

# MARDI GRAS MADESS: MURDER AT THE JESTER BAR

## (8-18+ Guest Electronic Version – Sample Game Materials)



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### SYNOPSIS (THIS OUTLINES THE FLOW OF THE PARTY EVENTS).

The Jester Bar is a legendary Cajun-inspired bar & grill in Graveside City that comes alive once a year to host the annual Mardi Gras Bash. The Jester Bar is the place to be to celebrate the festivities of Mardi Gras and there are only a set number of tickets available to the electrifying event.

With police officers on duty to control the crowd, the anxious townspeople fought to be first to stand in line to purchase their tickets!

To no surprise, the event immediately sold out. The chefs are sharpening their knives, the event planners are hanging the festive décor, and the party games this year are said to be the most exciting, fun and challenging there have ever been!

You stood in line for your ticket and have it in your hands. This is where your story begins...

# LIST OF CHARACTERS



## BETTY BERGER

*Fast Food Chef*

**REQUIRED**  
Female

Betty Berger is the hard working fast food chef at Barney's Burger House. A compulsive liar even when the truth is better, this burger flipper is a known cheater during board games. Beware if you ever play a game against this master of deceit!

*Any fast food uniform and an apron as an optional prop.*



## FIONA COLLINS

*Telemarketer*

**REQUIRED**  
Female

This ill-mannered vixen of the phone lines will ruin a relaxing night at home with her relentless telemarketing sales calls. Everybody avoids Fiona Collins, as she is extremely rude. If she catches wind of a party, she's definitely going to crash it and ruin everybody's time if she's not invited. The owner of the Jester Bar sent her a ticket just to ease the tension.

*Obnoxiously designed business attire with a head set as an optional prop.*



## FOGHORN FOWLER

*Chicken Farmer*

**REQUIRED**  
Either

Foghorn Fowler is the highly intellectual chicken farmer. A dependable and loyal person, Foghorn is a dear friend to have. That is if major obsessive-compulsive disorders don't bother you.

*Overalls with chicken feathers sticking out of the pockets.*



## LECTRON WATTS

*Electrician*

**REQUIRED**  
Either

Lectron Watts is the most annoying one-upper in Graveside City. If you've done, said or tried anything - Lectron is certain to have done it more often, said it already and tried it three times!

*Coveralls with any electric company logo on the pocket.*



## CHEK NICOLSON

*Banker*

**REQUIRED**  
Either

Chek Nicolson is the ultra-eccentric banker. Known to be quite frugal, Chek will drive you nutzo as s/he meticulously calculates *everything* to the nearest quarter of a cent! If you go to lunch with Chek, it's best to pay for the whole bill or you'll be sitting there for a while.

*Business suit with a calculator as a prop.*



## SANDY SOMMERS

*Lifeguard*

**REQUIRED**  
Female

Sandy Sommers is the spunky lifeguard at the Graveside City Recreation Center swimming pool. She constantly mocks people around her and has a reputation for being quite greedy. Don't get into a situation where Sandy could take advantage of you or you'll lose!

*Warm up suit with a whistle and binoculars as optional props.*



## LACEY SATIN

*Bridal Shop Owner*

**REQUIRED**  
Female

Lacey Satin is the moody and insensitive bridal shop owner. Her father owns the infamous Jester Bar, but nobody truly *likes* to be around Lacey because of her violent mood swings. However, The Jester Bar is the place to be on Mardi Gras and everybody in town knows it. The citizens of Graveside City will definitely put up with Lacey's antics for the night.

*Very feminine attire – preferably white – faux fur, lace, satin. Baby's breath bouquet in your hair in an updo hairstyle.*



## TATOR SALSURY

*Cafeteria Line Worker*

**REQUIRED**  
Either

Tator Salsbury is the nosy cafeteria line worker at the neighborhood junior high school. Tator knows everything about everyone as s/he eavesdrops on the kids during lunchtime. Tator is one cafeteria worker that is no stranger to cuttin' a rug, as s/he loves to dance whenever the mood strikes!

*Hair net and a chef uniform with a spoon and spatula as optional props.*



## SAVON BROOKS

*Environmentalist*

**Optional** Either

Savon Brooks is the overly sensitive environmentalist and animal rights activist. Savon prefers to sing instead of talk because s/he believes it helps plants to thrive. This behavior can be bizarre – especially if you're engaged in a lengthy conversation.

*A safari outfit with 'save the environment / animals' brochures as optional props.*



## NED MORALES

*Motivational Speaker*

**Optional** Either

This hyperactive motivational speaker for teens, Ned Morales, is one super-paranoid individual! Rumor has it that Ned actually believes the government is spying on him/her!

*Business casual attire. A box of aluminum foil as an optional prop.*



## NORMA NIGHTSHADE

*Late Night TV Host*

**Optional** Female

Norma Nightshade is the mysterious yet overly friendly late night horror television hostess. If you look beyond her gothic and somewhat monstrous appearance, she is one of the dearest friends you could ever have.

*A vampira costume. Gothic items such as a plastic vampire bat, silver goblet, etc. as optional props.*



## ROXY RICH

*Heiress*

**Optional** Female

Roxy Rich is the arrogant and very bossy heiress. Her mansion is the only one of its kind in Graveside City, but she refuses to entertain at her home! The townspeople often wonder what this ritzy diva is hiding.

*A semi-glamorous evening gown. Money bags as optional props.*





## PEL SOCCO

Soccer Coach

Optional Either

Pel Socco is the neighborhood athlete and soccer coach. Pel is bluntly honest, so if you don't want to hear the truth, you should avoid a conversation with Pel! Pel also over-explains things to the extreme!

*Any soccer uniform with a soccer ball as an optional prop.*



## IMA SURVA

Waitress

Optional Female

Ima Surva is the nerdy waitress at the National House of Waffles, a restaurant chain owned by Betty Berger's elderly father. She is quite the perfectionist in everything that she does. If you're lucky to sit in her section at the waffle house, she will definitely take care of you!

*Any waitress uniform. Wear your hair in pigtails and wear glasses with tape on the bridge. A notepad and apron as optional props.*



## RITA BOOKADAY

Book Store Clerk

Optional Female

Rita Bookaday is the antisocial bookstore clerk. Rita is extremely judgmental of others and this tends to offend her customers at the bookstore. Rita also has an intense fear of germs, so getting too close to her is out of the question! Don't be offended if she asks you to sanitize your skin prior to shaking hands with her.

*A conservative outfit with books as optional props. Hair tied back in a bun with glasses.*



## KOMMY SHONE

Car Salesperson

Optional Either

You'd wonder how this crabby, introverted car salesperson ever makes a sale! However, Kommy is one of the top sales people at the local car lot! Maybe s/he just scares people into buying a car? Nevertheless, rumor has it that Kommy loves to sell cars that break down soon after the customers drive them off the lot. *Uh oh!*

*Non-matching, tattered business suit. Pictures of 'cars for sale on the car lot' as optional props.*



## LEFTY LAFFERS

Comic

Optional Either

*\*Can be expanded to 5 (M/F) characters as Lefty's buddies/fellow comics.*

Lefty Laffers is the outgoing and sugary-sweet local comedian. Lefty packs the house with biweekly performances at the local comedy club. Lefty keeps everybody laughing and often hangs out with his/her fellow comics from the club.

*A t-shirt with a humorous saying on it with blue jeans.*



## TAKEY TAKERTON

Professional Moocher

Optional Either

*\*Can be expanded to 5 (M/F) characters as Takey's moocher friends.*

Takey Takerton has been unemployed ever since s/he inherited his/her great grandmother's home years ago. Takey borrows money for living experiences and everyone is paranoid of Takey asking them for a loan. As ducks fly with ducks, Takey is rarely seen without his/her swarm of fellow mooches. This lazy group of friends has an irritating habit of getting joy out of impersonating animals.

*Too-sizes too small white sleeveless t-shirt with stains on it and jeans. An empty wallet as an optional prop.*

## HOST DIRECTIVES

Get ready for a fun time with your game: **Mardi Gras Madness: Murder at the Jester Bar** from **MyMysteryParty.com!** This party is an exciting murder mystery where the players act the roles of intriguing personalities while sleuthing the captivating story line. You can never go wrong with a **MY MYSTERY PARTY** game for any occasion!

The party pack (this document) needs to be printed in advance of the party. Cut out the clues, slip them into envelopes labeled with the appropriate round and character for each round of the party. It is optimal to choose different colored envelopes for each round and you can purchase the exact amount needed for your game on the [www.MyMysteryparty.com](http://www.MyMysteryparty.com) site in the **Mystery Prop Emporium** section. For economy's sake, an alternative is to scroll the clues and fasten with a ribbon. Be sure to label the outside of each scroll with the character/round. In these instructions, however, we will assume you are using the envelope method for each character, each round.

**FULL INSTRUCTIONS  
ARE AVAILABLE IN  
THE PURCHASED  
GAME**

**The game is organized into four rounds and is structured as follows:**

**OPTIONAL PRE-GAME TASKS & STARTERS:** these optional pre-game starters and task sheets are to be delivered to each guest before the party or give them to the guests as they arrive. All pre-game materials are optional and do not alter the mystery and are intended to enhance the pre-game build up for the event. These starters (tickets) and tasks are not vital to solving the mystery and omission of them does not alter the mystery in any way.

**APPETIZER (COCKTAILS 4 ADULTS) HOUR / ROUND ONE:** Deliver these clues as your guests arrive.

**DINNER HOUR / ROUND TWO:** Deliver these clues while you serve dinner (optional) to your guests.

**DESSERT, AND THE BIG REVEAL/ SOLUTION ROUND THREE:** Deliver these clues with coffee/hot cocoa and dessert.

*Note: you do NOT have to serve dinner, this is only suggested and the instructions tell you 'when' to serve it and what to do around the time you serve it. You also do not have to serve dessert – again, it is only a suggestion. You can simply skip both without a problem and just serve snacks/appetizers the entire time.*

For further questions, check out our FAQ web page at [www.mymysteryparty.com/frasqu.html](http://www.mymysteryparty.com/frasqu.html)

If your question is not listed in our FAQ, contact us at the email addresses below.

Mystery Questions: <mailto:author@mymysteryparty.com>

Web based Questions: [support@mymysteryparty.com](mailto:support@mymysteryparty.com)

## OPTIONAL PRE-GAME STARTER

Before the party, encourage your guests to view the **Your Mystery Party -**

[YourMysteryParty.com/Jester](http://YourMysteryParty.com/Jester) website or use the free printable **My Mystery Party** invitations as they have the character descriptions included. This way, before the party, they can get familiar with the other characters that will be at the party as well as the history of the town and more! There are also hidden/subtle hints about characters throughout the page so those guests who choose to be 'super sleuths' can spend some time studying the **Your Mystery Party** site prior to the party.

The free, downloadable invitations are located on the item page where you first purchased this game. Scroll to

**FULL INSTRUCTIONS  
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THE PURCHASED  
GAME**

## ROUND ONE - MEET & MINGLE APPETIZER HOUR

Round one – appetizer (and cocktails for adults) hour begins as the guests arrive.

**DÉCOR:** The party area is supposed to be the main bar room of the Jester Bar. Optional: make a sign that says 'Jester Bar' to put in front of your home out of cardboard and PVC pipe for a fun effect. Optional: make a DVD of pictures of your guests to play like a slideshow during your party on the television / projector screen (if there is one in the room). Because the game setting is in a generic bar, any general party area is suitable. You can make this as elaborate as you wish by creating an authentic 'entrance' to your home with a sign that says 'Welcome to the Jester Bar' or simply decorate the room as if you are having any type of party with balloons, etc. It is optional to use gold, purple and green balloons/streamers and any Mardi Gras themed party décor. Have additional Mardi Gras beads available for your guests to wear during the event to keep in the spirit of Mardi Gras. Add some festive doubloons on the buffet table (optional) or bar (optional) along with the beads, and Mardi Gras masks for a fun effect. If you can find a jester figurine, poster or statue, by all means, display it in a central location for all to see, as this is the Jester Bar!

**GUEST ARRIVAL:** Appetizers can be served (optional-cocktails for legal-aged adults). The guests' instructions and the character descriptions should be available for the guests to review. You can formally go over the instructions to the guests once everyone arrives. As an alternative, creatively display the clue-containing envelopes on a table for the guests to locate their own character names but **don't allow them to take clue cards from future rounds!** Don't forget to take both individual pictures of your guests and a group picture once everyone arrives - they'll all want copies of these! A great party souvenir is to print these pictures during the party on photo paper and slip into creatively designed frames (you can make them out of cardboard or

**FULL INSTRUCTIONS  
ARE AVAILABLE IN  
THE PURCHASED  
GAME**

## **ROUND TWO – DAUNTING DINNER HOUR**

**PRE-GAME SET UP:** In the nearest bathroom, place the following items under the sink - the victim sign (page 67), host supplied Scotch tape, host supplied white non-toxic face makeup (optional but funny and suggested), and also include the victim t-shirt and / or crime scene tape if you have purchased these items (again, optional but funny and suggested). In addition, it is optional to have a strand of Mardi Gras beads with the victim's items as that is the murder weapon. If there is not a cabinet under the sink, place these items in any location that can be concealed within that bathroom. The victim will be instructed in their clue card for round two to look for it if there is not a cabinet under the sink. The victim will be instructed in their round two clue card to become the victim after ***the pre-murder clues have been implemented (after ~ 15 minutes)*** to go to the nearest restroom to become the victim by applying the white face makeup on their face (optional),

using Scotch tape to adhere the victim sign to their chest and if the optional victim t-shirt is available - to put that on (with the victim sign on top) and if the optional authentic crime scene barrier tape is there - to decorate themselves with it. If the beads are available, the victim is to hold them as they were found next to the victims' body. **It is hilarious when the guests see the fully decorated victim!**

**PRE-ROUND TWO:** You can serve dinner (dinner is optional). You can simply take a break and eat dinner but tell your guests to remain in character! They are allowed to mingle / talk about things during this time, but since they will likely be only sitting with a subsection of the group, it will be limiting – and that is all right – you'll give time for everybody to mingle once the official round begins. You can pass out their clue cards before/after dinner – it won't make a difference.

# FULL INSTRUCTIONS ARE AVAILABLE IN THE PURCHASED GAME

**CONCLUSION OF THE ROUND:** At the conclusion of this round, give the guests a time period (i.e. 5-10 minutes) in which to fill in their final guesses as to whodunit on the **murder mystery investigation sheet** (pages 48+). Collect the guess sheets from your guests at the conclusion of this round.

*You collect the investigation sheets so the guests are not tempted to change their original guesses of whodunit once they hear what others have to say during the accusation round. If you trust your guests won't change their answers &/or there is no pride or end of the game prizes on the line – there's no need to collect the murder mystery investigation sheets from your guests.*

**PROP LIST:** These are props needed for this round. Collect these items in advance and have them ready!

- Clue cards for Round Two in sealed and labeled envelopes.
- The forensic analysis report in a sealed envelope (page 66).
- The victim sign for the victim's clue in Round Two (page 67).
- The Mystery Investigation Sheets (pages 48+).
- Scotch Tape (host supplied, to adhere the victim sign and the murder weapon to the victim).
- Non-toxic white face makeup for the victim (the victim's clue will describe what to do with it; optional, host supplied and available at the My Mystery Party Prop Emporium).
- Victim t-shirt (optional, host supplied and available at the My Mystery Party Prop Emporium) and crime scene tape to decorate the victim (optional, host supplied and available at the My Mystery Party Prop Emporium).



- Optional to have a strand of Mardi Gras beads (murder weapon, host supplied and optional) for the victim
- Any of the optional bonus game activity props (see bonus game instructions).

## **SURPRIZING SOLUTION ROUND– DESSERT & 'THE BIG REVEAL'**

**ACCUSATIONS:** After you collect the mystery investigation sheets, allow the guests to one-by-one accuse who they believe the **MURDERER** is and how they did it. Instruct them to also tell the group their guess of the **MURDERER'S** motive. If you are having an awards ceremony using the awards certificates available on the **My Mystery Party** site in the mystery props section, you can use this round as the final decision maker on the Best Actor/Actress award.

**FULL INSTRUCTIONS  
ARE AVAILABLE IN  
THE PURCHASED  
GAME**

# HELPFUL HINTS ON HOW TO PLAY A MYSTERY PARTY

## GUEST INSTRUCTIONS

You've been assigned a character and you've come to the party dressed in the most awesome costume and have been told to play your role. Now what?

The mystery is separated into three main rounds of party play. During the party, you will receive an envelope that contains the clues necessary for your character for the round. The clues for the characters at the party provide everything that you need to solve the mystery. However, during the investigation segment of the game, you will need to ask the right questions and pay close attention to everyone's clues to get the whole picture of what has happened.

**FULL INSTRUCTIONS  
ARE AVAILABLE IN  
THE PURCHASED  
GAME**

From this point forward, you are to remain in character until the mystery is solved. If you are playing a 'hypocritical police officer,' then that is who you are until the end! Undoubtedly, your host cast you into a character that you are comfortable playing. Some characters are designed to be played more reserved than other characters. Feel free to play your role in any manner that you feel comfortable. Embellish your character's personality if you would like. However, if you are feeling more reserved tonight, you can opt to allow the other guests to approach you or you can simply listen in on others' conversations to get your information.



**\*IMPORANT INFORMATION REGARDING CHARACTER ASSIGNMENTS:**

Assign your most definite RSVPs and outgoing guests to the **required** characters and the more tentative, shy/reserved guests for the **optional** characters. To figure out who will be a 'definite RSVP', it is highly suggested to send a 'save the date' email out to your prospective guests way in advance of the party date so you can either eliminate those guests from your list who can't make it (and therefore you will not assign them to a character) or you can change your party date if enough required-character guests simply cannot make it. It's suggested to invite more than the required number of players as any of the 'required' guests could cancel at the last minute and leave you *high & dry*. You can play as many optional players as you wish and in any combination that you choose. The optional players have the same materials and same participation level, but these optional characters are not 'mandatory' for the storyline to play out and therefore for the mystery to be sleuthed appropriately.

**What happens if one of your required characters cancels on you at the last minute? First, take a deep breath...it's not the end of the world.**

**FULL INSTRUCTIONS  
ARE AVAILABLE IN  
THE PURCHASED  
GAME**

**NAMETAGS** ✕ the player nametags are on the following pages. There are also optional nametags for expandable duplicate players.

**BETTY BERGER**

*played by:*

**FIONA COLLINS**

*played by:*

**EACH PLAYER HAS A NAMETAG IN  
THE PURCHASED GAME**



**PRE-GAME STARTERS – OPTIONAL ROUND.** This optional pre-game round is to be implemented approximately one week before the party. Please note that this round is designed to generate pre-game excitement and is not necessary to solve the mystery. The optional starter ‘tickets’ to the event are on the following pages. You can send these with the free, printable invitations that you can download from the My Mystery Party website (on the game page where you purchased the game within the orange links in the middle of the page) or elect to send them with the pre-game task sheets (pages 22+). These are entirely optional. You can print these tickets on card stock for a more authentic feel. The expandable players on the comic and moocher teams each get a copy of the pre-game ticket (below) – just make as many copies as you need for the amount of expanded players you will have.

EVENT CODE	SECTION	TABLE	ADMISSION
JESTER BAR ANNUAL MARDI GRAS BASH	A	2	\$250.00
IT'S TIME TO PARTY LIKE A JESTER IN GRAVESIDE CITY		IT IS TIME TO CELEBRATE WITH THE ELIT	IT'S

**TICKETS R US** FUN GAME

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**EACH PLAYER HAS A PREGAME  
STARTER CARD (TICKET) IN THE  
PURCHASED GAME**



**PRE-GAME TASK SHEETS – OPTIONAL ROUND.** This optional pre-game round is to be implemented approximately one week before the party. Please note that this round is designed to generate pre-game excitement and is not necessary to solve the mystery. Fill in your guests' contact information in the blanks below. For any character that is mentioned that is not invited to your party, simply write '**Not Applicable**' in the blank. For the expandable players (Lefty and Takey), their expanded team players will not receive a pre-game task sheet, however, you will enter the team players' information on the task cards of Lefty and Takey so that the main players (Lefty and Takey) can include them on the correspondence.

### CHARACTER NAME IS HERE IN THE PURCHASED GAME

**OPTIONAL** - for some pre-party fun, you can contact (email, phone, etc.) the following guests in the week leading up to the party:

**Contact** the guest playing Savon Brooks and say that the government spies on anyone that they can. The more information that they can collect on the people...the more powerful they are. There doesn't need to be a good reason, such as being a possible terrorist or anything like that. (**Contact info** : \_\_\_\_\_)

**Contact** the guest playing Betty Berger and say that she borrowed it from Betty about the mystery in anyway. However, contacting other guests the other characters and be prepared for some consequences.

Please note: either contacting the guests above mystery in anyway. However, contacting other guests the other characters and be prepared for some consequences.

**EACH PLAYER HAS A  
PREGAME TASK CARD IN  
THE PURCHASED GAME**

### ROUND ONE CLUES – CUT OUT, SLIP INTO ENVELOPES AND LABEL WITH THE CHARACTER AND ROUND.

#### CHARACTER NAME IS HERE IN THE PURCHASED GAME- ROUND ONE

*\*Remember you are the arrogant and bossy heiress...so have fun with that!*

**USE THE FOLLOWING TRIVIA QUESTIONS AS AN ICE BREAKER**

**Question:** What marital art did Bruce Lee master? **Answer:** Answer is here in the purchased game.

**Question:** In 1232, what country used gun powder first for military purposes? **Answer:** China.

#### CLUES TO REVEAL DURING THIS ROUND

During this round, mingle with other guests to discuss the following information with whomever you choose:

- Talk to **Character name is here** about how you'll never host the annual summer barbecue at your mansion. You've also been asked by others to host the Mardi Gras Bash next year so certain people can be eliminated from the guest list. You just don't feel comfortable with guests in your home – so **Character name is here** can assure her father that you won't be stealing guests from his annual Mardi Gras Bash at the Jester Bar.
- Talk about how it's strange that the last five husbands you've had have all died mysterious deaths. You're just a very unlucky woman.
- Whisper to **Character name is here** that if she ever tells anybody about the indoor amusement park at your home, you will kill her.

#### PERSONAL CLUES TO CONCEAL

🦋 You don't want anyone to come over to your mansion big kid at heart and love amusement parks so you don't you are like Jackson Michaels, so you just don't invite roller coasters and this is bumming you out.

🦋 You've murdered your last 5 husbands and that is why it is always ruled an 'unsolved case.' Your weapon of

🦋 **Character name is here** delivered food to your home be extremely rude. She saw your amusement park at amusement park to the others.

During the mystery, your character must be honest about those provided to you. You do not, however, have to

**EACH PLAYER HAS A  
ROUND ONE CARD IN  
THE PURCHASED GAME**

**ROUND TWO CLUES – ✂ CUT OUT, SLIP INTO LABELED ENVELOPES WITH THE APPROPRIATE CHARACTER AND ROUND. TO BEGIN ROUND TWO, GIVE AN ENVELOPE TO EACH GUEST.**

## **CHARACTER NAME IS HERE IN THE PURCHASED GAME – ROUND TWO**

### **Pre-Murder Clues**

- Make a round and judge everyone. Tell everyone what you think of them - their appearance as well as their behavior. Make sure not to make eye contact, as you are antisocial.
- Tell **Character name is here** that you are aware s/he is being blackmailed about how s/he treats her chickens on the chicken farm. She might as well not pay the money anymore since the blackmailer is blabbing her mouth to everyone anyway.
- Ask **Character name is here** what kind of books s/he sees the kids at his/her school reading nowadays. You are writing a murder mystery novel, and you are just wondering if you're going into a lucrative market or not.
- You don't work out and hate to exercise.

### **Post- Murder**

- 🕵 The one with the biggest motive is usually
- 🕵 You should put together a time line to see
- 🕵 You are certain you didn't touch the murder
- 🕵 The victim exited the main bar room approx
- 🕵 of the kitchen.
- 🕵 You never left the main bar room.

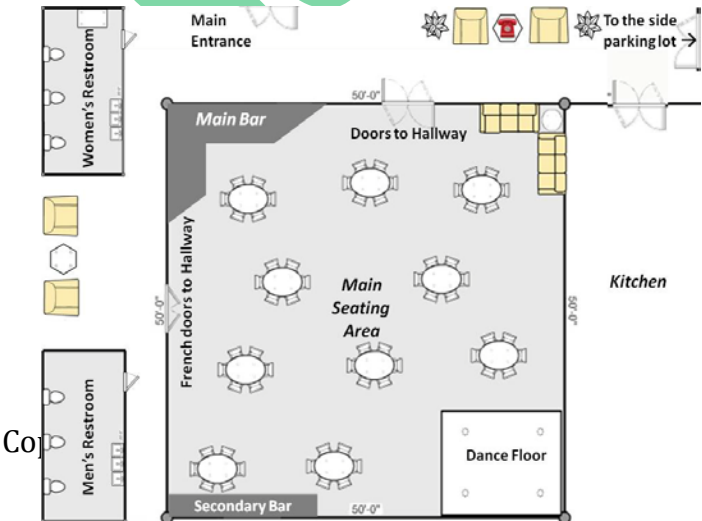
**EACH PLAYER HAS A  
ROUND TWO CARD IN THE  
PURCHASED GAME**

MYSTERY INVESTIGATION SHEET

DETECTIVE NAME

SUSPECT	MOTIVE	COMMENTS
	<div>Each player has a mystery investigation sheet in the purchased game</div>	

JESTER BAR LAYOUT:



WHODUNIT/ MOTIVE:

**FORENSIC ANALYSIS FOR ROUND TWO.** Seal this report in an envelope for Round Two. Give this report to the guests about 15 minutes after the official investigation commences. You may make more than one copy so more than one guest at a time can review the report.

# **FORENSIC ANALYSIS REPORT IN THE PURCHASED GAME**



**Victim sign:** place with the victim's items (*i.e. the sign below and the optional items such as the authentic barrier crime scene tape, white face makeup, Mardi Gras beads and the victim t-shirt. All optional items available in the Mystery Prop Emporium on the [www.MyMysteryParty.com](http://www.MyMysteryParty.com) site*) in the nearest restroom prior to the party. Hide this sign in a cabinet or any location in the restroom where a guest won't stumble upon it during the earlier rounds.

**VICTIM SIGN IN THE  
PURCHASED GAME**

Sample

**ROUND 3 SOLUTIONS** – cut out these solutions, slip into envelopes labeled with the appropriate character and round. Pass out these envelopes to the guests to begin the final round. Betty Berger will read her solution card first and then the guests are to follow the order given at the bottom of each player's solution card. For the order in which the characters are to read their solutions, you can view the answer key on pages 81-83.

# FULL INSTRUCTIONS IN THE PURCHASED GAME

## CHARACTER NAME IS HERE IN THE PURCHASED GAME

### FINAL SOLUTION ROUND THREE - READ WHEN YOU ARE TOLD IT IS YOUR TURN

This is the final solution round. Every guest at this party will now tell their story to the group - in a specific order dictated by this final solution clue card - and the murderer will now come out!

**Say the following to the group:**

"Character Name is here never tipped me. She came into her room and demanded to sit in my section in my six top table so she could see the night, and she never left me a cent. So, am I sad she's gone? NO! But she was my friend."

**EACH PLAYER HAS A ROUND  
THREE SOLUTION CARD IN THE  
PURCHASED GAME**

night, and  
table!

The following characters are to read their solution to the group in this order. If any characters are not being played in this game, skip them and go to the next: **CHARACTER NAMES ARE LISTED HERE FOR THE ORDER TO READ THEM IN ROUND THREE**

## MENU SUGGESTIONS

STUFFED FULL O' THEMSELVES MUSHROOMS

MARDI GRAS CELEBRATION SALAD

STUFFED CHICKEN TO DIE FOR

CHEESY GRAVESIDE CITY CASSEROLE

JESTER BAR CAKE

MARDI GRA MOP WATER (HOT CHOCOLATE)

SHOW ME THE RUMOR SHAKE

GOSSIP TONIC (*DISREGARD FOR TEENS*)

EXTRAORDINARY EGGNOG (*DISREGARD FOR TEENS*)

RECIPES IN THE  
PURCHASED GAME

# BONUS ACTIVITIES!

FOR 100 MORE PARTY GAMES AND MORE PARTY ADVICE, RECIPES, THEMES, ETIQUETTE AND MORE, PURCHASE **THE OFFICIAL PARTY HOST HANDBOOK** BY DR. BONNIE.



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FANTASTIC FILM FESTIVAL  
THE BOISTEROUS BALLOON BATTLE  
THE MAGNIFICENT MEMORY GAME  
DO YOU THINK YOU CAN DANCE CONTEST  
JESTER HAT CHALLENGE  
THE JESTER RAP CONTEST

GAME  
INSTRUCTIONS ARE  
IN THE PURCHASED  
GAME



**WARNING: IN ADDITION TO THE SOLUTION BEING GIVEN WITH THE ROUND THREE SOLUTION CARDS, AN ADDITIONAL ANSWER KEY AND BACKGROUND INFORMATION TO THE FINAL STORY OF THE MURDER MYSTERY IS ON THE NEXT PAGE. DO NOT READ IT OR LOOK AT IT IF YOU WANT TO KEEP IT A SURPRISE. At the very end of this document is a list to read the final solution round. This is not necessary to see, however, since the order is given on the individual characters' Round Three solution cards.**



Sample game

**Do not read if you do not want to know the solution!**

**THE ANSWERS LIE WITHIN:**

**THE ANSWER KEY  
IS IN THE  
PURCHASED GAME**