



## **PAJAMA PARTY PANDEMONIUM sample game (8-16 PLAYERS ELECTRONIC VERSION)**

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**Note: this file represents the format of the download version. For a breakdown of how the party pack differs, see the final page of this file.**

**With the download version, you will have access to four downloadable files upon purchase. A free invitation (optional and available on the game page under helpful links), host instructions, printable file, and a solution key. Be sure to download all files.**

**The party pack does not have anything to download beside the free invitation that is accessible prior to purchase under 'helpful links' on the game page.**

# ESTIMATED PARTY TIMELINE:

(About a 2.5 – 3.5 hour party depending on the optional games played)

**1 week prior:** send pre-game tasks and pre-game notes during the week leading up to the party

**Time O:** go over the player instructions and introduce each character to the group.

**15 minutes:** Zuri makes announcement #1 and the players review the note #1.

**25 minutes:** pass out the round one envelopes, investigation sheets, pens, and serve a light snack.

**40 minutes:** a bonus activity can be played at this time. (~15 min).

**55 minutes:** check your players for safety and tell them to get in a good spot for the dark before turning off the lights. The lights come back on and the note #2 appears. Zuri makes the announcement #2 and the players decode the note.

**1 hour 15 minutes:** Pass out the round two clue cards and instruct them to mingle (gossip), discuss the clues on their cards, talk about the notes, and the Waterford Riddler.

**1 hour 35 minutes:** present the forensic report. Serve dinner (or another snack) to the players.

**2 hours, 05 minutes:** play another optional bonus activity (~ 20 minutes).

**2 hours 25 minutes:** make an announcement that the players are to submit their final guesses of whodunit.

**2 hours, 30 minutes:** they are to undergo the round three accusations - each player will accuse who they believe is the Riddler.

**2 hours, 50 minutes:** continue round three by serving hot chocolate and dessert (i.e., birthday cake) to the players. The solutions are presented by the players in front of the group in the order instructed at the bottom of their solution cards.

**3 hours, 10 minutes:** another optional bonus activity can be played (~20 min).

**3 hours, 30 minutes:** optional award ceremony. Optional award certificates and/or trophies/prizes can be awarded to the players that were the super sleuths, best actors/actresses, wore the best costumes, etc.

*\*The party can be shortened by not playing the optional activities and not stopping for dinner. Or the party may be extended by adding all of the optional activities plus more party games.*

**throughout, omit the accusation round &/or the awards ceremony. If you wish to extend the length of the party, add more bonus games!**

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**NAME TAGS** each player will have a name tag in the printable file.



**OPTIONAL PRE-GAME TASK CARDS** each player will have one in the printable file.

**CHARACTER B**

**PRE-GAME TASKS**

CONTACT THE FOLLOWING PEOPLE BEFORE THE PAJAMA PARTY AT ZURI ZELLER'S HOUSE:

**Contact Character T** and say the *Waterford High Dance Team* is fantastic! You can't believe they won the national championship last year!

**CONTACT INFO:** \_\_\_\_\_

**Contact Character S** and say you cannot wait until her pajama party. You have the perfect pajamas picked out!

**CONTACT INFO:** \_\_\_\_\_

**Contact Character H** and say you heard she thinks cracks in the sidewalk bring good luck if you step on them. You've always heard the opposite.

**CONTACT INFO:** \_\_\_\_\_

**ROUND ONE CARDS** each player will have one in the printable file. Character names removed to minimize spoilers. You are cautioned to read this if you are trying to keep everything a surprise, but it will give you an idea of some storylines.

## **CHARACTER W**

### ROUND ONE

#### **CLUES TO REVEAL DURING THIS ROUND**

- 🔍 You know the answer to the riddle on the note – it's *xxx removed xxxx*! The Waterford Riddler wants *xxxr removed xxxxxx*. You believe the Waterford Riddler is a guest at this party. You don't like playing games and want to know who the identity of this trickster!
- 🔍 You'd consider yourself to be an athlete. You work out at your neighborhood gym for an hour each day. You also run on the school's track for an hour after school each day.
- 🔍 In your opinion, you think Character S is the Waterford Riddler because she is athletic and has a cat, so she'd use cat stationery.
- 🔍 You don't have a cat.
- 🔍 The Waterford Riddler ran fast enough to ring Zuri's doorbell and get out of sight before they answered the door. This person is in shape!

#### **CLUES TO CONCEAL IF YOU WISH:**

You are afraid of being alone. If you need to go to the restroom, find someone to escort you and wait right outside the door for you.

—

**ROUND TWO CARDS** each player will have one in the printable file. Character names removed to minimize spoilers. You are cautioned to read this if you are trying to keep everything a surprise, but it will give you an idea of some storylines.

## CHARACTER I

### ROUND TWO

**Share the following clues and question the other suspects to find the Waterford Riddler!**

- Before the party, you turned on the lights in Zuri's party room, as you were the first one to arrive. Your fingerprints will be on the switch.
- The Waterford Riddler is good with words and codes. Try to figure out who, in the group, is likely to be the best at writing riddles and puzzles. You are good at writing poetry and love to solve puzzles.
- You prefer foods like sandwiches, cereal, and salads. You like peanut butter & jelly.
- When the lights went out – you just stayed in place. You didn't want to stumble around in the dark and get hurt.
- Character S wasn't in the room when the lights were turned off. She was in the kitchen with Character N.
- You are certain that Character P was in the party room when the lights went off.

**ROUND 3 SOLUTION CARDS – there will be one for each player.**

**CHARACTER Y**

**FINAL SOLUTION**

**READ AFTER CHARACTER A**

The solution is given here.

Each player will read their solution in front of the group during this final round.

**CHARACTER K IS NEXT**

## Here are the table of contents for the host instructions:

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**And there is a game solution file that you can open after the mystery is resolved if there are any lingering questions.**

This file is representative of the download version. The party pack version of this game will be prepared on double-sided; parchment style paper and all clue cards are foldable and will be slipped (in the party ready version) into graphically labeled envelopes. It's not something that can be accomplished at home with the DIY download version.

The nametags will be on adhesive backed paper and the pre-game Ridder notes will be printed and placed into a plastic sleeve. The announcements will be printed and cut out, and the notes #1 and #2 will be printed for you. The forensic report will be in an envelope.

The host instructions are within a professionally printed/bound booklet, and the investigation cards are double sided and professionally printed on a cardstock.

For all differences between the download and party pack versions, go here:

**[Chart that describes party pack vs download](#)**