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Party games for 8 to 100 guests

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presents...

# “Party Escape”

## Host Guide

For the play 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 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. The names of the characters are unisex so they can be males or females. 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.
- 2 We recommend that you tell your guests to: "Please dress up as your character. Over dressing and going to extremes is highly recommended." And as part of the plot, tell them, "Please gather in the kitchen but look in at the dining room on your way there." 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.
- 4 Or you could paste the jpg version into an email and add your party details and send this to each guest.
- 5 The invitations refer your guests to read a web page to find out more details about their character (i.e., 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 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 people playing the optional 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 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 normal dinner party:

- table set with drink coasters (see also the *Prop section* for details on what to attach underneath each coaster) .

## ***Menu suggestions***

Serve a modern dinner party meal. Or you could have finger food or serve-yourself food available.

### **First Course:**

- Greek salad – tomatoes, cucumber wedges, feta cheese, olives and an olive oil based dressing (onions are optional). Search for recipes for it online. You must serve this. You must also have some nuts as an appetizer or as part of the main meal.

### **Second Course:**

- Whatever you want.

### **Desserts:**

- Fruitcake or banana bread. You can make them sugar free if you want. You must serve at least one of these. If you want you can also serve fruit salad and/or ice cream.

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

## ***Preparing props***

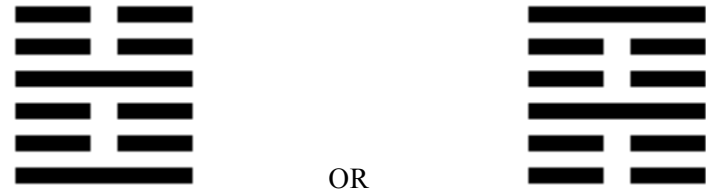
At the table setting for your guests, under 8 of drink coasters write one of these letters (if paper drink coasters) or attach a piece of paper with one of these letters written on it:

S N G O L O I M.

Have these books in a pile (e.g., borrow them from the library) or download our PDF of the first few pages including the contents page for each:

1. “*Alice’s Adventures in Wonderland*” written by Charles Lutwidge Dodgson under the pseudonym Lewis Carroll.
2. “*Moby Dick; Or, The Whale*” by Herman Melville.
3. “*Frankenstein; Or, The Modern Prometheus*” by Mary Wollstonecraft Shelley.

Under this pile of books have a piece of paper with the following marks on it:

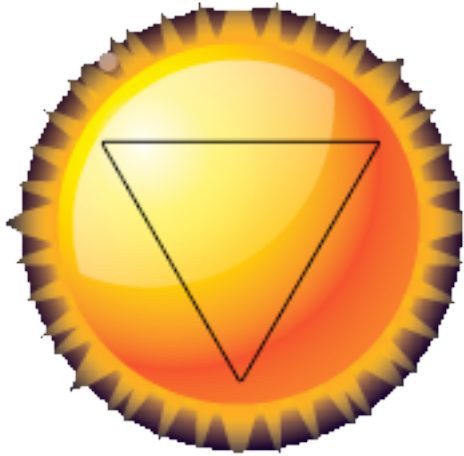


(the same depending on which way you view it)

You must also have a copy of the i-Ching or download our printout of [https://en.wikipedia.org/wiki/List\\_of\\_hexagrams\\_of\\_the\\_I\\_Ching](https://en.wikipedia.org/wiki/List_of_hexagrams_of_the_I_Ching).

You may like to have a dictionary handy.

On the tablecloth, attach this picture (which you may like to color by hand in yellow if you don’t have a colored printer):



Set up a new contact on your phone and in the Name field, type “6”. In the phone number field for this contact, put 2027621401. Save it. Mark it as a favorite (on an Android phone you do this by clicking on the star symbol next to the name “6”, on an i-Phone you go to Favorites and use the + symbol to search and add them).

On an Android phone, the favorites show at the top of your contact list. On an i-Phone, you go to Favorites to see them.

Keep the number “6” a secret. Do not tell anyone this!

To dial it, you call it like you do any other contact. But don’t do this till the end of the party!

Make sure you have notepaper and pens to give each of your guests. They should take some notes if they want to work out the puzzles and who did it.

### **Preparing prizes (optional)**

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

- work out the most puzzles

- 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 (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.

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 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. Also ask them to write down their single number answer to the final puzzle. If they are really struggling and no one seems to have been able to work these things out, give them this extra hint:

*“Think about each of the suspects and their role in relationship to JD (Janice Door). Note that the roles should be quite specific. For example, not just 'Family' but rather one role of in-law, another sister etc. Keep in mind that sometimes people may have not said 'the whole truth' for legal reasons.”*

When they are ready, go around the group and ask everyone who they think did it and why and how they did it and what number they have for the final puzzle.

- 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

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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 “Party Escape”!

Is your worst nightmare being at a party that you want to escape, but can't? Hopefully this won't happen at this party if you are clever and a little lucky. If you're game, come along and enjoy the challenge.

[Host: I just found this note:]

You cannot leave this party. If you open a door or window leading to the outside, it will set off the tiny sensors I have placed there and you will be killed by poisonous arrows, lethal gas or other deadly devices. I have cut all the phone lines and Ethernet cables and I have a cell jammer in place, so your phones and WIFI won't work. So don't try anything stupid. But if by the end of the party you are able to work out which guest I am and also solve all the puzzles you encounter, then I will set you free.

[**NOTE:** It is illegal for us to lock you in this place and cell jammers are also illegal, so for the sake of the game, please just pretend this is all really happening. But a dictionary is available.]

Improvise a bit of mass panic once you know you are in this situation.

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 optional 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 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!