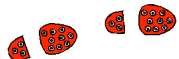


CRIMESCENE CRIMESCENE CRIMESCENE CRIMESCENE CRIMESCENE CRIMESCENE CRIMESCENE CRIME



www.merrimysteries.com



Party games for 8 to 100 guests

CRIMESCENE CRIMESCENE CRIMESCENE CRIMESCENE CRIMESCENE CRIMESCENE CRIMESCENE CRIME

presents...

“Celebrity Celebrations”

Host Guide

For the play version

by Stephanie Chambers

Copyright © 2011 Merri Mysteries Inc. “Merri Mysteries” was formerly known as “Tailor Made Mysteries”. For further details on **Merri Mysteries** or to order another mystery dinner party kit, see www.merrimysteries.com. See *Copyright details* later in this guide for further details on the copyright requirements for this kit.

Host's guide

It is easy to prepare and run a mystery party. We recommend that as host you should also take a role and participate along with everyone else. With our mysteries, not even the criminal knows who did it. But with a little intelligence and a careful ear for important clues, it is possible to solve the mystery.

Preparing for the party

- 1 Decide when you will be having the party, where and who will play each role. You should read the description of each character and try to select a role for each guest. Or you may like to give your guests a choice of the roles not yet taken and let them decide for themselves.
- 2 We recommend that you tell your guests to: "Please dress up as your character. Over dressing and going to extremes is highly recommended." We generally find that the more people put into the event, the more fun it is.
- 3 Decide how you want to do the invitations. You can print out the Word or Adobe Acrobat versions and handwrite the details, or you can type in your party details before you print it out. There are versions with four invitations per page or one invitation per page. You can print them in color or black and white or you may like to print them on colored paper.
For versions with optional roles: For the guests playing optional roles, cut out and attach their character description or copy and paste it into their invitation.
- 4 Or you could paste the jpg version into an email and add your party details and send this to each guest.
- 5 Move to the page(s) which show the character descriptions for the main characters (suspects). You need to send each guest a copy of these pages along with their invitation. Print as many copies of these pages as you need using Print Current page and specify the number of copies required.

- 6 If you are emailing the invitations, copy and paste the text from the suspect pages into your email message. You can select the text (page by page) from the Adobe Acrobat file.
- 7 Print out the play.
- 8 Cut each page in two using a guillotine/paper trimmer or scissors. Don't read the play beforehand as it will spoil your enjoyment of the party, and you may spoil everyone else's enjoyment by letting on that you know everything!
- 9 Staple the pages together into a booklet for each act.
- 10 If it says the line may be said by "Anyone", it can be said by one of the optional authorities and witnesses. If there are few people playing optional roles, then the suspects should take a turn saying one of these lines, however, they shouldn't say it if it is a question for their character or about their character. You may like to work out beforehand who will say each of these "Anyone" clues and write their character's name next to each one. Try and make sure everyone has a similar number of lines to say.
- 11 The "Who Did It" pages are at the end with a warning beforehand not to read the next section. Fold these unread, put them in an envelope and open it at the end of your party to find out who did it.
- 12 Print a name tag for each guest. You can print them in color or black and white or you may like to print them on thicker or colored paper. Cut these up and have some small safety pins handy.
- 13 Print additional copies of the map to hand out or enlarge it and put it on the wall.
- 14 Decorate the room just before the party (see *Décor suggestions*).
- 15 Prepare or arrange for food for the event (see *Menu suggestions*).
- 16 Decide whether you are going to have prizes for the party (see *Preparing prizes*). This is optional, but recommended.

Décor suggestions

These are suggestions you might like to follow to make your place look like a wealthy mansion:

- scatter around silk scarves and velvet cushions
- as the host collected bats, you may like to have a few bat pictures on the walls and/or bat cut-outs hanging as mobiles from the ceiling
- stick pictures around of some of the suspects (eg John Wayne, Marilyn) as the host obviously liked them as he invited them to his party
- play the music of some of the suspects. Start by playing reggae music or rock music (if you are using a version for ten or less guests).

If you are hosting a Halloween party, you may also like to add traditional Halloween decorations such as skeletons and carved pumpkins and dim lighting.

Menu suggestions

Eat food you would find in America. Search for recipes on the Internet (eg search for “American recipes” or specific recipes on www.google.com).

Preparing props

You should provide a pack of playing cards and give them to Janis Joplin and Rita Hayworth so they can play cards. If you can't do this, tell them to pretend they are playing cards.

There are a few props you may like to provide:

- a sign on a closed door saying “Study”
- stuff some men's clothes with newspaper or old clothes and arrange it so it looks like a man's body laying face downwards on the floor with his arms outspread. Put this body in the “Study” and close the door.

- Reggae music to play at the beginning of the party (or rock music if you have ten or less guests)
- 1960s dance music to play during the breaks later in the party
- a compilation tape of a few bars from the chorus of songs of the suspects. Don't worry if you can't find all the songs. Just play a few songs everyone knows (eg Elvis songs). You don't need to provide this if you think the people you assigned as the singing main characters will be happy to sing a few bars of their song themselves.
- Place copies of the *Special Items* on a table or table(s) which people will be able to go and see. Or you may like to pass copies of these *Special Items* around the tables.
- If you can, hide any items which could be used to hit someone over the head. For example, you may want to hide your baseball bats in the laundry and write “Out of Bounds” on the door to the room where you hide everything. If you can't do this, tell people to pretend that these items aren't there.

Preparing prizes (optional)

This is optional, but you may like to have some prizes available to give to the people:

- who guess who did it
- with the best costume.

You can reduce the number of people you have to give a prize to by asking for details as to who, how and why the person did it.

If you do have prizes, you should let people know they exist just after you read out “*The Rules*”.

Tip: Don't assume that only one person will guess who did it. It is best to have a prize you can divide up (eg a box of chocolates or a bag or box of Turkish Delights). If no one guesses correctly, divide the prize up amongst everyone.

If you have a color printer and some T-shirt transfers, you may like to download and print out some of our special T-shirt logos (ie “I Gussed Who Did It” and “I Had The Best Costume”). See <http://www.merrimysteries.com/tmm/prizes.htm> for details. These are free to download.

Running the party

We suggest that you run the party as follows:

- 1 Give each guest their name tag and a small safety pin to attach it with.
- 2 When everyone has arrived, read *The Rules* to everyone.
- 3 Have everyone introduce themselves to the group by saying their character’s name and a few words about themselves from their description.
- 4 Check that everyone has read the “*The Suspects*” pages. If they haven’t, give them a few minutes to read them quickly. There may be important clues in “*The Suspects*” pages.
- 5 Serve the First Course of your meal or have dips available. Generally we don’t recommend you continue with the play while people are eating unless you are pressed for time.
- 6 Start Act One of the play. Pass the play booklet around to each person mentioned. If it says “Anyone” can say the line, give it to someone playing one of the optional roles or if you don’t have any people playing these roles, give it to someone who hasn’t had much to say as long as it isn’t about them. You may like to work out beforehand who will say each of the “Anyone” clues and write their character’s name next to each one. Make sure everyone reads out all their lines and that everyone participates.
- 7 Serve the Second Course of your meal (if applicable).
- 8 Do Act Two. Serve Dessert (if applicable).
- 9 Do Act Three.
- 10 Serve hot drinks and after dinner mints (if applicable).

- 11 Ask each person to think about who did it and why and how they did it. Ask them to write down their final choice. When they are ready, go around the group and ask everyone who they think did it and why and how they did it.
- 12 After everyone has had a guess, take the *Who Did It* pages out of their sealed envelope and read as specified.
- 13 Present the prizes (if you are providing these). If more than one person guesses correctly, give the prize to the person who has the most correct answers as to how and why the person did it. You may like to also give a prize for the person who has the best (or most creative) costume.

Copyright details

Copyright © 2011 Merri Mysteries Inc. “Merri Mysteries” was formerly known as “Tailor Made Mysteries”. For further details on **Merri Mysteries** or to order another mystery dinner party kit, see www.merrimysteries.com.

Merri Mysteries Inc. agrees to grant a license to you to download (or receive the kit files via email) and print out and use or perform our kits, according to the terms and conditions described on <http://www.merrimysteries.com/tmm/terms.htm>. You can only make one printout of the clue pages and lamination of the clue pages is not permitted.

If you wish to use our kits on a commercial basis (eg as a venue for mystery party events or as an event organizer or an actor or theater group), you must pay the commercial rate for the kit.

The Rules

These are to be read out by the host to the whole group at the beginning of the party:

Welcome to “Celebrity Celebrations”!

As you know we have been invited here today by Jerry Oilman. Unfortunately, I have some sad news. Jerry has been murdered. Shortly after some of us arrived here, his body was found in his study. He had been murdered and then spread out with his arms open like one of his beloved bats on the floor. I will introduce the suspects to you in a moment.

There are three acts in this play. Only read your lines as required and please don't read the pages ahead of time. There are assigned lines and there are also some lines which can be said by "Anyone". These lines are to be said by people playing the authorities and witnesses. We will be taking turns to say these lines and making sure we all get to participate. If there is another character's name written next to a line, then that person should say it.

There is no need to hurry through this and you can adlib a little if you want. You do not have to read each line exactly as it is written – embellish it if you want, but just don't change its meaning. You might like to speak in slang or with an accent. For example, if you are playing a snob, you might speak as if you have a plum in your mouth. If your character is distressed, you could reveal your clues in between sobs. Act it out to the fullest. This is your chance to be dramatic!

At the end of the party you will be asked to guess who performed the crime and how and why they did it. If you work out who did it before the party ends please keep it to yourself.

Optional: There is a prize for the people who guess who did it. There is also a prize for the person with the best costume.

Merri Mysteries
presents...

“Celebrity Celebrations”

by Stephanie Chambers

These are the:

*Special
Items*