

Night of
Mystery

INTRODUCTION FILE

HO HO HO
HOMICIDE



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A night of North POLE Naughtiness!

With the Christmas season well on its way, everyone at the North Pole is working hard to make this a holiday to remember. Despite the efforts of the arctic inhabitants, productivity is at an all-time low, upsetting many and putting Santa's legacy at stake.

Desperate for a change, there are many who are willing to do almost anything to increase efficiency and restore peace at the North Pole.

But only one who will go too far and commit an act of murder in this mystical place.

Will it be the audacious elf who believes they could run the workshop better? The remorseful reindeer ready to hide their secrets? Or possibly the unwavering wife who will do anything to protect her family through any ordeal?

As you join together for a holly, jolly Christmas party you will mingle with magical guests. In the end, you will need to decipher between the evil and the innocent, the righteous and the responsible, the naughty and the nice.

To ensure that the Christmas legacy continues unchanged, you will be called upon to employ your sleuthing skills to make certain that the criminal is caught!

You won't want to miss this
Holly, Jolly Christmas Folly!

Welcome to Night of Mystery

Your party planning alibi has arrived.

Thank you for sneaking a peek into the world of **Night of Mystery**, where we make hosting a murderously fun party as easy as pie... poison pie, that is.

If you're looking to throw a **one-of-a-kind event** that's equal parts excitement, intrigue, and laughter, you're in the right file. Our downloadable mystery party kits are packed with **everything you need** to effortlessly **plan and host a killer evening**—no detective license or acting degree required – and are **guaranteed to make a lasting impression** on everyone in attendance!



What Makes a Night of Mystery Party So Dead Simple?

We do the dirty work, **you get the glory.**

Each mystery packet includes **clear, step-by-step guides** that walk you through every part of the party—from sending invites to solving the murder. Whether you're a first-time host or a seasoned sleuth, you'll **feel confident setting the scene** for mayhem.



No scripts. No stress. Just good old-fashioned scandal.

Guests receive **character profiles** filled with juicy secrets and fun objectives—think “get the gossip,” “blackmail a rival,” or “clear your name”—so the **party flows naturally**. The **game is social and interactive**, not stiff or overly structured. Your guests will be **mixing, mingling, and accusing like pros**.



The mystery unfolds during the party.

Unlike other games where the murder happens before guests arrive, **our victim meets their untimely end mid-party**. This keeps everyone **engaged and guessing**—and gives every guest a reason to look over their shoulder.



Everyone's involved.

Each guest gets an active role in the story, with their **own motive and goals**. No one's stuck on the sidelines, and everyone has a reason to dive in. Even the victim and the killer don't know their fate until after the game begins—**so no spoilers here**.



Instant access.

All of our mysteries are delivered as downloadable PDFs and available **immediately after purchase**. That means you can **start plotting (and planning) tonight**.

If you're **ready to host a party** that's easy to pull off, impossible to forget, and guaranteed to have your guests buzzing long after the killer is caught—then **CONGRATULATIONS DETECTIVE**. You've just solved the case of **who throws the most unforgettable parties**.

Killer Track Record!

With **over 128,000 parties hosted** in **147 different countries** - and celebrating **20 years of immersive fun!**





How to Play

Our mix and mingle format.

1

Guests Arrive in Character

Each guest receives a character description and party background with their invitation, so they can arrive ready to play their part from the start.

2

The Host Sets the Scene

You'll kick things off by reading the party introduction, giving everyone the lay of the land—and a few hints at what's to come.

3

The Game Begins

Guests receive their first set of objectives and start mingling, snooping, scheming, and sleuthing while enjoying the party.

4

The Murder Strikes!

That's right—someone goes down, and the mystery kicks into high gear.

5

The Investigation Deepens

An "Investigator" (played by the host or a guest) reads instructions for how the game continues. Guests receive new objectives and info to stir the pot even further.

6

The Evidence is Revealed

More clues are uncovered. Guests review the evidence and begin forming their final theories.

7

Accusations Fly

The host hands out accusation sheets. Guests make their final guesses about whodunit and vote for fun superlatives like Best Dressed or Best Performance.

8

The Big Reveal

The Investigator reads the dramatic conclusion and the murderer is exposed! The host hands out awards—and maybe a few gasps echo across the room.

That's it! No scripts. No pencils. No complicated process.

Just mingling, mayhem, and a good old-fashioned murder—solved through socializing and sleuthing. Everyone participates as much (or as little) as they like, making it **lively, spontaneous, and fun for every kind of guest.**

Improv Encouraged!

Each guest receives detailed motives, secrets, and objectives, so **each night is unique, spontaneous and hilariously unpredictable!**



Frequently Asked Questions

Can I run this as a first-time host?

Absolutely. **Night of Mystery** games are designed to be easy to run—even if you've never hosted before. Our step-by-step guides **walk you through everything** from character assignment to final reveal, so **you'll feel like a seasoned sleuth from the start.**

Can the host play too?

Yes! Our games are **crafted so that the host can participate fully** without knowing the killer or the victim. Just skip the solution file until after the party. **You'll still be able to set up everything correctly** while keeping the mystery alive—even for yourself.

Does the murder actually happen during the party?

You bet it does. We believe the **murder should be part of the night's drama**—not something that happens offstage. That surprise moment **keeps the energy high** and your guests guessing. **Just remember:** no spoiler pics on social media!

How do I choose the right theme?

Pick a theme that **excites you** and **fits your guests.** Whether you're into roaring speakeasies or tropical whodunits, **we've got something that'll spark excitement.** Unsure about character makeup or content? Check the gender breakdowns, explore our clean versions, or **[email us for details](#)** on which characters appear in each version.

Can I use this for a business or organization event?

Yes! With the appropriate business license, our games can be used for company parties, fundraisers, and public events. **Check our Business Use FAQ for more details.**

Do you send someone to run the party?

Nope—we equip you to be the mastermind. But if you'd like someone else to run the show, check our list of licensed party planners who have purchased our business license and are certified to host **Night of Mystery** parties in select areas.

Can I share party pics on social media?

Yes please! **We LOVE seeing your parties** and often feature spoiler-free content. But here's the deal—**no photos or mentions of the victim, murderer, or key clues.** Posting spoilers could result in a loss of sales and liability for damages. Keep it fun, keep it clever, and **don't forget to tag us at [#nightofmystery](#).**

How do I access my mystery after purchase?

All of our games are **professionally designed PDFs.** Once you complete your order, you'll **receive instant access** through your account. You can log in and download your materials—including optional email invitations—for up to 90 days after your purchase.

“Fun”, “Had a blast”, and, “What a great time”, are all understatements! There are no words to accurately describe **the amount of fun everyone had** eating, drinking, portraying their character and trying to **solve a murrderrrr.**

~Jeremy



Selecting Your Mystery Crew



Assigning Characters & Preparing Your Guest List

- **Assign characters:** As host, you will **assign each guest a character**. Review the character descriptions and match each role to the guest **who best fits that personality**. Character descriptions and an assignment sheet are included in this host guide.
- **Is there a set character list? Yes.** The characters are fixed and cannot be swapped. This intro file lists the characters for the 15–20 guest version. If you would like to know the exact characters before purchasing, email support@nightofmystery.com.
- **Which characters can be eliminated? Instructions** for reducing the character count without affecting the mystery **are included with your purchase**.
- **Confirm attendance first:** Since the party requires a minimum number of players, confirm who is attending before ordering the party and assigning characters.
- **RSVP timeline:** Send invitations with an RSVP deadline about two weeks before the party. After guests RSVP, send their character sheets and party details.
- **Download invitations here to get an accurate guest count:** <http://www.nightofmystery.com/invitations>
- **Party size: After purchase, party sizes cannot be changed.** The only exception is upgrading from the 15–20 guest version to the 20+ guest version, which can be purchased separately. An accurate guest count is important.



About The Murder

- **The killer:** The murderer will not know they are the killer until they open their second envelope during the party.
- **The victim:** The victim will not know they are the victim until they arrive. Their first objectives will instruct them to “fall down dead when the lights go off.”
- **After the victim “dies”:** The victim will come back to life and conduct the investigation.
- **Host role:** Guidance on which character the host should play is included in the mystery purchase..

The Night of Mystery games definitely **go more in depth** and are **more interactive** than the other ones we have played and you have **more freedom with your character** to sleuth on your own. **I love how many details you get** to go with your backstory.

~Ash



Let's Talk Suspects



The 15-20 Character Guest List

Santa Claus—Leader of North Pole Operations. With the changing times, Santa has a lot to do to keep up with the current state of the world AND make sure his legacy lives on untainted.

Mrs. Claus—Santa's Wife. As matriarch of the North Pole, the Mrs. is worried about some of her husband's decisions and may have to exert her power to get her way!

Connie Claus—Santa's Daughter. Connie is the heir apparent but someone without a lot of Christmas Spirit in her heart. Will her spoiled attitude ruin her chances to inherit the kingdom and legacy her father has built?

Kris Kringle—Santa's Protégé. Hand-picked to marry Santa's daughter and take over North Pole operations, Kris is filled with kindness, generosity and a business sense worthy of running the North Pole. The only thing Kris is missing is the affection of Connie.

Jingle—Head Elf. Groomed from adolescence to be Santa's right-hand man, Jingle oversees every aspect of the North Pole operations and events. He is the elf the others answer to.

Jangle—Elf. In charge of toy-designing, Jangle has a knack for making plans that some may see as outdated. Is Jangle's time in the workshop up or is there another reason for the lacking toy production?

Snappy—Elf. As Santa's official list maker, Snappy is responsible for reading the correspondence that comes into and out of the North Pole. There is rarely a request that Snappy has not heard... until this year.

Spanky—Elf. While children around the world are familiar with Santa's "naughty and nice" list, few realize that Spanky also makes an identical list for the inhabitants of the North Pole. Spanky will take charge if anyone steps out of line.

Bouncy—Elf. In charge of the reindeer, Bouncy is allowed to care for the animals, but that is where their decisions end.

Blinky—Elf. While Blinky considers himself the hardest working elf in the factory, there are others who would tell you different. It is hard to tell if Blinky's diligent behavior is intended to help boost toy production or aimed at his goal of becoming the next 'head elf.'

Ivy—Elf. Filled with a vengeance, Ivy has vowed to find the reindeer that ran over her husband and make them pay for his pain.

Holly—Elf. As Jingle's main squeeze, Holly has used her position to her advantage— even when it angers others.

Sparky—Elf. Tired of always being a worker-elf, Sparky is ready to use their wits and resources to promote their position.

Rudolph—Reindeer. With his position on the sleigh guaranteed, Rudolph has not been living up to his potential and testing his boundaries.

Dasher—Reindeer. As the fastest reindeer, Dasher's speed prevents him from being removed from the sleigh... unless he is found guilty of something terrible!

Cupid—Reindeer. The belle of the barn, Cupid is a sucker for true love and appears to be more worried about her beau's position on the sleigh than her own.

Vixen—Reindeer. Smitten by power and intrigued by position, Vixen will do anything to remain Rudolph's girlfriend... as long as he remains on the sleigh.

Blitzen—Reindeer. A committed team player, Blitzen simply wants to see the sleigh team get faster to ease Santa's worries.

Dusty—Reindeer. With his sights set on joining Santa's sleigh team, Dusty has worked hard to prove themselves a worthy reindeer. However, it will take an opening on the sleigh for Dusty to be in!

Holiday Wishes—North Pole postmaster. In charge of communications, Holiday often uses their position to collect data as well as deliver it.



Holiday Times

HOLLY, JOLLY CHRISTMAS PARTY!

To celebrate the season and spread Christmas cheer, the Holly, Jolly Christmas party has been planned and promises to be an event that you WILL NOT forget! Among others, you are destined to find the following guests spreading Christmas cheer!

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Activities:

- * Gingerbread house assembly workshop tonight in the kitchen.
- * Caroling will convene at the town center followed by hot chocolate in Santa's den.
- * Reindeer games meet at the barn at sundown.

Weather:

Cold. Snowy, with more snow on the way. **Caution:** Roads will be icy!



Memo from Santa

I think you are all aware of the growing population and need for continued growth in the workshop. I will be reviewing our processes to make sure we are running as efficiently as possible. Expect some changes this season!

Reindeer Speeds:

Dasher:	85 mph
Cupid:	77 mph
Vixen:	80 mph
Blitzen:	82 mph
Rudolph:	72 mph
Dusty:	85 mph

NUTRITION WARNING

Eggnog has been found to cause disorientation in reindeer when consumed in large quantities. For this reason, reindeer are prohibited from drinking eggnog other than at special, supervised occasions.

New Face in North Pole

Straight from the mainland, Santa has recruited Kris Kringle, a young, businessman to work as an intern at the North Pole. While some speculate that Kris may one day take over as Santa, others feel he is simply here to give business advice.

Accident Suspect Still on the Loose

Following a tragic accident last week, Daffy Elf remains in a coma in the infirmary. Daffy was on his way home when he was run over by a reindeer. Hard at work, Jingle Elf is doing his best to investigate the situation and find the guilty party. On Santa's command, the culprit responsible will have their flying privileges revoked, thus ending any chance of making or participating as a member of Santa's sleigh team. While it is a heavy price to pay, some (especially Ivy Elf, Daffy's wife) feel that it is not nearly enough!

SAMPLE CHARACTER DESCRIPTION

MURDER AMONG THE MATEYS

Blackspot Bailey

Ye be the widow o' Smarmy Nigel Grimm, a dread pirate lost to the merciless hands o' fate. Raised side by side, ye and Nigel dreamt o' spendin' yer days together, forever entwined in love's hearty embrace. Upon reachin' the bloom o' adulthood, the two o' ye tied the knot afore Nigel set sail as a merchant sailor. But as the seas turned darker with the rise o' piracy, Nigel's ship was seized by cutthroats, leavin' him jobless and near death. Forced to the pirate's life, Nigel joined the crew o' *The Revenge*, captained by the infamous Toothless Willie.

Whilst sailin' under the black flag, Nigel spun ye tales o' high sea adventures and the rogues he sailed with, savin' his distrust for the treacherous Merciless Morgan. Yer heart was warmed by the treasures Nigel brought home whenever *The Revenge* docked, though ye saw him less than ye wished.

Tragedy struck two years past when the royal navy captured *The Revenge*, and yer beloved Nigel was hanged in the public gallows, his body left swingin' in the winds as a grim reminder o' the pirate's fate. With him swung Toothless Willie, both mourned by ye and Willie's kin, Cap'n Redbeard and Sharktooth Brandy.

Ye've spied some o' Nigel's former mates in town, includin' Thumbless Jacky and that scoundrel Merciless Morgan, now a first mate on *The Jaded Jewel*. It burns yer soul to see them livin' free while yer Nigel hangs cold and still.

Ye've also caught wind that Breathless Betty, the governor's daughter, is smitten with Morgan, unaware o' the heartache that comes with lovin' a pirate.

Hope glimmers on the horizon, for there be whispers that Rovin' Reynolds is seekin' Toothless Willie's buried treasure. As Nigel's widow, yer entitled to a share should it be found. With *The Jaded Jewel* anchored nearby, ye be plannin' to attend the jig at The Salty Sea Dog. There, ye aim to uncover the truth o' Nigel's demise, seekin' justice for him and peace for yerself, so ye may finally set yer burdened heart to rest.

Acting and Dressing Your Part: Arr, as ye prepare to step into The Salty Sea Dog for the jig, be mindful to don some black, for ye still sail the dark waters of mourning. Let the fabric speak of yer sorrow and the shadows in yer heart. For the lasses, a flowing black skirt paired with a ruffled white blouse, and for the gents, a dark, tattered coat over breeches. Adorn yerself with trinkets o' silver and bone, symbols of the vengeful spirit that stirs within ye. Carry yerself with a somber grace, eyes like the stormy sea, ready to unleash the fury buried deep in yer soul. *For more ideas on how to dress and act like a pirate—including a glossary of pirate words and phrases to use at the party, please see www.nightofmystery.com. Simply type in www.murderamongthemateys.com and explore the Guest Info and Costuming sections on the website.*



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SAMPLE OBJECTIVE SHEETS

OBJECTIVE A

Coconut Jane

Starting Objectives:

- Greet guests and ask how they're enjoying your exclusive beachside oasis.
- Ask Coconut Joe (resort owner and your husband) what he plans to do if bar profits stay low.
- Tell Bindy Barkeep (bar manager) that you appreciate their loyalty, but staffing decisions are up to Joe.
- Offer Starr Bright (Hollywood star) a drink to keep her happy.
- Check in with Lucky Numbers (lottery winner) and Thurston Howard III (millionaire) to ensure they're enjoying their stay.
- Ask Managing Mo (Sandy Beachbum's agent) how you can make their visit more enjoyable.



USED AT THE BEGINNING OF THE PARTY

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SAMPLE OBJECTIVE SHEETS

B OBJECTIVE

Jazzy Jordan

THINGS YOU KNOW:

- Earlier tonight, Freddie Franklin (Hollywood producer) stated that Hollywood would drop Billie Love (a starlet) if Billie was involved in a scandal.
- Tom Buchanan (polo player) is romancing you and promised to help you break into Hollywood.
- Earlier tonight, you overheard Charlie Charge (a Gatsby associate) and Chief Curtis (police chief) plotting to take someone out.



B OBJECTIVE

Jazzy Jordan

OBJECTIVES AFTER THE MURDER:

- Warn Daisy Gatsby that she will never get Tom back.
- Tell Billie Love that she can't film from jail! Try to frame Billie Love for the murder. *With Billie in jail, you have a clear shot at the silver screen!*
- Discreetly ask Tom Buchanan if he murdered Sid to help you get into Hollywood. If he did, see how you can help Tom hide his guilt.
- Question Charlie Charge on the death of Mayor Foreman (late mayor, Sid's father). Offer money to find out the truth, and then follow whatever leads that gives you.
- Ask Freddie Franklin (Hollywood producer) about their evidence. *Use that as the motive for Billie to want Sid Foreman out of her life.*
- Conspire with Greta Gatsby to see who she blames and why.
- Accuse Chief Curtis of being the culprit. If they deny it, pay to find out who they were plotting against.

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USED AFTER THE MURDER

Check Out Ho Ho Homicide

INVESTIGATION

EXHIBIT A

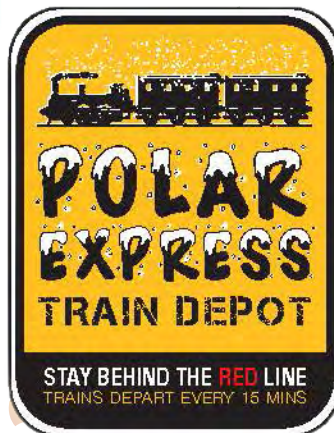
Description:	<i>The murder weapon-a Colt single action Army revolver.</i>
Notes:	<i>No sign of forced entry on the gun cabinet where the gun is normally kept.</i>



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SAMPLE MYSTERY EXTRAS



Included with your mystery are ideas and designs to help you decorate for fun and authentic materials that are easy to make (a sample of items pictured here).





What You Get With Every Mystery

When you purchase a Night of Mystery game, you're not just getting a mystery—you're **unlocking a full party experience**, complete with **everything you need** to host with confidence and flair. Here's what's **included in every downloadable mystery kit**:

Your Core Toolkit:

Host Guide – A complete, step-by-step guide to planning and running your party like a pro.

Night-of Timeline – A breakdown of how the evening will unfold, from the first guest to the final gasp.

Party Introduction – A dramatic script to kick things off and set the tone.

Designed Invitations – Fully customizable and printable, or ready to email.

News Article – Sets the stage with juicy background details about the characters and setting.

Character Packets – Each guest receives:

- A detailed character description
- Costume and acting tips
- Secret objectives for each stage of the party

Name Tags – Clearly mark who's who in your lineup of suspects.

Fake Money – For bribery, blackmail, and bonus fun.

Clue-Based Evidence – Revealed mid-party to push the plot forward.

Mystery Solution – A full explanation of who did it, why, and how it all came together.

Who Dunit Cards – For guests to make their final accusations and vote for Best Dressed, Best Acting, and more.

Award Certificates – Printable awards for top performers, sharpest sleuths, and costume champions.

We host a monthly girls night and this month we wanted something other than a craft night! **This murder mystery was PERFECT!**
~Brittany



Bonus Party Extras (Included with Mysteries):

Printable Posters & Banners – Decor to transform your space.

Editable Menus & Signage – Fully on-theme, fully customizable.

Suspect Boards – For immersive photo ops and guest reference.

Decor Inspiration – Theme-specific ideas for DIY magic.

Spotify Playlists – Curated for every theme to set the mood.

Glossaries – Get in character with lingo from pirates, gangsters, royals, and more.

Pinterest Boards – Visual guides filled with creative food, costume, and décor inspiration.

Planning Pages – Web pages tailored to each theme with recipes, costume ideas, décor how-tos, and more.

Blog Resources – Insider tips and stories from past parties.

All of this is delivered as a **professionally designed, downloadable PDF** (typically 50–125 pages). Once you purchase, you'll **receive instant access** to your mystery files and can revisit them anytime for 60 days through your account. Last-minute party panic? **We've got you covered.**

Ready to go from curious host to confident mastermind?

We've got your back.
You bring the guests—
we'll bring the drama,
the details, and
everything in between.

Log onto Night of Mystery and start planning today!

Browse Ho Ho Homicide

Shop All Mystery Parties

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