

Unmasking a Murder

Intro Guide



Night of
Mystery

Unmasking a Murderer

THE MOST PRESTIGIOUS EVENT OF THE SEASON HAS ARRIVED—THE WHITLOCK FOUNDATION MASQUERADE GALA.

For years, the Whitlocks have stood at the center of wealth, influence, and control, their empire built on development deals, political favors, and carefully chosen friends.

Tonight, their grand gala brings together the city's elite in a dazzling display of masks and magnificence.

From powerful politicians and their ambitious spouses to associates, socialites, and rival power players - everyone who is anyone will be in attendance.

But behind the glittering masks lies a world of secrets. Business deals gone bad, campaign funds gone missing, and rivalries that run deeper than anyone dares admit.

One of which will result in a fatal victim of the night.

Will it be the mischievous mayor desperate to conceal their corruption?

The brazen union boss tired of backroom betrayals?

The savage socialite determined to secure their standing in society?

Or the ruthless rival ready to wrest power once and for all?

Whispers of corruption and betrayal float through the ballroom, and before the night is over, someone's secrets will prove deadly.

Join us for an evening of glamour, intrigue, and deception at the Masquerade Gala— where nothing is as it seems, and no one can be trusted.

**A MASKED SOIREE FILLED
WITH SECRETS AND SCANDAL**

Night of
Mystery



Unmasking A Murder



Thank you for choosing Unmasking A Murder

We are confident that you will find this comprehensive packet provides everything you need to run your very own murder mystery party—one that your guests will be talking about 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 filling 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 discover 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. Unmasking A Murder 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: 20+ gender-neutral.

For 15-20 guests: 20 gender-neutral.

For 10-15 guests: 15 gender-neutral.

For 8-12 guests: 12 gender-neutral.

For 6-8 guests: 8 gender-neutral.

Some version will include couples that can be played by any gender.

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

How do I get an accurate guest count? It is recommended that you send out the general invite with an RSVP date of two weeks before the party. After your guests RSVP positive, you can send them their character sheet and other party information. You can download an invite at: <http://www.nightofmystery.com/invitations>

Is this mystery suitable for youths and/or church groups?

No. Our site offers “clean” versions of a few other mysteries on our site: www.nightofmystery.com. Please refer to those when hosting a party for more conservative crowds.



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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 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.



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Character List

*This list is for the 15-20 guest party. If interested in the actual list for other versions, please email support@nightofmystery.com

Morgan Whitlock – Mogul. Powerful head of the Whitlock empire, Morgan commands the city through charm, money, and connections few dare to question.

Avery Whitlock – Socialite. An elegant face of the Whitlock name, Avery keeps the family glamorous while guarding secrets that sparkle just as brightly.

Sean Whitlock – Whitlock Heir. Despite being kept out of the family business, Sean is determined to prove their worth in a family where loyalty has a price.

Casey Whitlock – Socialite. Recently married into politics and thriving in the spotlight, Casey balances family loyalty with a growing hunger for influence.

Jordan Whitlock – Associate. Calm, capable, and always one step ahead of the crowd. Jordan handles the family's quiet operations—and knows where the bodies are buried.

Quinn Whitlock – Accountant. Brilliant with numbers and tangled in secrets, Quinn has returned to the family fold to fix the books... and maybe their reputation.

Blair Whitlock – Foundation Head. Blair is the respected face of charity with risky habits behind closed doors.

Mayor Duvall – Politician. This smooth-talking city leader whose alliances shift with the wind is an expert at balancing politics, promises, and quiet payoffs.

Ellis Duvall – Socialite. Polished and perceptive, Ellis rules the city's social scene with charm—and keeps score on every rival who dares to shine.

Chairperson Hennessy – Politician. This up-and-coming official has ambition that rivals experience. The councilperson sees politics as a game to win—whatever it takes.

Alex Carlisle – Atrium Club Owner. As the exclusive club owner and social gatekeeper, Alex holds the power to make—or break—anyone's reputation.



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Drew King – Nightclub Manager. Street-smart insider running the Highside Club. Drew knows everyone's vices and keeps the city's best secrets after dark.

Taylor Graves – Associate. Efficient and loyal Whitlock aide who makes problems disappear. This associate blends in easily—and hears everything.

Cameron Marino – Developer. A clever rival in the real estate game. This developer smiles in public, schemes in private, and plays power like a business deal.

Sage Marino – Socialite. Stylish, strategic, and recently admitted to the city's elite. Sage enjoys every advantage—and keeps leverage close.

Riley Shea – Union Boss. Riley trades favors with power players while keeping workers—and secrets—in line.

Reese Northfield – Donor. This wealthy benefactor's sharp instincts suspect the Whitlocks' good deeds may hide something darker.

Detective Kane – Cop. An old-school investigator with flexible ethics. This cop tracks crime, takes cash, and always knows more than they reveal.

Deacon Donnelly – Deacon. Well-liked priest with a complicated conscience. Offers forgiveness to sinners—and occasionally works with them.

Hayes “The Shark” Lang – Lawyer. Feared attorney who protects the guilty with flair. Hayes solves problems for a price and leaves no trace behind.



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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 recommend picking the theme that you are most passionate about hosting and/or your guests will be most excited about coming to! We include multiple sizes within each party theme so size is often not an indicator.
 - If you are concerned about the male-female ratio, please see the gender counts for the version you intend to order.
 - If you are worried about a mystery being too racy, please see our clean versions.
- **If specific characters are important to you,** reach out to support@nightofmystery.com and we can let you know which characters are included with the specific version you are considering.
- **Can I run this with my business and/or group organization?** With the proper license, you can run these mystery parties with your organized group and/or business. Please see our FAQ for more information on the different 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 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. 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 page pdf. Immediately upon ordering, you can login to your account to download your party (including optional emailable invitations for your guests) for 120 days.



Unmasking a Murderer



Hosting Tips

- Included with mystery purchase.

Making the Invitations

Each guest must receive: (1) The invitation, (2) Gilded Gazette 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.
 - 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 the 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.”



Unmasking a Murderer



- 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 Blair Whitlock 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 GILDED GAZETTE

MASKS, MONEY & MOTIVES: *The Whitlock Foundation Gala Returns in Style*



The city's elite will gather tonight at the Whitlock Foundation's annual Masquerade Gala—a glittering event known for champagne, secrets, and social climbing. Originally slated to benefit Paws for Poodles, the cause has pivoted to the mayor's Safer Streets, Stronger City campaign. Among the expected guests:

Morgan Whitlock – *Mogul.*

Powerful head of the Whitlock empire, Morgan commands the city through charm, money, and connections few dare to question.

Avery Whitlock – *Socialite.* An elegant face of the Whitlock name, Avery keeps the family glamorous while guarding secrets that sparkle just as brightly.

Sean Whitlock – *Whitlock Heir.* Despite being kept out of the family business, Sean is determined to prove their worth in a family where loyalty has a price.

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Riley Shea – *Union Boss.* Riley trades favors with power players while keeping workers—and secrets—in line.

Reese Northfield – *Donor.* This wealthy benefactor's sharp instincts suspect the Whitlocks' good deeds may hide something darker.

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ATIRUM EXCLUSIVITY STILL STINGS SOCIETY ELITE

Rumor has it that the Whitlocks remain blacklisted from The Atrium Club, the city's most exclusive venue run by Hollywood transplant Alex Carlisle. Yet newcomer Sage Marino somehow gained instant membership, sparking whispers of favoritism—or something else?



The Highside Club

WHERE NIGHTS SHINE BRIGHTER
(NOW UNDER NEW MANAGEMENT!)

CITY SHAKEN BY ROBBERY — MAYOR LAUNCHES NEW CAMPAIGN AGAINST VIOLENCE

Blair Whitlock, respected head of the Whitlock Foundation, was robbed at knifepoint last month while transporting charitable donations. The shocking incident inspired Mayor Duvall's new “Safer Streets, Stronger City” initiative—a citywide campaign to reduce violent crime. The Mayor praised the Whitlocks' courage and announced that this year's Masquerade Gala proceeds will now benefit the anti-violence campaign, replacing the previously chosen charity, Paws for Poodles. Reese Northfield, founder of Paws for Poodles, expressed dismay that the Whitlock Foundation's gala no longer benefits her beloved cause. “Violence is terrible, of course,” Northfield told The Gazette, “but what about the voiceless victims—the poodles?” Rumors swirl that Reese's generosity may be shifting toward new beneficiaries in protest.

OPEN THE WATERFRONT — OPEN THE FUTURE!

Councilperson Hennessy & The Whitlock Development Initiative Proudly supporting the WATERFRONT REVITALIZATION BILL, bringing jobs, growth, and opportunity to our great city.

“The Waterfront Bill isn't just about progress—it's about pride.”

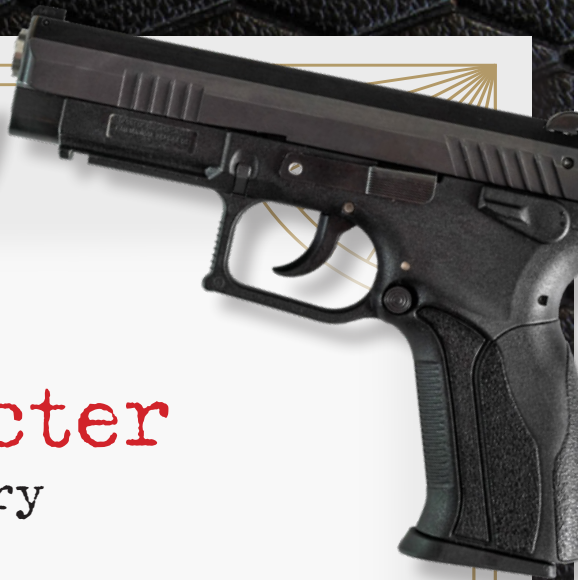
— Councilperson Hennessy

Endorsed by:

- Whitlock Holdings
- The City Construction Union (Riley Shea, President)
- Duvall for Mayor Campaign

(Paid for by Citizens for a Stronger City PAC)

Investigation



Sample Character

From Another Mystery

Banker Bob

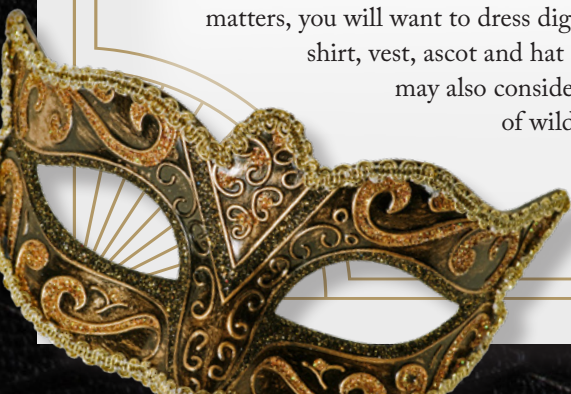
As the bank owner in the town of Deadwood, you do business with many of the people in the town and also some of the participants of the Deadwood Poker Tournament. One of your foremost clients is Harry High-Stakes (the Deadwood Saloon owner). In order to get the saloon established and operating in its 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 take over. 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, who 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 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 murderatthedeatdeadwoodsaloon.com



Night of
Mystery

Investigation

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.



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.

Investigation

Sample Evidence

From another mystery

EXHIBIT F

Description: Picture turned over by XXXXXX.

Notes: Picture taken of XXXXX earlier tonight.

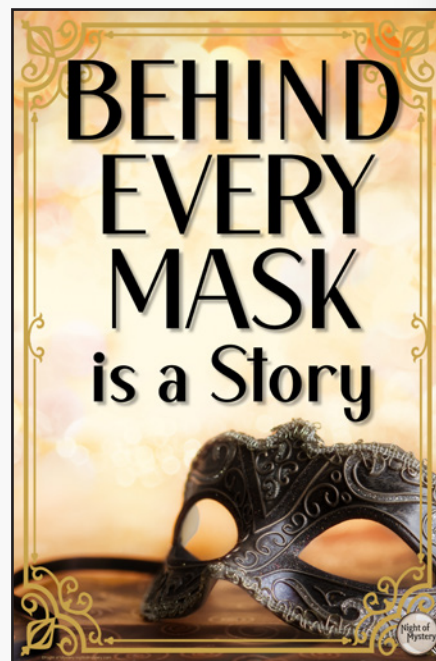


Night of
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Host Guide

The Extras

Transform your party space with these killer designs and easy-to-follow guides for a truly killer event.



Night of Mystery

Unmasking a Murder



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!!!**

UnmaskingAMurder.com

Simply type in **unmaskingamurder.com** and it will take you to the "Party Tools" section of Night of Mystery dedicated to giving you the best ideas for decoration, costumes, hosting tips, etc. for THIS MYSTERY!!!

"All The Extras" Supplement

Check out the supplement that is filled with designs, posters, ideas, etc. *See previous page for examples.*

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! **Our Pinterest Page Here**

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. You can view the Flickr **album**

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!



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This has been just a sampling
The complete package includes:

- ☐ **Host Guide**— A complete how-to of throwing your party which includes directions on preparing the invitations, assigning characters and preparing for the party.
- ☐ **Schedule of the Night**— A step-by-step breakdown of how the night will go.
- ☐ **Introduction**— to be read to the guests upon arrival.
- ☐ **Designed Invitations**— that you can customize with the details of your party.
- ☐ **Digital Invitations**— that you can customize with the details of your party. Available on site.
- ☐ **The Gilded Gazette**— 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!



Night of
Mystery