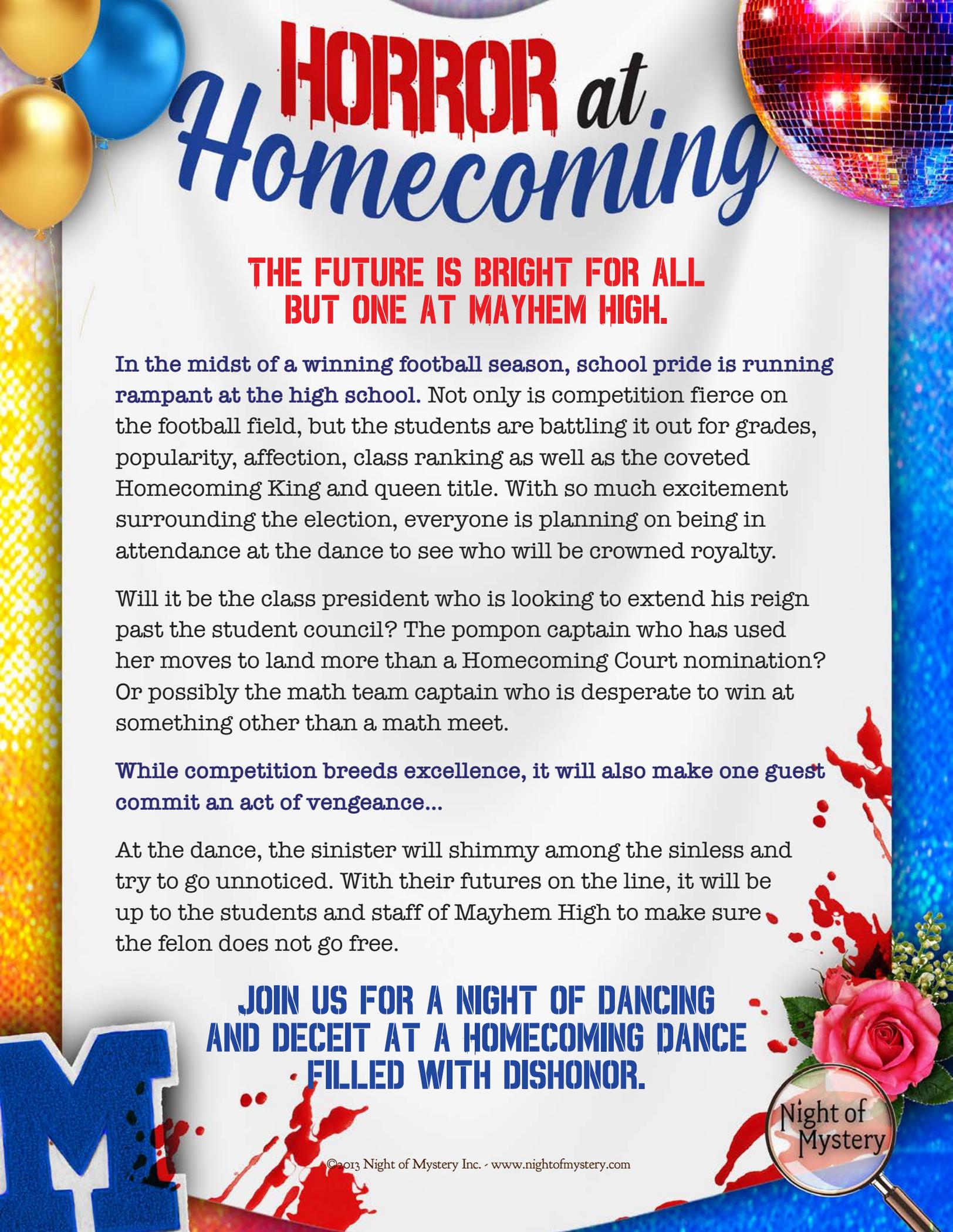


HORROR at
Homecoming
HOST GUIDE



Night of
Mystery



HORROR at Homecoming

**THE FUTURE IS BRIGHT FOR ALL
BUT ONE AT MAYHEM HIGH.**

In the midst of a winning football season, school pride is running rampant at the high school. Not only is competition fierce on the football field, but the students are battling it out for grades, popularity, affection, class ranking as well as the coveted Homecoming King and queen title. With so much excitement surrounding the election, everyone is planning on being in attendance at the dance to see who will be crowned royalty.

Will it be the class president who is looking to extend his reign past the student council? The pompon captain who has used her moves to land more than a Homecoming Court nomination? Or possibly the math team captain who is desperate to win at something other than a math meet.

While competition breeds excellence, it will also make one guest commit an act of vengeance...

At the dance, the sinister will shimmy among the sinless and try to go unnoticed. With their futures on the line, it will be up to the students and staff of Mayhem High to make sure the felon does not go free.

**JOIN US FOR A NIGHT OF DANCING
AND DECEIT AT A HOMECOMING DANCE
FILLED WITH DISHONOR.**

HOST *Guide*

THANK YOU FOR CHOOSING HORROR AT HOMECOMING

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. Horror at Homecoming 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: at least 4 males, 7 females and 4 gender neutral roles.

For 15-20 guests: 4-7 males, 7 females, 4-6 gender neutral.

For 10-15 guests: 3-5 males, 4-6 females, 3-4 gender neutral.

For 8-12 guests: 3-4 males, 4-5 females, 1-3 gender neutral.

Can I upgrade or downgrade between versions after purchase? Unfortunately, you cannot. With the exception of moving from the 15-20 guest version to the 20+ version, upgrading between mysteries is not an option, which is why we encourage getting an accurate guest count before purchasing.

How do I get an accurate guest count? It is recommended that you send out the general invite with an RSVP date of two weeks before the party. After your guests RSVP positive, you can send them their character sheet and other party information.

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

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



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 Principal Simpson is not assigned, the victim will assume this role after they have “died.” Read below.
- **As host, who should I be?** Information in mystery purchase.
- **Ideas for assigning couples:** Information in mystery purchase.
- **Different versions for this mystery:** Adult, Clean, Non-Murder 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

Peter Prez—Senior Class President. For the past three years, Peter hasn't wanted anything more than to be the homecoming king. He has lobbied hard for being elected "King" and won't let anything stand in the way! *Male.*

Sarah Social—Senior Class Vice-President. As the class VP, Sarah is responsible for planning the details of Homecoming, and making sure things go exactly according to plan! *Female.*

Debbie Taunte—Senior Class Treasurer. This wealthy woman has a way with money and a way of using it to get whatever she wants! *Female.*

Clerical Katie—Senior Class Secretary. Harboring more than the class records, Katie will stop at nothing to make sure the night turns out exactly as she planned! *Female.*

Bobby Backer—Quarterback. As the leader of the Ravens football team, Bobby has made several enemies by using his influence to get what he wants! *Male.*

Sally Spirit—Cheerleader. After Sally's recent split with Bobby, it is hard to say if she wants him back or wants revenge. *Female.*

Kevin Kicker—Kicker. With his grades falling and chances at college slim, many underestimate Kevin and his abilities. *Male.*

Cindy Sensational—Class Sweetheart. Cindy has captured everyone's heart, including her boyfriend, Kevin Kicker. With such a sweet demeanor, are Cindy's actions genuine or just an act? *Female.*

Gabby Backer—Class Gossip. As Bobby's twin sister, Gabby is not only the source for a lot of gossip, but also responsible for spreading much of it. *Female.*

Larry Lineman—Linebacker. Misunderstood and moody, Larry is one of the overlooked players on the football team—but he refuses to be ignored tonight! *Male.*

J.J. Smart—Valedictorian. J.J. has been the head of the class since first grade. With acceptance to Harvard on the line, this individual will make sure it stays that way. *Male or female.*

Dolly Dancer—Pom Pon Captain. As the cheerleader's arch rival, Dolly has danced her way into the heart of Bobby Backer and intends to stay there. *Female.*

Ryan Rival—Quarterback for Opposing Team. As the cheerleader's date, Ryan is attending for Sally's support...but could he be using Sally as well? *Male.*

Alan Algebra—Math Team Captain. As the greatest mathlete in Mayhem High history, Alan is upset that the math team is often overlooked. He has vowed to make sure it does not stay that way. *Male.*

Principal Simpson—Principal of Mayhem High. As newly appointed principal, the principal wants to set and enforce high academic and social standards. *Male or female.*

V.P. Patterson—Vice Principal. The second-in-command, V.P. has a lot to prove (and hide) if they plan to continue on in their leadership position. *Male or female.*

Dr. Talk—School Counselor. In charge of advising and counseling the students, Dr. Talk may have more knowledge than they let on. *Male or female.*

Teach Tanner—Math Teacher. As a popular teacher, Teach Tanner seems to be helping out the students a bit too much. Will their close affiliation with the student body come back to haunt them? *Male or female. Talkative and outgoing, this teacher tries to please everyone.*

Coach Walters—Football Coach. With a chance to win a state football championship, Coach Walters is very motivated to make certain they meet all of their goals...at any costs! *Male or female.*

Roy Rivers—Alumnus. Back in town for the big dance, Roy may have more planned for the evening than he is letting on. *Male.*



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, if you are serving dinner, and how well they mingle.

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 Sarah Social 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.
- About 20 minutes after the guests have started mingling, let Clerical Katie know that they can announce the Homecoming King and Queen winners. *If you wish, you may want to have a crown, tiara and sashes for the Homecoming King and Queen for when they are announced. This is not necessary, but a great added touch.*

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 Principal Simpson tape, so that they can outline the position of the body on the floor. (Optional)
- *If victim is assuming role of Principal Simpson now, have the victim rise and introduce them as the investigator, Principal Simpson.*
- Have Principal Simpson open the Investigation Envelope and read the investigation directions to everyone.
- Hand out and have the guests 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 Principal Simpson has let you know that they have finished their investigation, hand Principal Simpson 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' accusation sheets and have everyone complete and turn them in.

STAGE FIVE: THE SOLUTION

- When all the 'Who Dunit' sheets are handed in, ask Principal Simpson to read the solution aloud to the guests.
- Using the tally sheet included, calculate who the winners are.
- Award the certificates.



THE MAYHEM HERALD

HOME COMING is HERE!

Another year at Mayhem High has brought a great number of festivities for the Homecoming season. With the Raven football team on a winning streak, and the quest for the Homecoming King and Queen hotter than ever, it is a wonder anyone would miss the culmination of the events at the dance. **Among those who have already purchased their tickets for the dance are:**

Peter Prez—Senior Class President. For the past three years, Peter hasn't wanted anything more than to be the Homecoming King. He has lobbied hard for being elected "King" and won't let anything stand in his way!

Sarah Social—Senior Class Vice-President. As the class VP, Sarah is responsible for planning the details of Homecoming, and making sure things go exactly according to plan!

Debbie Taunte—Senior Class Treasurer. This wealthy woman has a way with money and a way of using it to get whatever she wants!

Clerical Katie—Senior Class Secretary. Harboring more than the class records, Katie will stop at nothing to make sure she does not get overlooked...again!

Bobby Backer—Quarterback. As the leader of the Ravens football team, Bobby has made several enemies by using his influence to get what he wants!

Sally Spirit—Cheerleader. After Sally's recent split with Bobby, it is hard to say if she wants him back or wants revenge.

Kevin Kicker—Kicker. With his grades falling and chances at college slim, many underestimate Kevin and his abilities.

Cindy Sensational—Class Sweetheart. Cindy has captured everyone's heart, including her boyfriend, Kevin Kicker. With such a sweet demeanor, are Cindy's actions genuine or just an act?

Gabby Backer—Quarterback's Sister. As Bobby's twin sister, Gabby is tired of living in the shadows of her over-achieving brother. For once, Gabby is looking to make her own way at the dance!

Larry Lineman—Linebacker. Misunderstood and moody, Larry is one of the overlooked players on the football team—but he refuses to be ignored tonight!

J.J. Smart—Valedictorian. J.J. has been the head of the class since first grade. With acceptance to Harvard on the line, this individual will make sure it stays that way.

Dolly Dancer—Pompon Captain. As the cheerleader's arch rival, Dolly has danced her way into the heart of Bobby Backer and intends to stay there.

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Coach Walters—Football Coach. With a chance to win a state football championship, Coach Walters is very motivated to make certain they meet all of their goals...at any cost!

Roy Rivers—Alumnus. Back in town for the big dance, Roy may have more planned for the evening than he is letting on.

CONGRATS
J.J. Smart &
Cindy Sensational

These seniors received early acceptance into their top choices for college in the fall.
Congrats to both students!

AND THE NOMINEES ARE...

After weeks of campaigning, the seniors voted and here are the representatives chosen for Homecoming Court:

Peter Prez & Debbie Taunte

Bobby Backer & Dolly Dancer

Kevin Kicker & Cindy Sensational

Alan Algebra & Sally Spirit

Go
Ravens!

Coach Walters, bring us home a State Championship Title!

Most Likely To...

...Succeed: Bobby Backer. From athletic skills to great grades, this boy has a way (or a way of getting) everything he can want in life.

...Marry a Millionaire: Debbie Taunte. Although Debbie has enough resources to finance her future, her motto is "there is always room for more!"

...Save the World Quietly: Cindy Sensational. Cindy's pleasant attitude is only complimented by her goal of becoming a doctor. Put that with the fact that she volunteers as a nurse's assistant and the girl can do no wrong.

...Become the Next Politician: Alan Algebra. He has to be one smooth talker to get from dork to Homecoming Court!

HORROR at Homecoming

Sample Character

From Another Mystery

Banker Bob

As the bank owner in the town of Deadwood, you do business with many of the people in the town and also some of the participants of the Deadwood Poker Tournament. One of your foremost clients is Harry High-Stakes (the Deadwood Saloon owner). In order to get the saloon established and operating in it's first year, you have loaned Harry a substantial amount of money. Although the saloon appears to be doing very well, you are uncertain why Harry is continually delinquent and sometimes misses his payments on his loan. Just last month, Harry was late again on his payment and you warned him that you will have to put his saloon into foreclosure if he cannot repay the money he owes on the loan by next month. You suspect that Harry is throwing the Deadwood Poker Tournament in order to get enough money so that he can repay his debt. This will be an important week to see if you will gain your money back from Harry's loan or if you will gain control over the saloon.

Because Harry is such a difficult and delinquent client, you hope that you will gain control over the saloon. If the saloon becomes the bank's property, you speculate that you may have a very wealthy buyer in Montgomery Money, an investor from the East. Because of Montgomery's reputation, you are certain that you will make a healthy profit off of selling the saloon to Montgomery and he will be consistent and reliable when making his loan payments.

In addition to all the excitement of the tournament, your bank was held up at gun point. Banker Bonnie (your wife) was watching the bank over the noon hour while you were meeting with Harry about his payments. Because of the high ante for the poker tournament, you are convinced that the robber must have been a gambler who was trying to accumulate enough money to pay for the entry fee. Since you view Sheriff Sam (the sheriff) as a very lazy individual, you plan on taking matters into your own hands when it comes to finding the culprit of the bank robbery and bringing them to justice! In addition, you do not believe that Sheriff Sam is a moral character as well. Just this past week, you saw Sheriff Sam taking money from Harry High-Stakes. While you do not know the details of the transaction, the secretive nature in which the money was exchanged suggests that it was not for an honest reason.

As the Deadwood Poker Tournament Party quickly approaches, you are looking forward to attending for a few reasons. First, the party will be a perfect place for you to talk business with Montgomery Money about his intentions on investing in the saloon if your bank gains control of it. Second, you plan to figure out which one of the poker players may have robbed your bank and you plan to bring them to justice! And lastly, by the end of the night, you will know whether Harry will have enough money to pay off his debt to you or if the saloon will be yours!

Acting and Dressing Your Part: As the bank owner of Deadwood, you are a businessman first. Your bank and your money come before everything, including your wife Bonnie. Since you will be using the party to for business matters, you will want to dress dignified for the night. Consistent with the times, you may consider a button down shirt, vest, ascot and hat (bowler, derby, slouch, gambler or other). Popular of the time period, you may also consider adding in facial hair. For more ideas on how to dress and a glossary of wild western words and phrases to use at the party, please see www.nightofmystery.com and murderatthedeadwoodsaloos.com



HORROR at Homecoming

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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HORROR at Homecoming

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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HORROR *at* Homecoming

Sample Evidence

From another mystery

EXHIBIT F

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

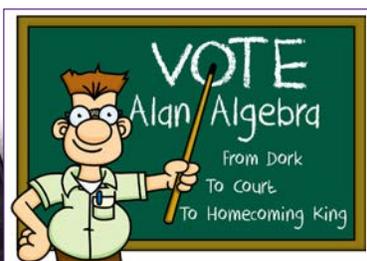
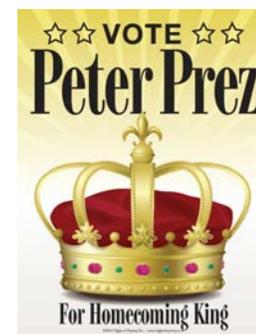
Notes: **Picture** taken of XXXXX earlier tonight.



HOST Guide

ALL THE EXTRAS

Included with the mystery is ideas and designs to help you make your Horror at Homecoming party one your guests will never forget!



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!!!**

HorrorAtHomecoming.com

Simply type in HorrorAtHomecoming.com and it will take you to the "Party Tips" section of Night of Mystery dedicated to giving you the best ideas for decoration, costumes, hosting tips, etc. for THIS MYSTERY!!! Be sure to explore the "Hosting Tips" section of this was well!

"All The Extras" supplement

Check out the supplement that is filled with designs, posters, ideas, etc.

Our Pinterest Page

Get ideas and how-tos on theme-centric decorations, food, etc. Be sure to "Follow Us" to get the latest and greatest pins that we add to the boards! <http://www.pinterest.com/nightofmystery/horror-at-homecoming/>

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 Horror at Homecoming gallery at: www.nightofmystery.com/photos-HAH/

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 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!





HORROR at Homecoming

*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.*
- Mayhem Herald**— 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.**