

THE ASSASSINATION AT THE ANNUAL SUPERHERO ASSEMBLY

(6-10 GUESTS ELECTRONIC VERSION. AGES 13 TO ADULT)

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MYSTERY SYNOPSIS

The superheroes of the Justice Confederation received their summons to the Annual Superhero Assembly with the primary discussion topic on the agenda of how to apprehend the notorious villain *Da Bomb*. The Justice Confederation heroes were well aware that *Da Bomb* was assembling an army of robotic bombs to take over the world and had to devise a clever strategy to stop *Da Bomb* - and fast!

Everyone arrived safely as planned in a secret cave inside of Mount Super and the critical meeting convened. Before getting down to important business, the superheroes enjoyed appetizers and fun party games while mingling and catching up with their fellow superheroes. After some of the business on the agenda was deliberated, a scrumptious dinner was served. Then, to everyone's horror, a fellow hero suddenly collapsed to the floor...*dead!*

The superheroes joined forces to figure out whodunit, as there's nothing more dangerous than a traitorous superhero!

After deciphering a code, uncovering motives, and figuring out the locations of everyone during the murder, the investigative heroes turned in their best guesses of whodunit before taking a break to play more fun party games. Then, over a delicious dessert, the super group took turns explaining their involvement, if any, with the murder. Everyone was shocked when the murderer confessed! The heroes capped off the meeting with more food and fun. Overall, the assembly was a great success as the location of *Da Bomb* was uncovered and the Justice Confederation immediately went to his hideout, apprehended him and saved the world. At least for now.

LIST OF HEROES FOR THE HOST

ALL 10 CHARACTERS (6 REQUIRED, 4 OPTIONAL) MAY BE PLAYED BY EITHER GENDER.

<i>HERO</i>	<i>BRIEF BIO</i>	<i>SUGGESTED ATTIRE</i>
<p>ELECTRON <i>Powers of electricity</i> <i>REQUIRED</i></p>	<p>Electron is a medical doctor by day and superhero by night. This healer can draw upon electrical energy to fight foes. Electron is one of the preeminent superheroes in the Justice Confederation. Some say Electron's the unspoken leader.</p>	<p><i>Any superhero costume with lightning bolts affixed to it.</i></p>
<p>SHIVER <i>Powers of ice</i> <i>REQUIRED</i></p>	<p>This cold-hearted hero is rumored to be in the superhero realm for purely selfish reasons - attention. There have been recent reports of Shiver not rescuing victims around the city. Shiver is reported to be out doing self-centered things such as playing video games, eating at fine dining establishments, and other frivolous activities. However, when Shiver does come to help damsels in distress, Shiver's rescue rate is 100%.</p>	<p><i>Light blue or white clothing with a matching cape. A crown and staff as optional props.</i></p>
<p>STINGMATA <i>Powers of poison</i> <i>REQUIRED</i></p>	<p>Stingmata's toxic personality can be rather annoying at times. This hero is bursting with energy and sometimes loses control. However, Stingmata is usually the first on the scene of a crime and protects and serves with the utmost integrity.</p>	<p><i>An insect costume (any) with a matching cape.</i></p>
<p>BLUE BLAZE <i>Powers of fire</i> <i>REQUIRED</i></p>	<p>Blue Blaze has a fiery personality. An attorney by day, this hero is outspoken and can be quite callous. Blue is one of the most powerful heroes in the Justice Confederation and sometimes walks a fine line between both sides of the law.</p>	<p><i>Any superhero costume with flames affixed to it.</i></p>
<p>NERDON <i>Powers of all things nerdy</i> <i>REQUIRED</i></p>	<p>Nerdon is the quintessential nerd with incredible powers. This geek draws upon <i>all things nerdy</i> to battle enemies. Watch out for Nerdon's flying protractorangs, robotic monkeys, and a villain-stopping ergonomic sword.</p>	<p><i>Nerdy clothing with a matching cape. A fake sword as an optional prop.</i></p>
<p>RED WONDER <i>Powers of magical rap lyrics</i> <i>REQUIRED</i></p>	<p>Red Wonder is a famous rap artist by day and super rapper by night! Red's lyrics of iron counteract most villain attacks. Red's a strong force with a microphone in hand.</p>	<p><i>Any red superhero costume with a fake microphone as an optional prop.</i></p>
<p>THE WISHER <i>Powers of wishes</i> <i>Optional</i></p>	<p>The Wisher is one of the most caring and accommodating superheroes in the Justice Confederation. However, watch out for this superhero's sneaky side if you are unfortunate enough to be tricked into making three wishes.</p>	<p><i>A genie costume with a matching cape. A genie's lamp as an optional prop.</i></p>
<p>THE JESTER <i>Powers of humor</i> <i>Optional</i></p>	<p>This comic is a hoot and was once voted everybody's favorite hero in the Justice Confederation. The Jester uses the power of humor to defeat villains. Criminals don't know what's hit 'em when the jokes start flying!</p>	<p><i>A jester costume – multi-colored spandex unitard with a jester hat.</i></p>

<p>FABULOX <i>Powers of being fabulous</i></p> <p><i>Optional</i></p>	<p>Fabulox is one superhero that's completely fabulous! A flawless physique, perfect hair, charismatic personality, and trusty hand-held mirror are all that Fabulox needs to bring criminals to justice. The lawbreakers stop in awe at the sight of Fabulox - just in time for others to take control of the scene.</p>	<p><i>Any muscled superhero costume. An optional hand held mirror as a prop.</i></p>
<p>DARK FANG <i>Powers of the dark side</i></p> <p><i>Optional</i></p>	<p>Dark Fang draws on the dark side for superpowers. This makes some of the other superheroes uneasy, as they can't trust that this gothic idol is a member of the Justice Confederation for a good reason. However, this super vamp's done nothing to prove otherwise, so Dark Fang is still considered a trustworthy member!</p>	<p><i>A vampire costume with a vampire cape.</i></p>

Thank you for purchasing a My Mystery Party murder mystery game. Read these host instructions thoroughly to get ready for your big day.

INSTRUCTIONS FOR THE HOST HERO

FULL INSTRUCTIONS ARE INCLUDED IN THE PURCHASED GAME.

OPTIONAL PROPS: My Mystery Party offers mystery props on the MyMysteryParty.com site in the Prop Emporium (www.mymysteryparty.com/props) including a thunderstorm ambiance soundtrack to play in the background, a Crime Scene Décor Pack, mystery investigation pens, Victim's Kit, and instrumental rap beats as a downloadable mp3 for the optional but highly suggested bonus game rap contest. There is a 'Do You Think You Can You Dance' mp3 track for the *Do You Think You Can Dance* challenge, as well.

After the victim reveal, use the Crime Scene Décor Pack to set up a mock crime scene using the crime scene tape, body silhouette mat, crime scene balloons (this is a party, so make it festive) and evidence marker cards available at our prop store. However, only set up the crime scene after the victim is unveiled and do not use for sleuthing – it's just for a fun effect and photo opportunity for your guests.

ASSIGNING CHARACTERS: the host assigns the character roles from the host character list. We do not recommend your guests choosing their characters.

First, fill in your required spots with your most outgoing and dependable players. Then, use the optional players in any combination. Only the host will know who the optional players are. If you have time, it's

great to send a 'save the date' email/text/card at least a month before your party. No time for that - text your closest invitees and ensure they're able to attend so you can assign them to a required player.

FULL INSTRUCTIONS ARE INCLUDED IN THE PURCHASED GAME.

INVITING GUESTS: character lists for your guests are available on both the free, printable invitation and the free, pre-game guest site at YourMysteryParty.com. There is a lot of flexibility on how to invite your guests – use the free invitation, make your own invitation, use a social media event page, email or text the YourMysteryParty.com link, or use any eVite service. The Your Mystery Party guest pre-game site will have a synopsis of the mystery, a game trailer video, the list of characters, costume suggestions, etc. Encourage your guests to get familiar with their character role, other characters, and with the premise of the mystery before your party. Using the Your Mystery Party guest pre-game site and doing the optional tasks in advance of the game have shown to reduce 'no-shows' to the party. Since the players have soaked in the background information, it makes the night progress more smoothly. On the other hand, it's not mandatory – you can still play without a pre-game round.

The free, printable invitations are located on the page where you purchased this game – click on the link that says 'free, printable invitation' under *Helpful Links* on the website. Download the PDF file. It is important to first save to your hard drive. Reopen with the most current version of Adobe Reader, or you may face issues. Use the text fields to fill in your information. Either print or save to your hard drive. You can email these invites as attachments to your guests to save paper costs. You will need to enter your information in the text field and save one on your hard drive for each player, changing the character to be played on each invitation.

The Your Mystery Party website link for this game is <http://yourmysteryparty.com/MountSuper>

OPTIONAL PRE-GAME STARTER

SEND YOUR OPTIONAL PREGAME: the pre-game round is to be implemented approximately one week before the party. This round is designed to generate excitement and is not necessary to solve the mystery. Input your guests' contact information on these cards before sending them out. Write 'disregard this task' next to any optional player's contact info for any characters not being played. The ways to deliver the task cards by local post, hand delivery, or as a last resort - as your guests arrive to your party and before passing out round one envelopes. Giving the tasks during the party is not optimal since it is intended to be pre-game tasks done before the party. The exclusion of these 'pre-game tasks' in no way will affect the mystery.

SAMPLE

ROUND ONE

GUEST ARRIVAL: cocktails for the adults and fun party drinks (i.e. festive fruit punch) for the teens along with appetizers may be served at this time. The invited guest list should be available for the guests to review as they trickle into the party. Once everyone has arrived, read the guest instructions included in this booklet to the group and discuss to ensure your guests understand how to play. Don't forget to take individual pictures of your guests and a group picture once everyone arrives - they'll all want copies of these!

FULL INSTRUCTIONS ARE INCLUDED IN THE PURCHASED GAME.

OPTIONAL BUT FUN: at the beginning, middle, or conclusion of this round, any of the bonus games may be played. The key to keeping the mystery momentum is to instruct the guests to remain in character at all times. Breaking character will disrupt the flow of the game's storyline, so it is imperative they stay in character. Bonus activities provide a temporary distraction, keep the energy level high, and excitement flowing. Even if you think your guests aren't the party game types, you should at least try to play one—you'll be surprised how much they get into it and have a blast.

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

- 🔪 Round one clue cards in envelopes for each guest
- 🔪 Appetizers, beverages
- 🔪 Camera & back drop for pictures (optional)
- 🔪 Invited guest list
- 🔪 Any of the bonus game props (see bonus activity instructions)
- 🔪 Guest instructions

ROUND TWO

**FULL INSTRUCTIONS ARE INCLUDED IN THE
PURCHASED GAME.**

SAMPLE

ROUND THREE

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. If you have an awards ceremony using the awards certificates available on the My Mystery Party site, you can use the accusations as the final decision maker on the best actor award.

FULL INSTRUCTIONS ARE INCLUDED IN THE PURCHASED GAME.

OPTIONAL AWARD CEREMONY: after the murderer has confessed, you can host an optional award ceremony. MyMysteryParty.com has many award certificates (downloadable or printed), and costume award ribbons! You can also purchase trophies, plaques, ribbons, etc. from other retailers to award your guests with – the sky is the limit! The host will decide the recipient of each award. Many people may guess the murderer correctly, but as described before, you can secretly determine the winner by whoever turns in their guess first.

Any of the optional bonus games can be played at the conclusion of the game (see the bonus game instructions.)

EXAMPLE TIMELINE

7:00 PM: Guests arrive. Take guest photos and serve refreshments. Have the invited guest list available for the guests to view as they trickle into the party. Once everybody has arrived, snap a group photo!

7:10 PM: The host goes over the guest instructions for the mystery game. It is optional to have each character stand up and introduce themselves to the group. You can play the game trailer video for an introduction.

7:20 PM: The round one clue cards are handed out, and the game begins. The guests mingle and discuss the clues on their clue cards. Motives will start to unfold during this round.

7:50 PM: An optional bonus game is played.

8:05 PM: An optional dinner is served. Snacks can be served throughout the party instead.

8:35 PM: The round two envelopes are handed out, and the guests mingle about with their pre-murder clues.

9:00 PM: The victim is revealed, and the investigation of the crime begins. The mystery investigation sheets are handed out, and the guests interrogate each other (using the post-murder clues). Each guest should interview every player in the game.

9:30 PM: The investigation sheets (guesses of whodunit) are turned in to the host. After the sheets are collected, the guests may take turns accusing who they believe did it.

9:45 PM: Dessert and coffee may be served at this time. The round three solutions are handed out to the guests. Each player presents their solution, and the murderer confesses at the end. Allow a few minutes for the guests to mingle at the end to discuss the mystery.

10:00 PM: Another optional bonus game may be played &/or host an optional awards ceremony!

To shorten the mystery party, omit the bonus games, don't stop for dinner, omit the accusation round, and don't host an awards ceremony. Also, you can shorten the game even further by only having the required players read their solutions (or even just the murderer). If you wish to extend the length of the party, add more bonus games!

READ THE FOLLOWING INSTRUCTIONS TO YOUR GUESTS BEFORE YOU PASS OUT THE ROUND ONE CLUE CARD ENVELOPES TO START THE GAME:

You are about to enjoy three rounds of gameplay. Each round, you will receive an envelope with a card containing the information you need to play your role in this mystery.

FULL INSTRUCTIONS ARE INCLUDED IN THE PURCHASED GAME.

DIRECTIVES WORTH MENTIONING:

- 🔍 Do not fabricate clues or lie (unless your card specifically instructs you to), as this will spoil the mystery for others.
- 🔍 Do not break character until the game is over! Even during bonus games.
- 🔍 Play your role as you wish. If you feel reserved, remain in the shadows and allow others to approach you. On the other hand, if you crave the limelight—seize it and be a star!
- 🔍 Have a marvelous time – that is mandatory.

CHARACTER NAMETAGS✂

ELECTRON

POWERS OF ELECTRICITY



**EACH PLAYER HAS A NAME TAG IN
THE PURCHASED GAME**

SAMPLE

OPTIONAL PRE-GAME TASKS: Cut the task strips out below and slip them into envelopes. Fill in your guests' preferred contact information (i.e. email, phone) on the task slips so they will be able to contact each other. **IMPORTANT:** If any of the optional players are not being played in your game, write 'DISREGARD THIS TASK' in the contact information space.

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

**DO NOT READ IF YOU WISH TO
KEEP A SURPRISE. NAMES
REMOVED TO MINIMIZE
SPOILERS**

CHARACTER D

**CONTACT THE FOLLOWING HEROES BEFORE
THE MEETING AT MOUNT SUPER:**

Contact the guest playing Character B and say you heard a rumor that s/he wants to lead the Justice Confederation. You almost died from laughing. Character B is never going to be a leader of anything – besides maybe some baby ducks if they accidentally imprint on him/her!
(Contact info _____)

Contact the guest playing Character J and say his/her jokes are not funny. The only reason the jokes stun criminals is because the criminals stop what they are doing to figure them out because they're so dumb. It's only a matter of time before these silly powers of 'humor' are useless.
(Contact info _____)

ROUND ONE CLUES – Cut out the cards below and slip into labeled envelopes with the appropriate name and round. Pass these clue cards out to begin Round One.

**EACH PLAYER HAS A
ROUND TWO CARD IN
THE PURCHASED
GAME
DO NOT READ IF YOU WISH TO
KEEP A SURPRISE. NAMES
REMOVED TO MINIMIZE
SPOILERS**

CHARACTER I – ROUND ONE

CLUES TO REVEAL DURING THIS ROUND

- Character A told the media that Character Y was getting cosmetic procedures done (i.e. teeth whitening, etc.) when around the corner, the mayor's daughter was getting mugged. Rumor has it that s/he heard the screams but didn't flinch. *(Most superheroes live in Gothic City.)*
- Character S is power hungry. You heard a rumor s/he is plotting to become the first leader of the Justice Confederation. There shouldn't be a leader!
- Character C promised the good people of Gothic City to catch the notorious criminal, *Da Bomb*. That's a bold statement considering Character Y's the only one who knows his whereabouts. S/he is not sharing the info!
- You'd just made it to Egypt when the summons activated and brought you here! You've been traveling the globe, training to increase your powers.

PERSONAL CLUES TO CONCEAL

- Character K's refusal to work as a team with the Justice Confederation infuriates you.
- You will do anything to stop Character R from becoming the first leader of the Justice Confederation. If anyone should become the first leader, it has to be *you*. If you are not the leader, there shouldn't be a leader. There's never been one before, and everything's been fine.

ROUND TWO CLUES – Cut out and slip into labeled envelopes. Pass these clue cards out to begin Round Two.

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

**DO NOT READ IF YOU WISH TO
KEEP A SURPRISE. NAMES
REMOVED TO MINIMIZE
SPOILERS**

CHARACTER G ROUND TWO

PRE-MURDER:

- Confront Character X about how you despise nerds and how you've heard that s/he speaks poorly of rap music. Does s/he want to declare a superhero war against you? You are not scared of stupid protractorams or supra-nanotechnological weapons. Your lyrical bliss will disable silly tech equipment.
- Attempt to get to the bottom of who is related to *Da Bomb*. Interrogate everyone to make sure it's not one of the Justice Confederation members.
- You overheard that Character B is related to someone in the Justice Confederation. Find out who's related.
- You are getting nervous that Character V will capture *Da Bomb* right after the assembly. If s/he does, it will make you look like you can't keep a promise to the people of Gothic City.

POST-MURDER:

- ✕ You saw Character W right before the victim collapsed – in the dead center of the room.
- ✕ There were three people within a foot of the victim when they collapsed, and one person was about 1.5 foot away.
- ✕ Search the victim for any clues.
- ✕ You should ask around to see how others think the victim might have died.

**VICTIM SIGN AND
VICTIM'S CODED NOTE EVIDENCE ARE IN THE
PURCHASED GAME**

SAMPLE

MURDER MYSTERY INVESTIGATION

INVESTIGATOR: _____

SUSPECT	MOTIVE	EVIDENCE

**EACH PLAYER HAS
A MYSTERY
INVESTIGATION
SHEET IN THE
PURCHASED
GAME**

FINAL GUESS OF WHODUNIT. INCLU
YOUR GUESS OF THE MURDERER AND
MOTIVE:

ROUND THREE CLUES – Cut out and slip into labeled envelopes. Pass these clue cards out to begin Round Three.

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

**DO NOT READ IF YOU WISH
TO KEEP A SURPRISE. NAMES
REMOVED TO MINIMIZE
SPOILERS**

CHARACTER P

FINAL SOLUTION ROUND THREE

**READ WHEN YOU ARE TOLD IT IS
YOUR TURN**

I admit it. I'm not one of you. I draw powers from the dark side, as you know. Do you think powers from the dark side could ever be used for good? Duh! Nope, no, never, not that I've seen! So, what do you guys want to do about it? I already have learned your weaknesses and where the cracks are in your silly organization you call the Justice Confederation. I have gained enough knowledge and now I, along with my villainous cohorts, can defeat each one of you. But did I murder Character H? No. Would have loved to, but I didn't do it. I will, however, murder each one of you one day really soon. Mwah ha ha ha ha ha ha. *(Give a creepy stare to each superhero before sitting down.)*

THE FOLLOWING CHARACTERS ARE TO READ THEIR SOLUTIONS NEXT IN THIS ORDER: (SKIP OVER CHARACTERS THAT ARE NOT GUESTS AT THIS PARTY AND GO TO THE NEXT).

**CHARACTER A CHARACTER I CHARACTER O
CHARACTER U**

MENU SUGGESTIONS

Always ask for nutritional requirements of your guests with the RSVPs to determine if they have any allergies or objections to particular ingredients.

APPETIZERS:

SUPER STUFFED MUSHROOMS

ARTI'CHOKE' AND KALE DIP

FIRST COURSE:

ELECTRIC SALAD

ENTREE:

TELEKINETIC STUFFED CHICKEN

SIDES:

FIT FOR A HERO CASSEROLE

JUSTICE ASPARAGUS RISOTTO

MOUNT SUPER PIE

CRIME SCENE CAKE

COCKTAILS:

THE AGATHA CHRISTIE (omit for minors)

HERO TONIC (omit for minors)

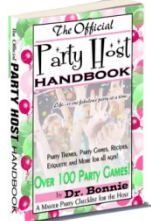
THE BUTLER DID IT (omit for minors)

DA BOMB (omit for minors)

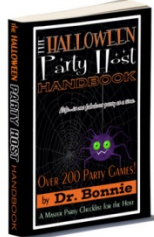
**MENU
SUGGESTIONS
ARE INCLUDED IN
THE PURCHASED
GAME**

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.



FOR 200+ PARTY GAMES, HALLOWEEN DIY COSTUMES, PARTY ADVICE AND MORE, SNAG YOUR COPY OF THE HALLOWEEN PARTY HOST HANDBOOK BY DR. BONNIE



BOTH AVAILABLE AT MY MYSTERY PARTY'S PROP EMPORIUM, BARNES & NOBLE, AND AMAZON.COM - AS WELL AS OTHER ONLINE BOOK RETAILERS.

**FREE BONUS
GAMES ARE
INCLUDED IN THE
PURCHASED
GAME**

FOR MORE INFORMATION ABOUT YOUR GAME:

- Send your guests to the Your Mystery Party guest pre-game site at YourMysteryParty.com. The link to the page that is specific for your game is YourMysteryParty.com/MountSuper
- Pinterest page: <https://goo.gl/9A5m2V> We have created a board for all of our games that includes theme-specific DIY party food and décor. To find the direct link to the Pinterest page, go back to the webpage where you purchased the game and scroll to the bottom of the page – you'll see the Pinterest board there. Click on it to enlarge and view the pins.
- Social media posts: #MyMysteryParty #MountSuper– no spoilers, please! Spoilers include any pictures or text of who the victim/murderer is, such as a decorated victim wearing their name tag in the photo. Please do not ruin the game for others.
- The game trailer video is located on the Your Mystery Party page.

THIS GAME WAS CREATED BY DR. BON BLOSSMAN – AUTHOR OF THE AWARD-WINNING FIONA FROST YOUNG ADULT MYSTERY SERIES

Love the game? Please check out our author's line of Young Adult (YA) award-winning mystery novels! Take advantage of a discount on signed copies by using the code: FF15BB



And, check out the newest release: Dregs Island – a YA thriller!



Books are available on the My Mystery Party site at <http://mymysteryparty.com/bon-blossman>, as well as all online book retailers.

Want a discount on your next game? After the party, head over to our Facebook page at www.Facebook.com/mymysteryparty and leave a testimonial with photos of your big night. We love for you to share your experiences and will show our appreciation by creating a loyalty code for a % off your next party!

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.

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

THE ANSWERS LIE WITHIN:

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