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Party games for 8 to 100 guests

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presents...

## **“The Hunt”**

## **Host Guide**

For meet and mingle versions

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It is easy to prepare and run a mystery party. We normally recommend that as host you should also take a role and participate along with everyone else, but for this particular kit we don't recommend this because you will know too much as you will have hidden the items to be searched for.

### ***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 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. Or you can just email your guests a link to the page shown on the invitation.
- 5 When you are printing the kit, print extra copies of the *Special Items D, E, F, G, H, I* so that each guest can be handed a copy of these pages.
- 6 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!
- 7 The "Answers" 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 appropriate stage of your party to find out the answers. Don't let anyone read over your shoulder during the party. Make sure you have a dictionary or two available for your participants to access.
- 8 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.
- 9 Create a clue page for each guest. Divide up the questions and answers and staple them to their clue page. You may like to print them an extra name tag each that you staple on to the front of their clue page. All the questions and answers should be given out. If there are far too many for the number of guests you are having, then you can ignore some of the sillier ones.
- 10 If you think some of your guests may not turn up you could cut up the questions and answers and have them in a bowl so people can help themselves. You may like to save some questions and answers to hand out in the middle of the party.
- 11 Decorate the room just before the party (see *Décor*).
- 12 Prepare or arrange for food for the event (see *Menu suggestions*).
- 13 Wrap the parcel for the party (see *Preparing the parcel*).
- 14 Prepare prizes for the party (see *Preparing prizes*). As a minimum you need to prepare the objects for them to find as part of the scavenger hunt.

## **Décor**

These are suggestions you might like to follow to make your place look as if it's Sasha Thomas' house which has been empty for some time:

- Drape sheets over the furniture.
- Put some fake cobwebs made out of cotton string in the corners.
- Put books about inventions, biology and physics and other science subjects around the place.
- Have some nerf guns (foam balls) around as these were involved in a game Sasha invented.
- Have a photo of a girl in a circus and a photo of a man surfing to represent photos of his/her children. Put them in frames if you can.
- Have a hand drawn picture of an octopus displayed (Sasha created this at the nursing home).
- Have a cardigan sweater draped on a comfy chair and give it a vanilla smell by putting some vanilla essence on it just before the guests arrive. If you don't want to stain it, do this on the inside of the sweater or on handkerchiefs you put inside the sleeves. This belonged to someone Sasha dated.
- Have some typical Chicago souvenirs such as Sox's hats or Cub's hats etc. And/or have some Texas souvenirs that Sasha might have kept since childhood.
- Make your place look cluttered as Sasha was a real collector. For example, have piles of newspapers and magazines.
- If you can find it, have a toy giraffe or a picture of a giraffe as this was Sasha's favorite animal and inspiration for his/her invention.
- Have a cake stand and all the things you need to decorate cakes as Sasha liked to decorate cakes and he/she was trying to invent a machine to ice cakes. Display cake recipe books.
- Have a work bench with plastics and screws and hammers etc., as if another invention was being developed.
- Have the books Sasha liked to read in a pile (i.e., "The Where's Waldo?" collection and mystery writers such as Mary Higgins Clark and Stephen King).

**Important note:** Carefully hide the Will (see the *Special Item C*) inside a Stephen King book. If you can't borrow one from friends, then borrow one from the library or make a fake cover and put it over one of your other books.

## **Menu suggestions**

If you like you can include a few snacks and foods that Sasha Thomas liked to eat such as squid balls and black rice cake, fried rabbit liver and scrambled eggs (or just egg whites colored with turmeric if you want to serve them like the nursing home served them). You could also include some nursing home favorites like soups, cabbage dishes and colored jellos. If you want you could serve dessert first as this is what Sasha liked to eat first.

Or search for American recipes on the Internet (e.g., search for "American recipes" on [www.google.com](http://www.google.com)).

You may like to serve cocktail party food such as:

- cheese and crackers
- vol au vents filled with corn or asparagus and cheese
- spring rolls
- filo pastry parcels with spinach and feta cheese and pine nuts
- spicy chicken wings
- mini pizzas

- hot skewered food
- mini sweet pumpkin pies.

If you would prefer, you can serve a sit-down dinner or have the food in a buffet / smorgasbord arrangement.

If you are having mainly children as your guests, you may like to serve food that they like such as pizza.

If you are holding the party as a sit-down dinner, allow people to mingle a bit before and after dinner so they can chat with more people and find out more.

### ***Preparing the parcel***

Before the party, wrap up a box of magnetic words in thick wrapping paper. If you don't have any magnetic words, you can buy some online here. They are sometimes called Magnetic Poetry or Magnetic Poetry Tiles and come in a box.

Keep the contents of this parcel a secret.

At the party venue, place the parcel on a small table. Add a "DO NOT TOUCH" sign.

### ***Preparing prizes***

You may like to have some prizes available to give to:

- the first people who find the person with the question or answer matching theirs
- the people who get the most correct answers
- the person with the best costume.

You can give the contents of the parcel as a prize. If you do have other prizes, you should let people know they exist just after you read out "The Rules".

**Tip:** Don't assume that only one person will work out the answers. It is best to have a prize you can divide up (e.g., a box of chocolates or a bag or box of Turkish Delights). If no one guesses correctly, divide the prize up amongst everyone.

You should hide the following pages (cut them out) at the locations mentioned (see the Questions in *Special Item B: Sasha Thomas' Letter*), but these are just tokens which the people who find them can redeem from you for the prizes you decide to give them:

1. Hide this cash icon inside the toilet roll in the main toilet your guests will be using and when someone gives it to you exchange it and give them cash (e.g., if the exchange rate is **0.00001** then you give them \$10, if it is **0.000001** give them \$1):



2. Make something that resembles a gold bar (e.g., wrap some candy in gold paper) and hide it under the kitchen sink.
3. Hide this picture of a painting in a closet (e.g., the coat closet if you have one, otherwise any closet). If you want once they find this and give this to you, you can give them a prize in exchange (e.g., a small picture to keep). Or you can just give the overall winners prizes.



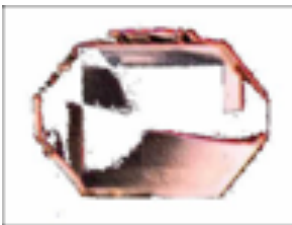
4. Hide this building title deed by sticking it under the dining table. If you want once they find this and give this to you, you can give them a prize in exchange (e.g., a toy house to keep). Or you can just give the overall winners prizes.

*This Indenture*



*Bestows ownership of the  
Manhattan Building, 431  
South Dearborn Street,  
Chicago, in the State of  
Illinois in the United  
States of America on the  
bearer of this building title  
deed.*

5. Hide a pink gem (e.g., rose quartz which is cheap to buy in rock shops) in the refrigerator freezer amongst the ice cubes or hide this picture of a pink diamond there. If you want once they find this and give this to you, you can give them a prize in exchange (e.g., something pink). Or you can just give the overall winners prizes.



6. Hide this picture of a violin by sticking it under the couch (or under a comfy chair):



7. Hide a dime in the oven if it is being used or if it isn't being used you could hide this picture of a valuable coin there instead.



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 (i.e., “I Had The Best Costume”). See <https://www.merrimysteries.com/partytips/murder-mystery-party-prizes/> for details. These are free to download.

### ***Running the party***

We suggest that you run the party as follows:

1. Have everyone’s clue pages on a table near the entrance so people can collect their page and their name tag as they arrive. Or hand them to them as they arrive.
2. When everyone has arrived, read *The Rules* to everyone.
3. Have each participant introduce themselves to the group by saying their character’s name and a few words about themselves from their description (only do this if you have less than 17 people, otherwise skip this).
4. During the first part, you can either ask the guests to meet and mingle and find out information or if you don't have many people, just have everyone sit in a circle and go around and say their question or answer from *Special Item: A*. If someone has the matching question or answer they should say it. If you are having everyone mingle, make sure everyone tells the people they meet about their question



(and the answer if they know it) and that everyone participates. Once people find out things they think may be important, they can also pass that on to the people they meet.

5. Serve your First Course (if you are serving various courses, otherwise, just make the food available and let people know they can eat it during the party).
6. Once the Will (*Special Item: C*) has been found have the lawyer (or someone else) read it out to everyone.
7. Read out the first 2 points in Sasha's letter (see the *Special Item: A*). Give the guests copies of the *Special Items D, E, F, G, H* pages as they get up to the relevant section in *Special Item: A* and have the guests work through the clues in it. Tell them if they guess incorrectly. Make a dictionary or two available.
8. Whenever necessary take a break between clues and serve some more food and/or drinks.
9. Serve hot drinks and after dinner mints (if applicable).
10. Give the *Special Item I. Do Activity No. 1*. As host read out each clue and wait until they finish it before moving on to the next one. Tell them they must not use a phone or computer.

**HOST IMPORTANT NOTE:** In all of the following puzzles, there are hints you can give your guests. But only give them a hint if they are really struggling for some time and are stumped. If you don't want to see the hints yourself, carefully put a blank page over top of each page and then reveal each item as you need it.

#### Across

1. Said to be an attribute of God.
3. Happening in a short time or at a fast pace.
5. A method, style, or manner of doing something.

**Hint:** It also means "a road, track, path, or street for traveling along."

**Hint:** Sinatra sang a song "I did it, my \_\_\_."

#### Down

2. "And if we can imagine the art of fiction come alive and standing in our midst, she would undoubtedly bid us break her and bully her, as well as honour and love her, for so her youth is renewed and her \_\_\_\_\_ assured." Virginia Woolf "Modern Novels." 1919. The Essays of Virginia Woolf. Vol. 3. Ed. Andrew McNeillie. Harcourt Brace Jovanovich, 1988, pp. 30-37.

**Hint:** Supreme power or authority.

4. "The Tin \_\_\_\_\_" is a 1959 novel by Günter Grass.

**Hint:** To "beat a tin \_\_\_\_\_" is an idiom which means to create a disturbance in order to bring attention to a cause.

**Hint:** How does all of this help you work out what is in the parcel?

**Hint:** Don't get stuck on the words themselves.

**Hint:** This isn't related to the sun.

**Hint:** This can't kill you.

11. **Do Activity No. 2.** Some people say you need to have these qualities in order to have a  personality:

Have everyone take turns reading out the literary quotes on the handout.

12. **Do Activity No. 3.** What do the four things in the picture on the handout have in common?<sup>[1]</sup><sub>[SEP]</sub>Hint: Think about what is inside these things.

13. Here is your final clue: At least two words are needed to describe what is in the parcel.

14. What do you think is in the parcel? Please write down what you think is in the parcel on your Notes page. Open the parcel and read out the answers.

15. Present the prize (if you are providing this) for the person who has the best (or most creative) costume.

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# The Rules

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

Welcome to “The Hunt”! A worker in the laundry that washes the linen from a nursing home found a letter amongst the dirty sheets. The letter described where the person had hidden each part of their vast fortune.

The fortune included cash, gold bars, a famous original artwork, the title deed to a building, a precious jewel, a very old violin, and a very valuable coin.

Some investigations have been made at the nursing home and, from the handwriting it appears that the letter was left in the sheets of the recently deceased Sasha Thomas.

We are now in the home of Sasha Thomas. It has been locked up for some time. Your job is to un-riddle the clues and to find the treasures.

During the first part of the party, you must tell as many people as you can what you know. If you find out interesting new information, you can also pass that on to the people you meet. Don't panic if you don't get to talk to everyone. You will hear and see enough to help you work out the answers. You may want to jot down some notes on your clue page.

There is no need to hurry through this and you can ad-lib a little if you want. You do not have to read each clue exactly as it is written – embellish it if you want. This is your chance to be dramatic!

Please do not search the house for any clues until you have been given permission to do so. If you have been told to search for an item of treasure, please do not search for it until you have told me, your host, where you think it is located and I have confirmed that you are thinking of looking in the right place.

We are also going to be working out what is in the parcel (point to the parcel). You have to work out what it is without touching it. It is on a scale so you can see how much it weighs. You will be given clues about this parcel during the party.

*Optional:* There is also a prize for the person with the best costume. There is a special prize for the first two people with matching questions and answers that find each other during the first part of the party. The people who work out what is in the parcel will receive its contents as their prize.