

HOST GUIDE FOR THE DOWNLOADED KIT

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.

All the characters in this mystery party are unisex so they can be played by males or females. This means you can also use this kit for an all female or all male party.

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. It is better if people play roles that are as different as possible from their normal lives.
2. Email your guests details of the party, download and attach the <https://www.merrimysteries.com/wp-content/uploads/2022/07/Party-Escape.jpeg>:

Dear:

Date:

Time:

Place:

Character:

Please dress up as your character (see attached). Over dressing and going to extremes is highly recommended.

Please read about the suspects (see attached) before the party as they sometimes contain clues to help you solve the mystery.

Or you could just send them a link to XXXXX as this contains descriptions of the suspects and optional witnesses.

3. You may like to have a printout of this page available at the party in case some guests didn't get time to read about the suspects before the party.
4. Print out this host guide and the play and staple the top left corner.
5. Note that some clues are to be given to suspects or witnesses (or "anyone" if you don't have any present). Divide the "anyone" clues up evenly amongst however many people you have playing the optional witness roles (or the other roles if you don't have any witnesses). Just make sure you don't give it to the character(s) mentioned in the clue. 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. 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!
6. Print the **What's In The Parcel Answers** pages. They begin with a warning beforehand not to read the next section. Fold these unread, put them in an envelope. Open it at the parcel clues section to find out what is in the parcel.
7. Print the **Who Did It** pages. They begin with a warning beforehand not to read the next section. Fold these unread, put them in an envelope. Open it at the end of your party to find out who did it.
8. Print a nametag for each character on Avery Adhesive Name Badge format stickers for 2 – 1/3 inch x 3 – 3/8 inch (or on ordinary paper or card stock and provide pins). Use the **Escape-SUSPECT-NAME-TAGS-PDF** file and the **Escape-WITNESSES-NAME-TAGS-PDF** file for any extra characters.
9. Decorate the room just before the party (see *Décor suggestions*), prepare the props (see *Preparing props*), prepare or arrange for food for the event (see *Menu suggestions*) and 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 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:



OR

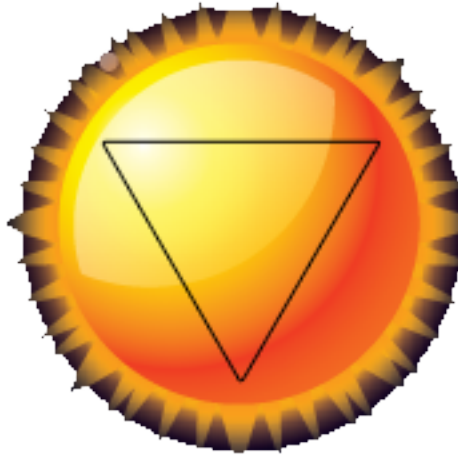


(the same depending on which way you view it)

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.

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.

To prepare the parcel: Wrap up a coin collection (or as much of it as you want to give away as a prize during the party) in layers of thick paper and then put wrapping paper around it. If you want, you can wrap the coins in coin wrapping paper to stop them moving about and making a noise before you put on the wrapping paper layer. If you don't have any coins, get some from your bank. Keep the contents of this parcel a secret.

At the party venue, place the parcel on a scale (if available) so people will know what it weighs. Or else weigh it before the party if you can and write the weight on a piece of paper and give it to the party host to show the guests.

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 (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 <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. Give each guest his or her nametag.
2. Read **THE RULES** to everyone. You may also like to leave a copy of the rules near the entrance for people who arrive late to read.
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 SUSPECTS** page. If they haven't, give them a few minutes to read them quickly. We sometimes hide clues in these descriptions.
5. Serve your First Course or have dips available (if you are serving various courses, otherwise, just make the food available and let people know they can eat it during the party). Generally we don't recommend you continue with the play while people are eating unless you are pressed for time.
6. If you only have 8 guests, give everyone the page for their character. If you are having more than 8 guests, cut all the clues up and divide them equally amongst your guests. The ones with a suspects name should be given to them. If it says "Anyone" can say the clue, give it to someone who hasn't had much to say or if you have people playing optional witness roles, give it to one of them. Just make sure it isn't said by someone whose character is mentioned in the clue. Start with the clue marked 1.1. Then have the person who has 1.2 say their line and so on. Make sure everyone reads out all his or her lines and that everyone participates.
7. Serve the Second Course of your meal (if applicable).
8. Do Act Two. These are the clues that start with 2.
9. Serve Dessert (if applicable).
10. Do Act Three. These are the clues that start with 3.
11. Serve hot drinks and after dinner mints (if applicable).
12. **Now let's work out what is in the parcel.** Here is a major clue: The item in the parcel has no smell until you touch it. It smells like blood. The most abundant odorant is 1-octen-3-one. After the game, I can explain the technical reason for this if you are interested.
13. Etc...

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