



A VILLAIN'S VENDETTA

INTRO FILE





A VILLAIN'S VENDETTA




A BLOOD MOON CELEBRATION LIKE NO OTHER...
UNTIL SOMEONE IS SILENCED FOREVER.

The most malevolent minds of history, myth, and horror have gathered under the Blood Moon for a night of treachery, trickery, and tyranny. This nefarious network of infamous evildoers only accepts the most wickedly worthy, and soon they will admit one more. But beware not everyone will leave the night unscathed.

For in the midst of the chaos, one villain will meet a fate even they didn't foresee murdered in cold blood. Now, the rest must investigate the crime before another soul is lost to the shadows.

Could the killer be **Maleficent**, the wicked fairy whose thirst for power has finally crossed the line? Or **Dr. Cannibal Lectern**, whose appetite for control may have turned deadly? Perhaps it's **Cruelletta Spill**, the ruthless fashion tyrant who won't let anyone outshine her? Or maybe **Jester**, the chaotic trickster who never takes a joke too far...until now?



With backstabbing betrayals, sinister schemes, and more motives than a villain's got capes, **it's up to YOU** to uncover the truth before the murderer vanishes into the night.

Come dressed to kill, sharpen your schemes, and prepare for a night of dark deeds, deadly secrets, and delicious deception.

**AFTER ALL... WHEN VILLAINS GATHER
NO ONE IS SAFE.**



HOST GUIDE

THANK YOU FOR CHOOSING A VILLAIN'S VENDETTA

We are confident that you will find this comprehensive packet provides everything you need to run your very own murder mystery party—one that will have your guests talking about it for weeks, if not longer.

This murder mystery experience is designed to be easy to run and fun to play for all the guests involved. The game is played with all of your guests having active roles in the game and each guest having objectives to complete. These objectives keep the party from being pre-scripted and allow your guests to draw their own conclusions as to the motives and the identity of the murderer. This format also allows for great mingling among your guests and ensures they all 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 Villain's Vendetta 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:

Gender Counts:

For 20+ guests: at least 3 males, 6 females, 11 gender-neutral.

For 15-20 guests: 2-3 males, 6 females, 7-11 gender-neutral.

For 10-15 guests: 2 males, 4-5 females, 4-8 gender-neutral.

For 8-12 guests: 1-2 males, 3-5 females, 4-5 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 more conservative crowd.



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 descriptions and match each one with the guest you feel suits that particular character best. They will be listed in this host's guide, along with a sheet that will help you assign the characters.
- **WHO CAN I ELIMINATE WITHOUT RUINING THE MYSTERY?** If you do not have 20 guests attending, the game can be played without the following characters: This information will be included with mystery purchase.
- **Because this party is dependent on a minimum number of people showing up,** you will want 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 have accepted the invitation, you can send them their character sheet and other party information.
- **You can download an invitation proforma at:** <http://www.nightofmystery.com/invitations>
- **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":** The victim will play the role of Detective/investigator for the second half of the party. Following their "death" the victim will get up and the host can then explain that there will be an investigator for the second half (the victim). The victim/investigator will then read the "investigation directions" to the crowd. You will have prepared the investigator's "B envelope," so the guest will know what to do next and how to proceed. Since the investigator's main role takes place after the murder, it is ok if the investigator is eliminated from the first half of the party and only plays the second half. Additionally, the victim does not know who killed them or why, so the victim can assume the role of the investigator for the second half. *You can also have an additional badge and/or gun, hat, etc. for this guest to help them distinguish themselves as the investigator for the second half of the party.*
- **As host, who should I be?** Information included with the mystery purchase.
- **Ideas for assigning couples:** Information included with the mystery purchase.



HOST GUIDE

Dracula – Vampire Overlord. Once a feared warlord, now the immortal ruler of the Villains Alliance. With power slipping, Dracula must secure his influence tonight—or be dethroned.

Maleficent – Wicked Fairy. A powerful and menacing force, Maleficent has spent centuries shaping villainy. With rivalries brewing, Maleficent must ensure her influence remains unchallenged.

Malazar – Sinister Sorcerer. A former advisor turned master manipulator, Malazar must decide whether to reinforce old alliances or betray them for something greater.

Delphina – Sea Witch. A cunning mistress of the deep, Delphina thrives on deception. Tonight, she plans to pull the strings before someone else does.

Jester – Chaotic Trickster. A wild, unpredictable menace who thrives on disorder. Jester promised to behave—but no one really believes that.

Waddles – Criminal Overlord. A mastermind of deals and betrayals, Waddles sees tonight as a game of power—and they intend to win.

Freddie Slasher – Dream Demon. A nightmare made flesh, Freddie may have been testing new horrors—and tonight, someone may have paid the price.

Dr. Cannibal Lectern – Cultured Cannibal. A refined intellectual with particular tastes. Cannibal's hunger for power may be more dangerous than their appetite for flesh.

Cruelletta Spill – Fashion Tyrant. Draped in decadence and disdain, Cruelletta expects admiration—but if someone challenges her status, they'll regret it.

Medusa – Gorgon Empress. A cursed legend who knows she deserves power. Tonight is her chance to claim her place—or be turned into a footnote.

Loki – Trickster God. A silver-tongued deity who swears they're just here for the show. But where Loki lingers, chaos is never far behind.

Emerald Goblyn – Maniacal Inventor. A brilliant mind tired of being overlooked. Emerald Goblyn may have a demonstration ready to prove their worth.

Harla Quinetta – Chaotic Jester. Torn between love and ambition, Harla will get into the Villains Alliance tonight—or someone will pay.

Ruler of Hearts – Tyrannical Ruler. A sovereign with a short temper and an iron grip on power. If the vote doesn't go their way, heads will roll.

Wicked Witch of the West – Evil Enchanter. A bitter, brilliant sorcerer who expected no challengers—yet rival witches may have other plans.

Evilla Witch – Malevolent Sorceress. Cold, cunning, and determined to be the “fairest of them all”—by any means necessary.

Nightshade – Botanical Terrorist. A genius with a deadly green thumb. Something toxic is circulating tonight, and if Nightshade is behind it, they aren't talking.

Danny Dollface – Cursed Doll. A once-human nightmare in a pint-sized package. Someone underestimated Danny tonight—an error they won't repeat.

Dr. Jekyll – Mad Scientist & Savage Alter Ego. A brilliant doctor battling their own darkness. Tonight, their latest research may hold the key to ultimate power—or ultimate disaster.

Chainsaw Charlie – Masked Butcher. A relentless hunter with a taste for carnage. They only kill when necessary—so is tonight one of those times?



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 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 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

HOSTING TIPS

- Included with mystery purchase.

MAKING THE INVITATIONS

Each guest must receive: (1) The invitation, (2) The Villians Voice and (3) their character description.

PREPARING PARTY MATERIALS

- 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.*
- Make name tags for the guests. You can print the name tags onto adhesive label paper or print on regular paper, trim them, and include a pin with the name tags so the guests can secure them to their outfits.
- Photocopy the printout of the money onto green paper. You will need as many copies as there are guests attending. Trim the money and bundle the notes in packages of \$500.
 - To skip this step, you can purchase and use fake/play money or coins.
 - It is helpful to bundle your money using a paper clip.
- Cut the sheet with two in half, and then in half again.
- 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. *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 attach 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.

- You will need to prepare Detective “B” envelope. Insert Detective name tag, evidence, and “B” objectives into their envelope. (You do not need to add money, as the guest will have money from the first half of the party.) *After “death,” the victim will assume role of Detective and will need this information.*
- In a separate envelope place the Investigation Instructions and the (labeled 2). Label the envelope as “Investigation.”
- In a separate envelope place the Evidence Presentation. Label it as “Evidence.”



HOST GUIDE

- An average party takes 2-4 hours. The party length will depend on a number of factors, including the number of guests, if you are serving dinner, how well your guests mingle, etc.

STAGE ONE- THE GUESTS ARRIVE

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

STAGE TWO- INTRODUCTION

- After all of the guests have arrived, hand Dracula 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 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 to have the lights go out. ***The victim is instructed in their starting objectives to "discreetly let the host know when they have completed their objectives."*
- When the lights come back on, the victim will have fallen down "dead."
- After the victim has "died," you (as the host) can outline the position of the body on the floor or ground.
- Announce to the crowd that Detective will now be joining you to investigate. Have the victim rise and assume the role of Detective.
- Hand Detective 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 has collected all of their evidence, hand Detective the evidence envelope so that they can present the findings of 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. Have everyone complete and hand them back to you.

STAGE FIVE- THE SOLUTION

- After all of the accusation sheets are handed in, use the tally sheet to calculate the winners.
- Have Detective read the solution aloud to the guests.
- Award the certificates to the winners!



THE VILLAINS VOICE

A NIGHT OF POWER & BETRAYAL!

The Villains Alliance gathers soon for its infamous Blood Moon Celebration—a night of secret deals, shifting alliances, and ruthless power plays. With the upcoming induction vote looming, tensions are at an all-time high. Who will rise, and who will be cast aside? Those planning on being in attendance are:

DRACULA – *Vampire Overlord*. Once a feared warlord, now the immortal ruler of the Villains Alliance. With power slipping, Dracula must secure his influence tonight—or be dethroned.

MALEFICENT – *Wicked Fairy*. A powerful and menacing force, Maleficent has spent centuries shaping villainy. With rivalries brewing, Maleficent must ensure her influence remains unchallenged.

MALAZAR – *Sinister Sorcerer*. A former advisor turned master manipulator, Malazar must decide whether to reinforce old alliances or betray them for something greater.

DELPHINA – *Sea Witch*. A cunning mistress of the deep, Delphina thrives on deception. Tonight, she plans to pull the strings before someone else does.

JESTER – *Chaotic Trickster*. A wild, unpredictable menace

who thrives on disorder. Jester promised to behave—but no one really believes that.

WADDLES – *Criminal Overlord*. A mastermind of deals and betrayals, Waddles sees tonight as a game of power—and they intend to win.

FREDDIE SLASHER – *Dream Demon*. A nightmare made flesh, Freddie may have been testing new horrors—and tonight, someone may have paid the price.

DR. CANNIBAL LECTERN – *Cultured Cannibal*. A refined intellectual with particular tastes. Cannibal's hunger for power may be more dangerous than their appetite for flesh.

CRUELLETTA SPILL – *Fashion Tyrant*. Draped in decadence and disdain, Cruelletta expects admiration—but if someone challenges her status, they'll regret it.

MEDUSA – *Gorgon Empress*. A cursed legend who knows she

deserves power. Tonight is her chance to claim her place—or be turned into a footnote.

LOKI – *Trickster God*. A silver-tongued deity who swears they're just here for the show. But where Loki lingers, chaos is never far behind.

EMERALD GOBLYN – *Maniacal Inventor*. A brilliant mind tired of being overlooked. Emerald Goblyn may have a demonstration ready to prove their worth.

HARLA QUINETTA – *Chaotic Jester*. Torn between love and ambition, Harla will get into the Villains Alliance tonight—or someone will pay.

RULER OF HEARTS – *Tyrannical Ruler*. A sovereign with a short temper and an iron grip on power. If the vote doesn't go their way, heads will roll.

WICKED WITCH OF THE WEST – *Evil Enchanter*. A bitter, brilliant sorcerer who expected no challengers—yet rival witches may have other plans.

EVILLA WITCH – *Malevolent Sorceress*. Cold, cunning, and determined to be the “fairest of them all”—by any means necessary.

NIGHTSHADE – *Botanical Terrorist*. A genius with a deadly green thumb. Something toxic is circulating tonight, and if Nightshade is behind it, they aren't talking.

DANNY DOLLFACE – *Cursed Doll*. A once-human nightmare in a pint-sized package. Someone underestimated Danny tonight—an error they won't repeat.

DR. JEKYLL – *Mad Scientist & Savage Alter Ego*. A brilliant doctor battling their own darkness. Tonight, their latest research may hold the key to ultimate power—or ultimate disaster.

CHAINSAW CHARLIE – *Masked Butcher*. A relentless hunter with a taste for carnage. They only kill when necessary—so is tonight one of those times?

VILLAINS ALLIANCE AMENDMENT

WHO GETS TO STAY?

At the latest Villains Alliance meeting, Maleficent proposed an amendment restricting future members to only magical or supernatural beings. The proposal has divided the Alliance. If passed, this rule could alter the future of the Villains Alliance forever. Will magic and superpowers take precedence, or will strategy and force prevail?

TOP CANDIDATES UP FOR ALLIANCE INDUCTION:

*Emerald Goblyn

*Medusa

*Chainsaw Charlie

*Ruler of Hearts

*Harla Quinetta

POWER STRUGGLE INTENSIFIES

A fierce rivalry brews between Maleficent and Delphina over who reigns supreme—fairies or witches. Maleficent insists that fairies are superior due to their innate magic, while Delphina believes witches, who work for their power, are stronger. As tensions rise, will words settle the feud, or will the night end in a clash of spells?

A VILLAIN'S VENDETTA

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 murderatthedeatwoodsaloosn.com



HOST GUIDE

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.

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HOST GUIDE

Sample Objectives

From another mystery



OBJECTIVES

Banker Bob

Things You Know:

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

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!!!**

AVILLAINSVENDETTA.COM

Simply type in avillainsvendetta.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!

"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! <https://www.pinterest.com/nightofmystery/a-villains-vendetta-murder-mystery-party-ideas/>

FILCKR 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. You can view the album at: www.nightofmystery.com/photos-AVV/

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!

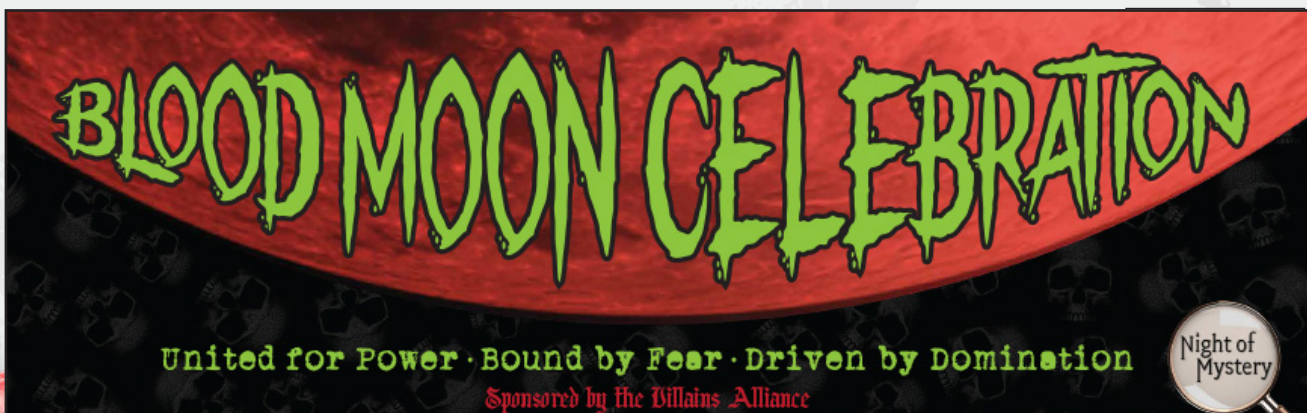
Once your party is thrown, please let us know how your party went by emailing the details and pictures to nompartyofthemonth@gmail.com! We will email you a \$5 coupon for submitting your comments and/or pictures about your party. In addition to the coupon, party pictures and comments may be highlighted 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 \$75 gift certificate towards the purchase of a future party!



A VILLAIN'S VENDETTA

ALL THE EXTRAS

Included in the following pages are ideas and designs to help you create fun and authentic materials that are easy to make for your A Villain's Vendetta party!



Inside you will find directions and designs for:
various posters, suspect signs, food and drink menus,
and more!

Night of
Mystery

HOST GUIDE

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.*
- ☐ **The Villians Voice**— 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!

