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SYNOPSIS

With the disastrous news of the infamous Moon King's prison break, heroes around the globe are joining forces with notorious villains to capture the archenemy of planet Earth – the Moon King. The Freedom League will host a meeting between heroes and villains in a sanctuary hidden deep in the crime capital of the world called Shadow Falls. The group will put their heads together to plan strategic moves to catch the Moon King before he is able to get back to his secret lair and destroy the planet. This will be the first time that the heroes and villains work together or even be in the same place at the same time. But what is more dangerous? Getting this group together or allowing the Moon King to be free? This is where your story begins.

LIST OF SUSPECTS FOR THE HOST

(12 characters total: 8 required and 4 optional)

There are 8 female and 4 either gender characters. This game can be played as all-female with required players.

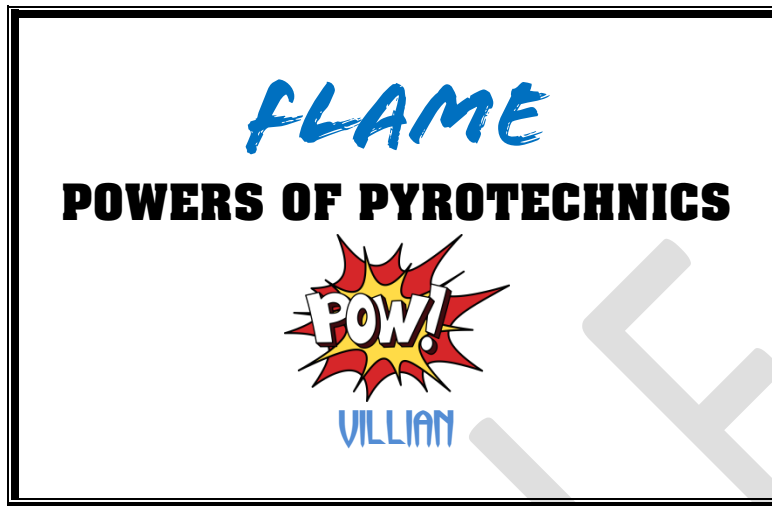
Note: any 'toy weapons' the guests bring will be confiscated at the door, as the meeting's policy is 'no weapons.'

However, guests can show up to the 'meeting' with a (toy) weapon (for photo purposes).

CHARACTER NAME AND OCCUPATION	CHARACTER DESCRIPTION	COSTUME SUGGESTIONS
<p>FLAME Villain</p> <p>Required Female</p>	<p>Flame hails from the Netherlands where she is a terror on the streets. She uses pyrotechnics to intimidate her foes, and is very knowledgeable about crime scene investigation techniques. She gets away with absolutely everything. The infamous crime boss of Shadow Falls, Pandora, is her only true ally, but lives across the globe.</p>	<p>Hair teased up into a 'flame' on top of your head. Spray with a copper/red color to make it look like fire. Your costume should be sparkly bronze/copper with theatrical makeup.</p>
<p>COBALTIA Hero</p> <p>Required Female</p>	<p>Cobaltia was a teen vigilante who over the course of many years worked her way into an unofficial position as a superhero with the Shadow Falls Police Department. Cobaltia has mastered the art of <i>Jun Fan Gung Fu</i> and her hands have been officially declared lethal weapons.</p>	<p>Blue hair (wig), face painted with a metallic gold stripe and blue lipstick. Add a touch of blue glitter on liquid lip liner and allow drying for a fun glitter lip effect. Costume can be either blue or gold with a cape.</p>
<p>BOREALIS Hero</p> <p>Required Female</p>	<p>Borealis hails from a distant planet called Aurorason. She landed on planet Earth with a fellow group of explorers and found a home in Shadow Falls – a dark city with a never-ending crime wave. Borealis has the ability to emit charged particles (electrons & protons) from her fingertips, and her powers are strongest at dawn. She combs the streets of the city to fight crime every sunrise.</p>	<p>Red metallic costume with a red cape. Theatrical makeup with red lipstick.</p>
<p>PANDORA Villain</p> <p>Required Female</p>	<p>Pandora is the notorious crime boss of Shadow Falls. She rules the underground with an iron fist and anybody that crosses her always lives to regret it...<i>if they even live to tell the tale.</i> Pandora has many allies around the globe. Her closest friend is a pyrotechnics terrorist named Flame.</p>	<p>Short hair combed into a point on top of your head (wig). Theatrical make up and any gothic-style attire such as a leather jacket and pants, etc.</p>
<p>THE TORCH Villain</p> <p>Required Either</p>	<p>The Torch is one of the most feared villains on the planet. The Torch sets fire to absolutely anything using an infamous arsenal of blow torches. The Torch has an alien appearance due to an unfortunate accident in his/her father's science lab as a child. This accident also provided this villain with superhuman strength and the ability to shoot fire from his/her fingertips.</p>	<p>Skin is a deep orange/red color (optional). Hoodie and jeans are suggested. Optional to make fake blow torches as props (do not bring real torches, please) – but weapons will be confiscated at the entrance of the sanctuary.</p>

<p>GANDORE <i>Hero</i></p> <p>Required Either</p>	<p>Gandore is from a faraway planet named Ellendale. Ellendale was depleted of resources centuries ago, and the people of the land scattered across the galaxy. Gandore is the only one that landed on the planet Earth, however. Gandore has many superpowers and hasn't aged since landing on Earth. The seemingly immortal Gandore is a villain's worst nightmare and is known as the <i>protector of the Shadow Falls City Streets</i>.</p>	<p><i>Steampunk costume.</i></p>
<p>THE GENERAL <i>Villain</i></p> <p>Required Either</p>	<p>The General is a callous villain from Bunden, Germany. The General has created an army of super villains with the sole mission of world domination. The General has no concept of humanity, and will do anything to get his/her way. The <i>Freedom League of Heroes</i> monitors The General and his/her army very closely.</p>	<p><i>Any military uniform. Eye patch on one eye. Optional to bring toy weapons for photo purposes, but they will be confiscated at the entrance of the sanctuary.</i></p>
<p>KROM <i>Hero</i></p> <p>Required Either</p>	<p>Krom is the self-proclaimed guardian of the New York City streets. Krom is a vigilante, but the police department stays out of his/her way, as the crime level has plummeted ever since Krom started patrolling the streets. Krom is always looking to make an alliance with fellow superheroes and has worked very hard to become a member of the <i>Freedom League of Heroes</i>.</p>	<p><i>Anime style costume of any kind. Large weapons (toy) as props. Optional to bring toy weapons for photo purposes, but they will be confiscated at the door of the sanctuary.</i></p>
<p>DART <i>Hero</i></p> <p>Optional Character Female</p>	<p>Dart stumbled across a puddle of glowing radioactive wastes many years ago. She thought it was pretty, so she put it in a jar and brought it home. Over time, the dangerous waste seeped out of the jar and entered her pores, giving her superhuman strength, intelligence and speed. She recently learned how to fly and is becoming one of the most valuable members of the <i>Freedom League of Heroes</i>.</p>	<p><i>Black shirt, pants and cloak or cape. Long, beach-waved dark hair (wig).</i></p>
<p>RUBICUND <i>Villain</i></p> <p>Optional Character Either</p>	<p>Rubicund is a nomadic villain that roams the globe in search of rare treasure. Rubicund is a professional thief and has stolen ancient artifacts all over the world. Nobody can stop this thieving thug, not even the world's finest detectives.</p>	<p><i>Any morphsuit.</i></p>
<p>GUNGE <i>Villain</i></p> <p>Optional Character Either</p>	<p>Gunge used to be a competitive bodybuilder before turning to the dark side. Gunge took illegal steroids for many years that not only made Gunge super aggressive, but gave Gunge superhuman strength. When aggression and strength combine, it's the perfect storm to create a super villain. Gunge is currently storming the streets of Shadow Falls.</p>	<p><i>Green unitard (or green pants, shirt) with any symbol, such as a big letter 'G' and a black utility belt. Black gloves, boots and goggles.</i></p>
<p>FELICITY <i>Hero</i></p> <p>Optional Character Female</p>	<p>Felicity is an orphan who grew up on the streets of Shadow Falls in the shadows of society. She recently joined the <i>Freedom League of Heroes</i>, making her alliance with the good side official. She knows the streets of Shadow Falls more than anybody, and the Shadow Falls police consider her a valuable resource.</p>	<p><i>Cat costume.</i></p>

NAMETAGS - EACH PLAYER WILL HAVE A NAMETAG IN THE PURCHASED GAME. PARTY READY PACK NAME TAGS ARE PRINTED ON ADHESIVE SHEETS



Note: the materials in the sample game are reflective of the instant download. The party ready pack clue cards will be prepared on our traditional detective theme paper.

To see the differences in the types of kits, click here:

https://www.mymysteryparty.com/content/Murder_Mystery_Materials/INSTANT%20DOWNLOADS%20VS%202017.pdf

Host Instructions

GENERAL HOSTING: during the party, your job as the host is to make sure the rounds flow correctly. As the host, you may choose to play any character you wish. You will pass out the clue cards to the guests at the appropriate times. As the mystery progresses, check on your guests to see if they are discussing the clues and implementing tasks on their clue cards (some players may have tasks). Encourage them to mingle with the other

There are full instructions in both versions of the game (instant download and party ready pack.)

GAME STRUCTURE: the game is organized into four rounds and is structured as follows:

OPTIONAL PRE-GAME STARTER: these optional pre-game tasks 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. They are intended to enhance the buildup for the event. These tasks are not vital to solving the mystery. Also, encourage your guests to view the Your Mystery Party guest pre-game website to get them excited about your game (this is highly encouraged).

ROUND ONE: Deliver the round one clue card envelopes as your guests arrive. It is optional to serve cocktails for adults and appetizers.

ROUND TWO: Deliver the round two clue card envelopes. It is optional to break for dinner either before or after this round.

SOLUTION ROUND THREE: Deliver the round three solutions. It is optional to serve coffee/hot cocoa and dessert.

Don't host a party without some type of food/beverage offering - hungry guests are not happy guests.

For further questions, check out our FAQ webpage at <http://mymysteryparty.com/how-to-host-faq/> or our author's blog for more DIY and hosting help: <http://mymysteryparty.com/murder-mystery-blog/>

If your question is still not addressed in the FAQ/blog or these instructions, contact us via email:

support@mymysteryparty.com Responses are guaranteed within 24 hours.

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. The players will engage in Gandore's challenge.

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.

9:15 PM: The forensic report is revealed.

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. Then, the players will engage in the final challenge. Allow a few minutes for the guests to mingle at the end to discuss the mystery.

10:10 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!

CHARACTER N

Pre-game tasks: contact the following players before the party:

RESPOND to the guest playing **Character S** and say that Character I also invited heroes to the city that would be more than happy to help if the villains get out of hand. Everybody knows it is in both the heroes and villains' best interests to capture Leopold Lunar (*aka: Moon King*) before he wreaks havoc and destroys this planet. Even villains don't want to see the planet destroyed – they wouldn't have a place to commit crime if that happened! *(If she fails to contact you, disregard this task.)*

Contact the guest playing **Character D** and say that you are glad that she is willing to meet with the heroes of the *Freedom League* to discuss the recent prison break of Leopold Lunar. Everybody knows that Leopold is an ally to no one and has one focus – to destroy planet Earth. It is great for both heroes and villains to put their differences aside for one night to work on this mission.

**EVERY PLAYER WILL GET A
PRE-GAME TASK CARD. PRE-
GAME IS OPTIONAL.**

**NAMES AND GENDER
REMOVED/CHANGED TO
MINIMIZE SPOILERS**

CHARACTER K - ROUND ONE

CLUES TO REVEAL DURING THIS ROUND

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

- Tell a few people that it is true that you ran Character Y out of New York City. Character Y was wreaking havoc in the streets of New York, so you had to do something. You worked with the police to stake out her apartment and follow her every night. You eventually caught Character Y trying to set a building on fire, and that is when she was arrested. The district attorney offered Character Y a deal to leave and never come back to New York City and the charges against her would be dropped. Character Y took the deal, and moved to Shadow Falls, which is the crime capital of the world.
- On your way to the sanctuary from your hotel room two blocks away, a mugger in a ski mask jumped out of an alley and robbed you of your phone and wallet. You were taken by surprise because the mugger was a machine. The mugger handed the machine to you as Par politely you'll n

- Tell the other heroes that you are sorry that Character Y decided to move here to Shadow Falls, but your job is to protect the streets of New York.
- Character E looked like she felt well when she arrived, but now she looks very pale and her upper lip is sweating. You hope she hasn't brought some type of flu to this meeting to spread around!
- You thought it was a good idea to check in your weapons at a guarded store room outside of the sanctuary. It's not smart to have villains with weapons inside of a superhero sanctuary.

PERSONAL CLUES TO CONCEAL

- Character R mugged you and stole your wallet and phone. You don't know what to do, as you don't want to make a scene, but you want your stuff back.

**EVERY PLAYER WILL GET A
ROUND ONE CARD.**

**NAMES AND GENDER
REMOVED/CHANGED TO
MINIMIZE SPOILERS**

CHARACTERS- ROUND TWO

Pre-Murder Clues



Tell the heroes that you were able to steal the ancient Egyptian black diamond last night from the Life Science Museum. There's nothing that they can do now, as you've already sold it on the black market and there's no evidence other than your word that you had anything to do with it. The heroes probably shouldn't have invited villains to the crime capital of the world. It's like taking a child to an amusement park!



Talk to others about how you are pretty sure that you know where Leopold Lunar is hiding. You think it is relatively close to this sanctuary, so you wouldn't be surprised if somebody tipped him off that this meeting was happening and where it would be held. You should find out who did it.



Talk to the heroes. You are tired of support yourself actually are starting to get rare black diamonds before!

Post-Murder Evidence & Alibi

- You left the Justice Hall (*where the meeting was held*) approximately 20 minutes prior to the time the body was discovered. You went to the restroom and were in there for a couple of minutes before you returned to the Justice Hall. You saw many people leave and come back around the time of the murder, so this might take a bit of time to sort through where everybody was.
- You haven't seen any weapons since your arrival to this meeting. You were not allowed to bring any, and there are metal detectors at the entrances of the sanctuary. The only weapons here are in the Weapon Room, which should

**EVERY PLAYER WILL GET A
ROUND TWO CARD.**

**NAMES AND GENDER
REMOVED/CHANGED TO
MINIMIZE SPOILERS**

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time to
ould be

MURDER INVESTIGATION

INVESTIGATED BY:

SUSPECT	MOTIVE	EVIDENCE

EVERY PLAYER IN THE GAME WILL RECEIVE AN INVESTIGATION SHEET.

This is the download version of the sheet. There are cards, printed on both sides, 6 by 9 in the party ready pack that are the traditional detective theme.

WHODUNIT?

SLEEP CHAMBER
REST ROOM
SATELLITE SPY ROOM
WEAPON ROOM

CHARACTER A

FINAL SOLUTION ROUND THREE

READ FIRST

Say the following to the group:

The solution for this character is given here. They will present it in front of the group.

CHARACTER L IS NEXT

EACH PLAYER WILL HAVE A SOLUTION CARD IN THE PURCHASED GAME.

MENU SUGGESTIONS

*VILLAIN TOAST (TOAST SKAGEN)
SUPERHERO SALMON
FREEDOM LEAGUE SANCTUARY TREATS (SAUTEED VEGGIES)
SHADOW FALLS SUPER PORKCHOPS
HERO VS. VILLAIN (CITRUS CARAMEL) PARFAIT
MIGHTY MARTINI (DISREGARD FOR TEENS)
SUPER BLISS (DISREGARD FOR TEENS)*

There are recipes in the purchased game in both the download and party pack versions. However, the recipes listed above are in the download version. The party ready pack will have a different menu suggested.

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.



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

There are bonus games from The Official Party Host Handbook in both the download and party ready pack versions of the game. The games may vary between versions.

FOR MORE INFORMATION ABOUT YOUR GAME:

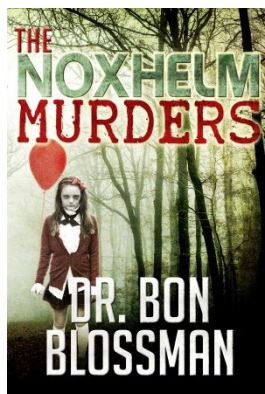
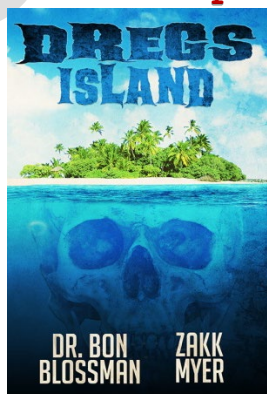
- Send your guests to the Your Mystery Party guest pre-game site at <https://www.yourmysteryparty.com/herovillain>
- Pinterest page: <https://www.pinterest.com/mymysteryparty> We have created a board for all of our games that includes theme-specific DIY party food and décor. To find the direct link to 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 – 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 2017 releases: *Dregs Island* (YA thriller), which took home the silver medal at Reader's Favorite! And, *The Noxhelm Murders* (YA horror mystery) which has won two gold medals from Literary Classics for YA Mystery and YA Supernatural.



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!

SAMPLE