAYS getting her way and Mallory will make sure that the reunion is no different. *Female*.

Mike Majesty—The Prom King. A proper king keeps court with only those who will enhance his reign. Male.

Cindy Crawfish—The Class Flirt. Cindy is still vibrant, bold and unmarried after all these years. Most of the women at the reunion may want to protect themselves... and their man. Rumor has it Cindy can be deadly when she doesn't get what she wants. *Female*.

Judd Jenson—The Class Stud. Best friends with Joe and Mike, Judd was always the most popular with the girls. Now that his age is starting to show, there may be some rejection that he is not used to... *Male*.

Molly Ringworm—The Drama Queen. Molly is known to steal the show, whether it was in the school musical or her current soap opera hit, *The Brash and The Brutal*. For the sake of the reunion, let's hope she is neither. *Female*.

Bobbie Bright— The Valedictorian. A Harvard law graduate, Bobbie won't let anyone challenge their claim to "most likely to succeed." *Male or female*.

Bailey Babble—The Class Gossip. Bailey has been living and working in this town since they graduated high school and still knows everything that's going on. But how much is too much? *Male or female*.

Steve Spielson—Audio Visual Squad Leader. This a.v. squad geek turned Hollywood movie director, Steve is said to be the most successful of the high school classmates, but has Steve betrayed too many on his way to stardom? *Male*.

Randy Reporter—Newspaper Editor. With a presidential candidate at the reunion, Randy is determined to get an insider scoop, and they won't stop till they find it! *Male or female*.

Byron P. Keaton—The Math Team Captain. The king of calculators is back to strut his stuff. Ridiculed in high school for his mathematical prowess, Byron is returning to show just how far money can take you. *Male*.

Myra S. Keaton—The Math Team Cheerleader. Married to Byron, Myra is planning on coming to the reunion to show the "real cheerleaders" what she is made of...these days it's money! *Female*.

Terry Johnson—Hall Pass Monitor. Terry was hard-nosed in high school and even tougher now as a traffic cop. Watch out because Terry will be watching everyone's moves and will take charge if anything goes wrong at the reunion. *Male or female.*

Danny Drums—Marching Band. To Danny, nothing mattered more in high school than band camp. Music is still on his mind, as is revenge. *Male*.

Sally Sax—Marching Band. Sally is now married her band camp sweetheart and wants to make sure her sweetie doesn't step out of line. *Female.*

B.A. Barricade—The Punk. Never one to take orders well, now B.A. does it for money in the name of private security. It's amazing what people can hire B.A. to do. *Male or female*.



HOSTING TIPS

• Included with Mystery Purchase.

MAKING THE INVITATIONS

Before the party, each guest must receive three things: (1) the invitation, (2) the Pageant Press and (3) their character description. *Instructions on how to do so included with the mystery*.

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.
- Photocopy the printout of the money. 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.
 —It is helpful to bundle your money using a paperclip.
- Cut the 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, 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: the B-objective sheet for each character which has objectives for after the murder happens.

- If you have eliminated Terry Johnson's character, you will prepare a "B" envelope for Terry including Terry's B-objectives, name tag, and their evidence.
- Place the Investigation Directions in an envelope. Label it as "Investigation."
- Place the Evidence Presentation in an envelope. 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 Dunnit voting sheets for the number of guests you have coming. Cut the pages along the dashed lines



• Most likely, the length of the party will take 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.

• Because the party is not pre-scripted, but set up in stages, as host it is important to observe the guests' behavior and move onto the next stage when you feel it is most appropriate. This will give everyone enough time to enjoy all aspects of the party and enable it to move along at an enjoyable pace.

STAGE ONE: THE GUESTS ARRIVE

• Have the guests' (A) envelopes, name tags and money available for them when they arrive.

STAGE TWO: INTRODUCTION

- After all of the guests have arrived, hand Nick Nixon the Introduction and have him read it aloud to everyone.
- Have time for guests to mingle and complete their objectives
 - This may require 30-60 minutes depending on how well your guests know each other.
 - If serving dinner, this may be a good time for dinner to be served.

STAGE THREE: MURDER & INVESTIGATION

- When guests start to settle down and you are sure the victim has completed all of their objectives, arrange for the lights to go off.
- When the lights come back on, the victim will be dead.
- Give Terry Johnson tape, so that they can outline the position of the body on the floor. (Optional)
- If victim is assuming role of Terry now, have the victim rise and introduce them as the investigator, Terry Johnson.
- Have Terry open the Investigation Envelope and read the investigation directions to everyone.
- The guests will then open their (B) envelopes which will have new information and objectives for the guests to complete now that the murder has occurred.

STAGE FOUR: EVIDENCE PRESENTATION

- When Terry Johnson has let you know that they have finished their investigation, hand Terry Johnson the
 evidence presentation and have them present the evidence 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. **If having a large party, consider making multiple copies that you can set out at this point.
- Hand out the 'Who Dunnit' answer sheets. Ask everyone to complete them and hand them back to you during this time.

STAGE FIVE: THE SOLUTION

- When all the 'Who Dunnit' sheets are turned in, have Terry Johnson to read the solution aloud .
- Using the tally sheet included, calculate who the winners are.
- Award the certificates.

Murder High Class of 85 PEUNION NEW S

A Letter From The Class President



Hello all! As the class reunion is quickly approaching, I just want to say how excited I am for it to finally be here. While some of our paths have crossed ways over the years, it has been 35 years since we have all been together in the same place. It should be a night to remember and reflect on how far we've come since high school.

As some of you know, amongst others, we now have a budding actress, a high class attorney, an online dating specialist, Wall Street Journal

editor, music producers, video choreographers, as well as the local gym teacher, discount store clerk and used car salesman and, of course, myself, a presidential candidate, to add to our accomplishments from the graduates of the James D. Murder High Class of 85!

Looking forward to seeing you all there! It will be a night to remember, if you live to tell about it!

--Your Class Pres, Nick Nixon

THAT WAS THEN	THIS IS NOW
Class President	Presidential Hopeful
Jock	P.E. Teacher
School Paper Editor	Wall Street Journal Editor
Punk	Private Security
Audio Visual Geek	Hollywood Director
Prom Queen	Beauty Queen
Math Team Captain	Financial Specialist

SEE HOW FAR WE'VE COME!

Nick NIXON for PRESIDENT

No reunion is complete without... Check out which of your classmates is coming!

Nick Nixon—The Class President. Nick led the class in 1985 and hopes to lead the country in 2020. Does this presidential candidate have too many skeletons in the closet?

Nancy Nixon—The Class Vice President. Nancy has always been known to stand by her man, but is she tired of always being put on the back burner...?

Molly Ringworm—The Drama Queen. Molly is known to steal the show, whether it was in the school musical or her current soap opera hit, *The Brash and The Brutal*. For the sake of the reunion, let's hope she is neither.

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AURDER CIUCINION

SAMPLE CHARACTER

FROM ANOTHER MYSTERY

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

SAMPLE OBJECTIVES

FROM ANOTHER MYSTERY

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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SAMPLE OBJECTIVES

FROM ANOTHER MYSTERY

Sample Objectives

From another mystery



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 XXXXXXX.

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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. (XXXXX is known to take bribes.)
- Accuse XXXXX of bribing XXXXXX 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 XXXXXX 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 XXXXXX.
- If XXXX threatens to XXXXXX, question where she will get the XXXXXXX.

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SAMPLE EVIDENCE

FROM ANOTHER MYSTERY

Sample Evidence

From another mystery

EXHIBIT F

Description: Picture turned over by XXXXXX.

Notes: Picture taken of XXXXX earlier tonight.



IURDER IICITATION

THEEXTRAS

Included in the mysteries are ideas and designs to help you create fun and authentic materials that are easy to make for your Murder High Reunion.























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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 <u>each</u> mystery theme we offer! **Check out any/all of the resources below!!!**

MURDERHIGHREUNION.COM

Simply type in Murderhighreunion.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/murder-high-reunion/

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 the Murder High Reunion gallery at: www.nightofmystery.com/photos-MHR/

VISIT US ON FACEBOOK https://www.facebook.com/nightofmystery/

FOLLOW US ON INSTAGRAM! SEE LOADS OF PARTY PICS!

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!

AUGINION SEEDINGS

THIS HAS BEEN JUST A SAMPLING THE COMPLETE PACKAGE INCLUDES:

Host Guide — A complete how-to of throwing your party which includes directions on preparing the invitations, assigning characters and preparing for the party.	
Schedule of the Night— A step-by-step breakdown of how the night will go.	
Introduction— to be read to the guests upon arrival.	
Designed Invitations — that you can customize with the details of your party.	
Digital Invitations — that you can customize with the details of your party. <i>Available on site</i> .	
Reunion Newsletter — to be sent with the invitations, it includes background information on the happenings surrounding the party and the guests coming to the party.	
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 to be distributed and presented during the second half of the night.	
Solution — a detailed description of who the murderer is, why the murder happened, and the clues that led to the outcome.	1
"Who Dunnit" Cards — for guests to guess the murderer, and vote for best costume and best actor.	
Award Certificates— for best costume, best actor, most money, and super sleuths.	
Party Extras!!!— Printable designs to help you make authentic and original decorations to enhance your party! (See previous pages for more information.) Coming soon!	
PLEASE LOG ONTO: WWW.Nightofmystery.com	Á

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TO PURCHASE YOUR PACKAGE TODAY.