

Intro File

A Sorority SLAYING





Sorority SLAYING

Join Us for a Social Filled with Sisterhood, Scandal, and Sinister Behavior!

As the semester draws to an end, and the pledges get ready to activate, the University's Panhellenic Board cites the Kappa Kappa chapter for instances of "conduct unbecoming a Greek." With the sorority house being seriously considered for disbandment, the sisters of Kappa Kappa have to consider deactivating a member in an effort to save their chapter.

Will it be the Recruitment Chair who is accused of pushing her pledges too far be expelled? Perhaps it will be the Social Chair who has been in charge of policing partying (or lack thereof)? Or possibly the pledge president whose plans for the future may be jeopardized by her actions of today?

As the evening proceeds, and the secrets of the Kappa Kappa sisters come out, an even bigger scandal is created when one sister drops dead. In a race to find the murderer, no one knows who to trust, who to blame and who may be the next victim.

*Time is essential for the survival
of the Kappas... as a house,
as well as individuals.*

HOST *Guide*

Thank you for choosing A Sorority Slaying

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. A Sorority Slaying 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: 20-80 females

For 15-20 guests: 15-20 females

For 10-15 guests: 10-15 females

For 8-12 guests: 8-12 females

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? No. 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.

Night of
Mystery

HOST *Guide*

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 Perfect Pam is not assigned, the victim will assume this role after they have “died.”*
- **As host, who should I be?** Information in mystery purchase.
- **Different versions for this mystery:** Adult All-Female versions.

HOST *Guide*

Some Frequently Asked Questions

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.

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? *YES again!* 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.

HOST *Guide*

Hilary Hargrove – President. In charge of keeping the girls in order, Hilary will have some serious sleuthing to do if she is going to find a way to keep the Kappa Kappa house from being disbanded.

Sarah Details – Secretary. While the duties of her office weigh heavily on Sarah, so does the future with her boyfriend. Can Sarah succeed in keeping her boyfriend and Kappa Kappa office?

Amanda Dollar – Treasurer. Responsible for the Kappa Kappa budget and payment of expenses, things haven't been adding up recently, and Amanda needs to find out who is to blame.

Patty Party – Social Chair. Known to throw wildly successful and entertaining parties, Patty takes responsibility for the sorority's popular reputation on campus. While this reputation attracts fun members, it also puts a target on Patty's back!

Chastity Turner – Philanthropy Chair. With more service hours and donations than any past Philanthropy Chair, Chastity is a legend in her own mind. But when the numbers stop adding up, she will have some explaining to do.

Rita Clinton – Recruitment Chair. Pinned by her beau earlier this week, Rita's future looks bright... if she can survive the allegations of hazing brought by her pledges.

Perfect Pam – Panhellenic Representative. With many allegations of bad social behavior pending against the house, Pam is the one who will have to convince the Panhellenic Board that the Kappas should NOT be placed on probation or suspended or – worst of all -- disbanded!

Heather Hancock – Active Legacy. Living in the shadow of her mother, Heather has a lot to live up to if she plans to make her family proud.

Prudence Smith – Active. Skeptical of her fellow sisters, Prudence will fight to make sure that the Kappa Kappa name is not tarnished by scandal.

Betsy Grades – Active. Recipient of the prestigious Kappa Kappa scholarship, Betsy needs the sorority to stay active – her education (and her future) depends on it!

Elizabeth Money – Active. Coming from a wealthy family, Elizabeth wants to leave more to the sorority than her service hours.

Dakota Delta – Active. With Dakota's brother dating a Kappa, she is torn between her sorority sisters. Will Dakota have to choose between siding with her brother's current girlfriend or his ex?

Penny Pledger – Pledge President. While dissension among the ranks is brewing, Penny is certain she can pull the new members together to have the strongest pledge class in Kappa Kappa history.

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Carla Darling – Pledge. Distraught over the treatment that the pledges have received in rush, Carla can't keep quiet for much longer. The question is, who will Carla take down in her protest and fight?

Hazel Green – Pledge. Rushed for her grades alone, Hazel has some roadblocks to remove before the girls will see her as the party rockstar she desires to be!

Allison Almighty – Advisor. As an alumnae, Allison is here to offer her advice and guidance to keep the girls on the straight and narrow. There is no way Allison will let any Kappas destroy what she helped to build.

Cicily – House Mom. While the Kappas are worried about keeping their chapter, Cicily is simply worried about keeping her job. Or is there more than that which is at stake?

HOST *Guide*

Hosting Tips

- Included in Mystery Purchase.

Making the Invitations

Before the party, each guest must receive three things: (1) the invitation, (2) the Kappa Times 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. **In addition, place the following:** Information included with mystery purchase.

- If you have eliminated Perfect Pam's character, you will prepare a "B" envelope for Pam including Pam'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 Dunit voting sheets for the number of guests you have coming. Cut the pages along the dashed lines.

HOST *Guide*

- 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 Hilary Hargrove 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.

Stage Three: Murder And 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 Perfect Pam tape, so that they can outline the position of the body on the floor. (Optional)

- *If victim is assuming role of Pam now, have the victim rise and introduce them as the investigator, Perfect Pam.*
- Have Pam 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 Perfect Pam has let you know that they have finished their investigation, hand Perfect Pam 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 Dunit' answer sheets. 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 turned in, have Perfect Pam to read the solution aloud.
- Using the tally sheet included, calculate who the winners are.
- Award the certificates.

Kappa Times

Time To Get Social!

SISTERS!!! With the semester coming to an end and pledge initiation right around the corner, it's time to let loose with our favorite fabulous females at our chapter social! So let's get this party started with only the coolest Kappas on campus!

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CANDLELIGHT CEREMONY

Congratulations to our ladies that have taken the next steps in their relationships! This week at the ceremony we had two announcements!

FIRST PASS: SARAH DETAILS

blew out the candle!
{symbolizing dating : next step lavalier!}

THIRD PASS: RITA CLINTON

blew out the candle!
{symbolizing pinning : pre-engagement}

House Hours

Mandatory times to be at house this week.

Sister Time: Tues 4-6pm

Study Hours: Wed 6-9pm

House Meeting: Sun 6pm

Pledge Duties

Dishes: Hazel
Shower: Samantha
Toilets: Carla
Den: Darla & Penny

UNDER INVESTIGATION

On Monday, the Panhellenic Board announced that they are looking into multiple alleged violations committed by the Kappas. **Within the violations:**

- Incorrect recordings of hours
- Inappropriate relations with faculty
- Misuse of chapter funds
- Noise violations
- Irresponsible partying
- Overconsumption of alcohol
- Abuse of power & hazing

Violations found guilty may result in member deactivation and/or chapter disbandment.

Check out everything Kappa at: ASororitySlaying.com



Sorority SLAYING

Sample Character

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*

Sorority SLAYING

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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Sorority SLAYING

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 XXXXXXX.

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

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Sorority SLAYING

Sample Evidence

From another mystery

EXHIBIT F

Description: **Picture** turned over by XXXXXX.

Notes: **Picture** taken of XXXXX earlier tonight.



Night of
Mystery

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!!!**

Asororityslaying .com

Simply type in ASororitySlaying.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 as well!

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-sorority-slaying-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 the A Sorority Slaying gallery at: www.nightofmystery.com/photos-ASS/

Visit us on facebook <https://www.facebook.com/nightofmystery/>

Follow 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!



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*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. *Available on site.*
- Kappa Times 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.
- “Who Dunit” 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 to
purchase your mystery today*