

Pump'n HOMICIDE



Night of
Mystery



It's the annual Player's Ball where the flyest and flashiest pimps, hoes, gigolos, and everyone in between gather to fly high with their circuit while also awarding the coveted PLAYER OF THE YEAR award to the most profitable player in the game.

With the community gathering to chop it up and break bread with their fellow players, a crazy night of playing, pandering, and philandering is underway when someone gets the hit of their life and ends up dead.

**THE REST OF THE PLAYERS ARE NOW LEFT TO MAINLINE
THE MURDERER AND PUT THEM ON BLAST.**

*Was it the emphatic escort who wants to start their own stable?
The erratic enforcer trying to get some street cred?
The Choosy Susie whose loyalties lie with multiple players?
Or possibly the prosperous pimp who needs to protect their profits?*

***Whoever the guilty one is, NO ONE is leaving till you have
dropped the dime on the cold-blooded killer.***

***To lace up your gators, fill up your pimp cup, and get ready
for a night of feathers, fedoras, and foul play!***

Night of
Mystery

Pimp'n HOMICIDE



Thank you for choosing Pimp'n Homicide

We are confident that you will find this comprehensive packet provides everything you could 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. The game format encourages comprehensive mingling among your guests and ensures everyone feels 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. Pimp'n Homicide 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.

DISCLAIMER: NOT FOR THE EASILY OFFENDED!!! While there is no foul language, detailed sexual or gory information, this mystery is filled with extravagant and eccentric characters. This is not a mystery meant to depict reality, but a satirical reality taken to extremes. This mystery is not intended for gatherings or parties that include youth, or that are sponsored by religious or other organizations with value-based standards for language and behavior.

Choosing the right version:

Gender Counts:

For 20+ guests: at least 5 males, 5 females, and 10 guests of any gender

For 15-20 guests: 4-5 males, 6 females, 5-9 gender-neutral

For 10-15 guests: TBD

For 8-12 guests: TBD

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 invitation with an RSVP date of two weeks before the party. After your guests RSVP positively, you can send them their character sheet and other party information.

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

Is this mystery suitable for youths and/or church groups? No.



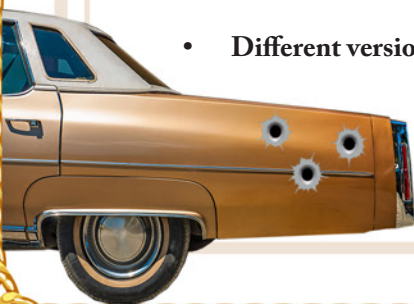
Pimp'n HOMICIDE



- Average parties range from 1.5-4 hours depending on a number of factors like how many guests you have, if you serve a meal, how well your guests mingle, etc.

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 that best fit 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. **THE HOST CAN PLAY ALONG!**
- **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 invitation with an RSVP date of two weeks before the party. After your guests RSVP positively, you can send them their character sheet and other party information.
- **You can download an invitation proforma 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 during the party.**
- **The victim will not know they are the victim until they get to the party.** The victim will take on the role of the investigator for the second half of the party.
- **As host, who should I be?** Information in mystery purchase.
- **Ideas for assigning couples:** Information in mystery purchase.
 - Different versions for this mystery: Adult.



Pimp'n HOMICIDE



Reverend Donnie D. Valentine – Preacher. As the OG founder of the Player's Ball, Donnie still runs the show for the Player of the Year award. This GOAT player found a new hustle in the church, but Donnie still shows up every year to ensure their legacy lives on. *Male or female.*

Scarlet Dynamite – Pimp. The youngest pimp ever on the Player of the Year ballot, Scarlet aims to leave a legacy her folks couldn't touch. *Female.*

Victor Valentine – Pimp. Donnie D.'s firstborn, Victor's been gunning for Player of the Year since day one. Finally on the ballot, has Victor hustled hard enough to take the crown this year? *Male.*

Blaze Johnson – Pimp. Taking over someone else's stable and blowing up in record time, Blaze is now on the short-list for Player of the Year. Is it Blaze's charm or street smarts that got him there? *Male*

Silk Sterling – Pimp. Furious about not making the ballot, Silk's plotting for next year with a bold plan and even bolder moves. *Male or female.*

Ginger Valentine – Pimp. Raised for Player of the Year status like her siblings, Ginger's absence from the ballot suggests her time ain't up yet, or maybe never will be. *Female.*

Biggie Dynamite – Pimp. A lifelong game supporter, Biggie never made the Player of the Year ballot. Now, Biggie's channeling their energy into ensuring Scarlet's success where Biggie fell short. *Male or female.*

Diamond Joe – Pimp. Ready to cash out but not before getting what's owed, Diamond Joe's not about to sell out on pimp life without some answers. *Male or female.*

Foxy Vengeance – Bottom Ho. Snatched from one stable to another, Foxy's the one to watch. Will Foxy's move pay off or backfire? *Female.*

Kai Love – Gigolo. Top earner for his pimp, Kai's destined for greatness with Scarlet's Player of the Year win, and Kai's got even bigger plans after that. *Male*

Honey Money – Bottom Ho. Jumping from pimp to pimp could mean Honey's a savvy businesswoman or a traitor in the making. *Female.*

Antwon Steele – Gigolo. Dissed and dismissed, Antwon's on the hunt for a new gig. Will Antwon fall in line or keep playing by his own rules? *Male*

Mickey Malone – Retired Pimp. Profiting from the game without playing, Mickey sold their stable for a fat check and a percentage going forward. Is Mickey loving retirement or regretting their early exit? *Male or female.*

Frankie "The Fixer" Russo – Enforcer. Frankie's jail time makes them Victor's go-to muscle. But is Frankie free-lancing or following orders? *Male or female.*

Violet Valentine – Ex-Player. Following Donnie's footsteps out of the game, Violet's got a lucrative, law-abiding gig these days. Is Violet here solely to support her fam or does Violet intend to step back into the game? *Female.*

Kitty Kat – Blaze's Boo. Kitty enjoys the game's perks without the work – but that kind of mooching rarely ends well. *Female.*

Senator Snap – Politician. A member of Donnie's church here supporting the community, but maybe with a side agenda of their own. *Male*

Smooth Dogg – Rapper. Former Player of the Year, now in the big leagues of music. Smooth's making bank and spitting rhymes about the game that can't be beat. Or can they? *Male or female.*

MC Bling – Music Producer. Mixing beats that tell street stories, MC produces music that is all about telling street truths...and just hopes they don't get caught in the crossfire. *Male or female.*

Ryker Gold – Music Mogul. Looking to sign and develop street talent for profit, Ryker speaks with money and can't stand to be double-crossed. *Male or female.*



Night of
Mystery

Pimp'n HOMICIDE



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 THE HOST PLAY ALONG WITHOUT KNOWING WHO THE VICTIM AND/OR MURDERER ARE? YES!!!** 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. ***THIS ONE IS NOT FOR YOU!***
 - 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 could 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.



Pimp'n HOMICIDE

Hosting Tips

- Included in Mystery Purchase

Making the Invitations

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

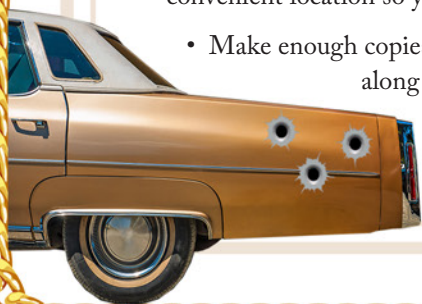
Preparing the Materials for the Party

- 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 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.
- Print the money page. 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 instead of printing 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, 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 secure the name tag to their outfit, a bundle of money and the half- sheet that details the particular character’s 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 mystery.*

- In a separate envelope place the Investigation sheet. Label it as “Investigation.”
- In a separate envelope place the Evidence Presentation. Label it as “Evidence.”
- Place the solution in a sealed envelope and label it “Solution.”
- Keep the “introduction,” the “investigation envelope,” the “evidence envelope,” and the “solution envelope” in a convenient location so you can hand them out throughout the night as guests need them.
 - Make enough copies of the accusation sheets for the number of guests you have coming. Cut the pages along the dashed lines.



Night of
Mystery

Pimp'n HOMICIDE



Stage One: The Guests Arrive

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

Stage Two: Introduction

- Once everyone has arrived, hand Donnie D. Valentine the Introduction and have them read it aloud.
- 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 is a good time for dinner to be served.

Stage Three: Murder & Investigation

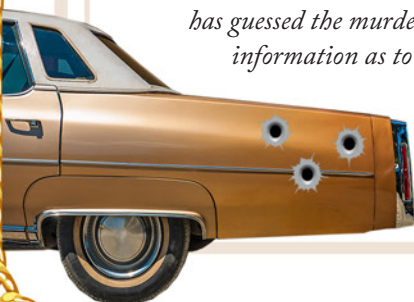
- When guests start to settle down and you are sure the victim has completed all of their objectives (your mystery packet will contain more information about what will happen here).
- Arrange for the lights to go off and a loud noise to sound (like a cap gun).
- When the lights come back on, the victim will have fallen down "dead."
- After the victim has "died," the host can outline the position of the body on the floor or ground. *Optional.*
- Announce to the crowd that Detective Snoop will now be joining you to investigate. Have the victim rise and assume the role of Detective Snoop.
- Hand Detective Snoop the "investigation envelope" and have them read the instructions aloud to the guests.
- Hand the guests their (B) envelopes. *This 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 Detective Snoop finishes their investigation, hand Detective Snoop the evidence envelope 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. You may want to make multiple copies of the evidence so that it can be seen by everyone.
- Hand out the accusation sheets for guests to complete and hand back to you.

Stage Five: The Solution

- After all accusation sheets are handed in, use the tally sheet to calculate the winners. *If more than one person has guessed the murderer, you can award the Smoking Gun Award to the guest who has written the most correct information as to how they deduced the identity of the murderer.*
 - Have Detective Snoop read the solution aloud to the guests.
 - Award the certificates to the winners!



Pimp Pulse

**GREEN IS FOR
THE MONEY**
**GOLD IS FOR
THE HONEY**

ANNUAL PLAYER'S BALL GONNA BE LIT



This year's Player's Ball is gonna be straight fire, y'all! We're talking top-notch hustlers, fierce competition, and a vibe that's straight-up lit. Get ready for some moves that'll shake up the game. So, step up your game, bring that bling, and get ready for a night that'll be legendary. You don't wanna miss this, trust!

Heads up, y'all rolling through are:

REVEREND DONNIE D. VALENTINE – PREACHER. As the OG founder of the Player's Ball, Donnie still runs the show for the Player of the Year award. This GOAT player found a new hustle in the church, but Donnie still shows up every year to ensure their legacy lives on.

SCARLET DYNAMITE – PIMP. The youngest pimp ever on the Player of the Year ballot, Scarlet aims to leave a legacy her folks couldn't touch.

Blaze is now on the shortlist for Player of the Year. Is it Blaze's charm or street smarts that got him there?

SILK STERLING – PIMP. Furious about not making the ballot, Silk's plotting for next year with a bold plan and even bolder moves.

GINGER VALENTINE – PIMP. Raised for Player of the Year status like her siblings, Ginger's absence from the ballot suggests her time ain't up yet, or maybe never will be.

BIGGIE DYNAMITE – PIMP. A lifelong game supporter, Biggie never made the Player of the Year ballot. Now, Biggie's channeling their energy into ensuring Scarlet's success where Biggie fell short.

DIAMOND JOE – PIMP. Ready to cash out but not before getting what's owed, Diamond Joe's not about to sell out on pimp life without some answers.

FOXY VENGEANCE – BOTTOM HO. Snatched from one stable to another, Foxy's the one to watch. Will Foxy's move pay off or backfire?

KAI LOVE – GIGOLO. Top earner for his pimp, Kai's destined for greatness with Scarlet's Player of the Year win, and Kai's got even bigger plans after that.

HONEY MONEY – BOTTOM HO. Jumping from pimp to pimp

Pimp'n to Preach'n – The Legacy Lives On

In the heart of the hustle, Donnie D. Valentine's legend shines. The GOAT pimp turned preacher, but Donnie's swag's still on point. Donnie created the Player's Ball and the Player of the Year award, celebrating pimp culture crowning the best in the game. Icons like Diamond Joe and Smooth Dogg have snagged the title, but it's always dodged Biggie Dynamite.

Donnie's reign was epic, scooping the award 13 times before trading pimpin' for preachin'. But the legacy ain't dead. Donnie's crew, Victor, Ginger, and Violet, keep the Valentine vibe alive. While Victor and Ginger hustle hard, Violet's chilled out and flat out left the game.

Every year, Donnie hits the Player's Ball, not just to pass the torch but because it was founded as their birthday party - and still is! It's a bash that's as legendary as the player himself. Here's to Donnie D. Valentine – the name that turned the game into a party!

could mean Honey's a savvy businesswoman or a traitor in the making.

ANTWON STEELE – GIGOLO. Dissed and dismissed, Antwon's on the hunt for a new gig. Will Antwon fall in line or keep playing by his own rules?

MICKY MALONE – RETIRED PIMP. Profiting from the game without playing, Mickey sold their stable for a fat check and a percentage going forward. Is Mickey loving retirement or regretting their early exit?

FRANKIE "THE FIXER" RUSSO – ENFORCER. Frankie's jail time makes them Victor's go-to muscle. But is Frankie freelancing or following orders?

VIOLET VALENTINE – EX-PLAYER. Following Donnie's footsteps out of the game, Violet's got a lucrative, law-abiding gig these days. Is Violet here solely to support her fam or does Violet intend to step back into the game?

KITTY KAT – BLAZE'S BOO. Kitty enjoys the game's perks without the work – but that kind of mooching rarely ends well.

SENATOR SNAP – POLITICIAN. A member of Donnie's church here supporting the community, but maybe with a side agenda of their own.

SMOOTH DOGG – RAPPER. Former Player of the Year, now in the big leagues of music. Smooth's making bank and spitting rhymes about the game that can't be beat. Or can they?

MC BLING – MUSIC PRODUCER. Mixing beats that tell street stories, MC produces music that is all about telling street truths...and just hopes they don't get caught in the crossfire.

RYKER GOLD – MUSIC MOGUL. Looking to sign and develop street talent for profit, Ryker speaks with money and can't stand to be double-crossed.

Player of the Year Nominees

Big ups to the top dogs in the game! These players are killin' it this year:

Victor Valentine: Donnie's eldest got skills, but some question if he's legit for the crown.

Scarlet Dynamite: On the ballot for her moves, but is it just to settle old beef between Biggie and Donnie?

Blaze Johnson: Despite losing key players, is he still boss or just sinking?

STREET SPEAK

Pimp: The boss, running the show.

Ho: The talent, bringing in the dough.

Bottom Ho: The MVP, keeping things tight.

Gigolo: A male hustler, charming the ladies.

Stable: The squad, rolling together under one boss.

Player: A smooth operator, always cool.

VICTOR VALENTINE – PIMP. Donnie D.'s firstborn, Victor's been gunning for Player of the Year since day one. Finally on the ballot, has Victor hustled hard enough to take the crown this year?

BLAZE JOHNSON – PIMP. Taking over someone else's stable and blowing up in record time,

Pimp'n HOMICIDE

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 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 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 murderatthedeaddoodsaloon.com

Night of
Mystery

Pimp'n HOMICIDE



Sample Objectives

From another mystery



OBJECTIVES

Banker Bob

Objectives At The Start Of The Party

- Tell XXXX that you need the money he owes to the bank by tomorrow or the bank will have to retake their property.
- 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.

©Night of Mystery, www.nightofmystery.com

Night of
Mystery

Pimp'n HOMICIDE



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.

©Night of Mystery, www.nightofmystery.com



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.

©Night of Mystery, www.nightofmystery.com



Night of
Mystery

Pimp'n HOMICIDE



Sample Evidence

From another mystery

EXHIBIT F

Description: Picture turned over by XXXXXX.

Notes: Picture taken of XXXXX earlier tonight.



Night of
Mystery

Pimp'n HOMICIDE



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!!!**

Pimphomicide.com

Simply type in pimphomicide.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! *Coming soon!*

"All The Extras" supplement

Check out the supplement that is filled with designs, posters, ideas, etc. *Coming soon!*

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! <https://www.pinterest.com/nightofmystery/pimp'n-homicide-party-ideas/>

Flickr albums

Check out pictures from other hosts 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 Pimp'n Homicide gallery at: www.nightofmystery.com/photos-PNH/ -- *Coming soon!*

Visit us on Facebook!

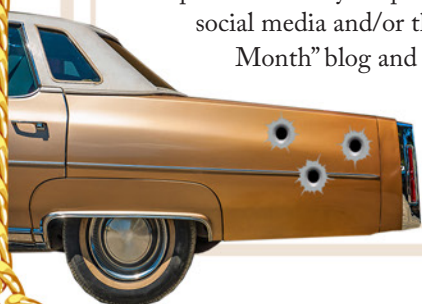
<https://www.facebook.com/nightofmystery/>

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 nompartyofthemoth@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!



Night of
Mystery

Pimp'n HOMICIDE



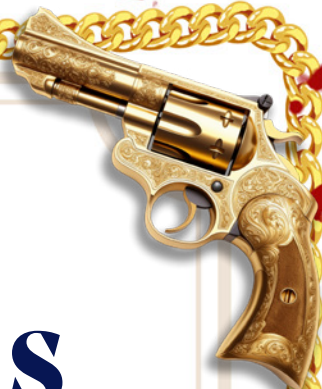
*This has been just a sampling
The complete package includes:*

- ☐ **Host Guide**— A complete how-to for 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.*
- ☐ **Pimp Pulse Newspaper**— 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.
- ☐ **Accusation 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.)

*Please log onto:
www.nightofmystery.com
to purchase your mystery today!*

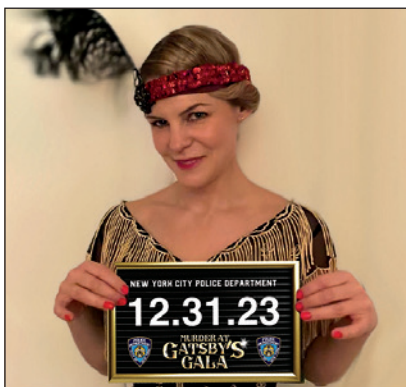


Pimp'n HOMICIDE



ALL THE EXTRAS

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



Night of
Mystery