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Party games for 8 to 100 guests

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presents...

“Storm Survivors”

Host Guide

For meet and mingle versions

by Stephanie Chambers

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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 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.

Very important host secret: About halfway through the party when people have mingled and talked about their clues and they are starting to lose interest, take the person playing Vicki aside (perhaps in a private room where no one will hear you talk). Tell her that when you return to join the others, she must pretend to die as she has been poisoned (but not from something she's eaten so she shouldn't clutch her neck while dying). Tell her to collapse and remain still until the attention moves away from her and she can sneak away and put on the disguise which you have for her. You should give her a costume for Chris Walsh – the forensics expert (described in the authorities section). Don't give anyone else this role. You may like to give her a wig etc so people won't recognize her. You must not tell anyone that Vicki is going to be killed as it will wreck the surprise. If you can't keep a secret, then you will have to play the role of Vicki.

- 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.
- 5 Or you could paste the jpg version into an email and add your party details and send this to each guest.
- 6 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.
- 7 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.
- 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 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.
- 10 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.
- 11 Create a clue page for each person playing an optional role. Divide up the extra clues 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. If you don't have many people playing optional roles, divide the extra clues up amongst the suspects also. All the clues should be given out. If there are far too many clues for the number of guests you are having, then you can ignore some of the sillier clues.

- 12 If you think some of your guests may not turn up you could cut up the extra clues and have them in a bowl so people can help themselves. You may like to save some clues to hand out in the middle of the party when people may be tired of their original clues.
- 13 Decorate the room just before the party (see *Décor suggestions*).
- 14 Prepare or arrange for food for the event (see *Menu suggestions*).
- 15 Prepare any props you would like for the event (see *Preparing props*).
- 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 tropical island inhabited by athletes:

- place some gym and sports equipment around (eg table tennis bats, weights)
- scatter ornaments and clothes with butterflies and tropical flowers on them
- tropical furniture (eg dark heavy Indonesian furniture or light cane furniture)
- tropical music such as Reggae music.

Menu suggestions

You can serve food you would find in Australia such as damper and pavlova. Search for recipes on the Internet (eg search for “Australian recipes” on www.google.com).

Modern Australian food combines elements of Mediterranean, (Greek, Italian, French) and Middle Eastern cuisine with Asian (Japanese, Thai, Indonesian and Indian) influences.

Alternatively, serve the kind of food you would find at a five-star resort. Seafood is also very popular in the tropics. In this area, the normal seafoods are served as well as special items such as Moreton Bay Bugs, scallops.

You may like to serve the food on banana leaves or in pineapple shells. Also serve pinecoladas (pineapple and coconut drinks).

Don’t forget that the athletes will probably have requested odd meals to complement their constant training. So you may like to have a few jars of things like protein powder on the table.

Preparing props

There are a few props you may like to provide:

- bottle of soy sauce for Mutsumi Yoshita to carry in his bag
- spare change of clothes for Yuko Yoshita to carry in her bag
- heat rub for Vicki Omonnanu to carry in her bag.

These props are mentioned as part of the dress suggestions for these characters in the “*The Suspects*”, but you should check if they can provide them. You may need to help provide these items.

You should also have a disguise for someone to wear later in this party after they die. See *Running the party* for details.

If you want you can just have everyone imagine these props.

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 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 your guests as they arrive.
- 2 **Only give out clues for stage one of the party.**
- 3 When everyone has arrived, read *The Rules* to everyone.
- 4 Have each suspect introduce themselves to the group by saying their character’s name and a few words about themselves from their description.
- 5 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.
- 6 Ask the guests to meet and mingle and find out information. Make sure everyone tells the people they meet about their clues and that everyone participates. You may like to encourage people who are shy by asking them a question or two. Once people find out things they think may be important, they can also pass that on to the people they meet.
- 7 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).
- 8 **Very important host secret:** About halfway through the party when people have mingled and talked about their clues and they are starting to lose interest, take the person playing Vicki aside (perhaps in a private room where no one will hear you talk). Tell her that when you return to join the others, she must pretend to die as she has been poisoned (but not from something she’s eaten so she shouldn’t clutch her neck while dying). Tell her to collapse and remain still until the attention moves away from her and she can sneak away and put on the disguise which you have for her. You should give her a costume for Chris Walsh – the forensics expert (described in the authorities section). Don’t give anyone else this role. You may like to give her a wig etc so people won’t recognize her. You must not tell anyone that Vicki is going to be killed as it will wreck the surprise. If you can’t keep a secret, then you will have to play the role of Vicki.
- 9 Have the police officer (or another investigator or someone else) read the Investigator’s report and then let people mingle some more and serve some more food.
- 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.

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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 “Storm Survivors”! Make sure you have collected your clue page and put on your name tag. Read everything on your clue page.

It is October 2000. A number of athletes are relaxing on a tropical island in the Great Barrier Reef after an international competition. But, alas, a cyclone has arrived two months earlier than usual. Although everyone has survived it, there are pythons and other hazards to deal with and to make matters worse, someone has been found murdered.

So now everyone is trapped together on the island with a murderer who may strike again. Sounds like fun, doesn't it!

Soon I will introduce you to the people who were present when the murder took place.

You have all been asked to remain here for questioning by the police. 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. We must all work together to help determine who is the villain in our midst. And you must do whatever you have been instructed to do. Don't panic if you don't get to talk to everyone. You will hear and see enough to help you work out who did it. You may want to jot down some notes on your clue page. 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!

(see next page)

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.