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Party games for 8 to 100 guests

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presents...

# “Murder Of The Great Chef”

## Host Guide

For mini versions

by Stephanie Chambers

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## Host's guide

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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 murderer 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 Open the kit. The name of the kit shows the recommended minimum number of guests and the maximum number of guests for which this kit caters.
- 2 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. It is better if people play roles that are as different as possible from their normal lives.
- 3 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.
- 4 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 four invitations per page. You can print them in color or black and white or you may like to print them on colored paper. If your guest is not being a participant (ie a suspect or one of the optional characters), then you should delete the word "Character:" before you print out their invitation.
- 5 The invitations refer your guests to read a web page to find out more details about their character (ie their character's description and their dress suggestions). They should try and read the descriptions of all of the suspects before they come to the party. We sometimes hide clues in these. However, they don't need to read the descriptions of the optional characters.

- 6 You may like to have a copy of the suspect pages available at the party in case some guests didn't get time to read them before the party.
- 7 Print out the kit.
- 8 Cut each page in two using a guillotine/paper trimmer or scissors. Don't read the clues 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 If it says the line may be said by "Anyone", it can be said by one of the optional characters. If there is only one optional character or no optional characters, 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" lines and write their character's name next to each one.
- 10 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.
- 11 Print a nametag 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.
- 12 Decorate the room just before the party (see *Décor suggestions*).
- 13 Prepare or arrange for food for the event (see *Menu suggestions*).
- 14 Prepare any props you would like for the event (see *Preparing props*).
- 15 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 1940s:

- Drape lots of glitter everywhere.
- Gather some potted palms to give an air of wealth.

- Play big band music (eg Glen Miller), the Andrews Sisters etc.

### **Menu suggestions**

You can serve any dish. Generally forties food was more conservative and traditional. For example, you might serve soup, a baked roast and apple pie and cream.

Search for recipes on the Internet (eg search for “American recipes” on [www.google.com](http://www.google.com)).

### **Preparing props**

Make a fake bayonet for someone to display in Act Three. You may like to create it using cardboard and a blunt knife.

If you want you can just have everyone imagine this prop.

### **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 each suspect 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 your First Course (if you are serving various courses, otherwise, if you are providing food just make the food available and let people know they can eat it during the party).
- 6 Start reading out the clues of the play. Pass the booklet around to each person mentioned. If it says “Anyone” can say the clue, 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 Have the investigator (or someone else) read the police report and then let people discuss this and serve some more food (optional).
- 8 Have one of the optional characters read the medical report and then let people discuss this and serve some more food (optional).
- 9 Have one of the optional characters read the will and then let people discuss this and serve some more food (optional).
- 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. Or have each table discuss it and write down their nomination.
- 12 After everyone has had a guess, take the *Who Did It* pages out of the 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.

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## **The Rules**

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

Welcome to “Murder Of The Great Chef”! It’s 1948. Tonight we have gathered together at the Culinary Institute of America to honor the Institute’s Great Chef Alan Davies who is receiving the highest award in the culinary world – The Edmond World Class Culinary Award.

Unfortunately we have just received news that he has been murdered this afternoon. Some of the people who are gathered have been invited; the others have forced their way in. I will introduce you to everyone shortly.

You have all been asked to remain here for questioning by the police. We must all work together to help determine who is the villain in our midst. When we do have some facts or evidence, we will read these to you.

There is no need to hurry through this and you can adlib a little if you want. You do not have to read each clue exactly as it is written – embellish it if you want. 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.