

HOST GUIDE FOR THE MENTORS KITS

It is easy to prepare and run a self-improvement mentor party. We recommend that as host you should also take a mentor role and participate along with everyone else.

You can buy additional sets at <https://www.merrimysteries.com/product-category/who-do-you-want-to-become-mentor-character-self-development/> and run the party again with totally different mentor characters. They have different crossword puzzles and different questions.

Preparing for the party

- 1 Decide when you will be having the party, where, and who will play each mentor. You should read the description of each mentor and try to select the best role for each guest. Or you may like to give your guests a choice of the mentors not yet taken and let them decide for themselves. It is better if people play mentors that are as different as possible from their normal lives. There are eight mentors, but if you want to have less guests, that's fine. You can take turns reading out the clues of the pages for mentors that are not present. You could even do the kit by yourself, but it is more fun with friends to share it with.

Or you could use this kit for more people by dividing everyone into groups of eight (or less). In this case follow the instructions for small parties. Or you could use it in a "meet and mingle" way (see instructions to follow for large parties) either by not having them bother to dress as a mentor or by having a number of them dress as the same character. So up to 24 guests could use the same one kit with 3 of them playing each character. Or you could buy multiple sets and run it as a large "meet and mingle" party having each person play a unique mentor (see instructions to follow).

- 2 Email your guests details of the party, download and attach the JPG for the kit image and the file that has "CHARACTERS" as part of its filename:

Dear:

Date:

Time:

Place:

Character:

Please add to the fun by dressing up as your mentor character (see attached character description and dress suggestions). Exaggerations are highly recommended.

Please read about all the mentors before the party. This will give you a greater appreciation of them and help at the party.

NOTE: If you are having a large party, you should attach the CHARACTERS for all the sets you have purchased.

- 3 You may like to have the "CHARACTERS" page(s) available at the party in case some guests didn't get time to read them before the party.
- 4 For a small party, print out as many copies of the "HANDOUT" as you need to ensure each guest gets one copy and staple the top left corner of each. If you are doing this in a "meet and mingle" way, you need to print out as many copies of each set as you have people playing the same character. Make sure each person will receive a copy of the last page which has the song. The same song is in each character set.
- 5 Print out "THE RULES" page. The rules are the same for all character sets.
- 6 Print the "ANSWERS" page(s) but be careful not to read it. Fold it unread and put it in an envelope. Open it at the end of your party to find out the solution to the crossword puzzle.
- 7 Print the "NAMETAGS" file 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). Print as many copies as you need to ensure each person has a nametag.

- 8 Decorate the room just before the party (see *Décor suggestions*), 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.
- 9 Test that you can easily play this video <https://www.youtube.com/watch?v=KUjPFviDAvg> during the party for the mentor's song to sing at the end of the game. It is the last page in the "HANDOUT". They need to sing it to the tune of "We Are The Champions" by Queen. This video allows them to hear it without the words. So, they can look at the screen to see the timings. Instead of the words on the video, they should use the words in the "HANDOUT". Practice singing it yourself so that you can help them to sing it.

Décor suggestions

These are suggestions you might like to follow to make your place look like an old-fashioned period location:

- scatter around silk scarves and velvet cushions
- stick pictures around of some of the mentor characters or make them into place settings
- have books on the table that were written by some of the mentor characters or books from their era
- play the music of some of the main characters or appropriate to their era.

Menu suggestions

Eat food that your mentor characters would have likely eaten in their era. Search for recipes on the Internet.

Or you may like to serve dips and snacks such as:

- caviar and crackers (not necessarily expensive caviar)
- vol-au-vents or mini pies
- pastry cases filled with corn or asparagus and cheese
- spring rolls
- pastry parcels with spinach and feta cheese and pine nuts
- spicy chicken wings
- mini pizzas
- hot skewered food
- sweet pies.

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

Preparing prizes (optional)

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

- who work out the solutions to the crossword puzzle (for small parties only)
- portray their character mentor the best.

If you do have prizes, you should let people know they exist just after you read out ***THE RULES***.

Tip: For small parties, don't assume that only one person will work out the crossword puzzle. 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 one of our special T-shirt logos (i.e., "I Had The Best Costume"). See <https://www.merrimysteries.com/tmm/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 For small parties, give each guest their copy of the "HANDOUT" file.

For larger meet and mingle parties, either give them the page in the "HANDOUT" for their character if you are having each guest play a unique mentor character. If there are 3 people playing the same mentor character, print 3 copies and then give each of them the top section of the page with the crossword puzzle clue and the "exercise", but only give each of them one of the three questions. If there are 2 people playing the same character, print 2 copies and give them one or two of the questions. Each question should only be given to one person.

- 3 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.
- 4 For small parties, have everyone introduce themselves to the group by saying their character's name and a few words about themselves from their description from the "CHARACTERS" page.

For larger parties, they can introduce their character to whoever they meet.

- 5 Check that everyone has read the "CHARACTERS" page. If they haven't, give them a few minutes to read them quickly.
- 6 For small parties, start with the first mentor mentioned in the "HANDOUT" on the page after the crossword puzzle. That mentor should begin by reading out the name of the mentor, their overall quality (on the right-hand side of the page) and the clue for the crossword puzzle item. Then they should read the first question and pause till everyone has finished writing down their answer. Then they should read the second question and pause. And then read the third question. Then the character playing the next mentor should read their page and so on.

For larger parties, just let everyone mingle and do "exercises" and ask "questions" of whoever they meet.

- 7 For small parties, when people need a break, serve a course of your meal or have dips or snacks available throughout. Generally, we don't recommend you continue when people are eating unless you are pressed for time. For example, you could serve appetizers after the first two mentors, then serve your main dish after the fifth mentor and serve dessert and/or hot drinks after the eighth mentor.

For larger parties, either serve cocktail party food or have a smorgasbord of food available for them to eat whenever they want.

- 8 For small parties, after you finish all the mentors, sing the song on the last page of the HANDOUT together using the video so they can hear the music.

For larger parties, after everyone has mingled for some time and when people are starting to look a bit bored by it, gather everyone together and hand everyone a copy of the song on the last page of the HANDOUT and get everyone to sing it together using the video so they can hear the music.

- 9 Ask your guests to say if they finished the crossword puzzle(s) and open the ANSWERS envelope(s), read out the solutions and check they have the correct answers.
- 10 Present the prizes (if you are providing these) for the people that solved the crossword puzzle (only for small parties) and for the person that best portrayed their mentor.

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