

THE DAUNTING DIAMOND THIEVERY AT THE OLD DOOM MANSION

(6-10 Guests Electronic Version)

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SYNOPSIS (THIS OUTLINES THE FLOW OF THE PARTY EVENTS)

Dr. Larry Doom was the heir of the Doom estate and a rather famous chemist. He led a troublesome life full of misery, lies, and deceitful practices. Reflecting upon the past, he decided to host a VIP dinner at his home, the old Doom Mansion, in hopes to resolve the differences with those he had wronged throughout his life. Most of the guests accepted his humble invitation and arrived at the mansion in style to enjoy a delectable dining experience and good company. The evening started out fabulously and Dr. Doom commenced his quest to make amends with his family and past acquaintances. As the evening progressed, Dr. Doom found it difficult to deal with some of his invited guests as in addition to their sordid past with him...many also had serious conflicts with each other! As the evening progressed, tension filled the air and to everyone's shock, Dr. Doom's priceless diamond encrusted pterodactyl egg was found missing and in its place was a ransom note for a million dollars! The guests quickly rallied together to investigate whodunit before the thief could get away. The investigators took a few breaks from the stress of the intense investigation to dine on a tasty dinner, play exciting games and to savor on hot chocolate and desserts before coming to a final conclusion of who the naughty thief was! The moral of the story is...*use great caution when turning your enemies into friends...it could end up being a costly mistake!*

LIST OF CHARACTERS

CHARACTER NAME AND OCCUPATION	DESCRIPTION	COSTUME SUGGESTIONS
 DR. LARRY DOOM <i>Chemist & Heir of Doom Mansion</i> REQUIRED MALE	Dr. Doom is an infamous chemist and the heir of Doom Mansion. He burned many bridges and made many enemies in the past but recently came to a point in his life with the desire to make everything right with those he once knew and loved.	Trendy suit with slicked back hair. Glasses as an optional accessory.
 MISS CRIMSON <i>Hollywood Actress</i> REQUIRED FEMALE	Miss Crimson is the beautiful and elegant niece of Dr. Doom and famous Hollywood motion picture actress. She is the younger sister of Ms. Pheasant...however; they have been at odds for many years.	Glamorous red evening gown. Hair should be in an elegant hairstyle.
 GENERAL DIJON <i>Military General and Avid Hunter</i> REQUIRED MALE	General Dijon is the one to keep order in any room. He is an avid military man and hunter. Rumor has it that he sleeps with a grenade in one hand and a revolver under his pillow.	Any type of military clothing and a yellow (mustard-colored) scarf/ tie. A fake revolver or shot gun as an optional prop.
 MR. JADE <i>Hair Tonic Salesman</i> REQUIRED MALE	The slimy Mr. Jade is one con man to stay away from for sure! It is rumored that he makes shady business deals with anyone who is fool enough to trust him!	Any type of green tacky suit with fake hair tonic bottles as optional props.
 MS. IVORY <i>Housekeeper</i> REQUIRED FEMALE	Ms. Ivory is the sarcastic housekeeper in the Doom Mansion. She despises anyone who associates with Dr. Doom...including his family! Nobody trusts Ms. Ivory as it is rumored that she has a troubled past.	Any type of black and white maid / housekeeper costume. A feather duster as an optional prop.
 MS. PHEASANT <i>High Society Socialite</i> REQUIRED FEMALE	Ms. Pheasant is the extremely wealthy high society socialite whose last 8 husbands have all mysteriously disappeared! She is the niece of Dr. Doom and the estranged older sister of Miss Crimson.	A blue prim and proper dress suitable for 'high society.' A bag of fake money as an optional prop.
 MISS GRAY <i>Lawyer</i> OPTIONAL FEMALE	It is ironic that this legal diva that can only see the 'black and white' of things goes by the name of <i>Miss Gray</i> . She is the no-nonsense attorney of Dr. Doom that lacks a shred of personality or sense of humor.	A gray business suit with a briefcase as an optional prop.
 PRINCESS FUCHSIA <i>Princess of Zamkiki</i> OPTIONAL FEMALE	Fuchsia is the outrageous Princess and devoted exotic frog collector. She hails from a small island off of the coast of South Africa named Zamkiki. She is an enthusiastic world traveler and has an extremely bubbly personality!	A pink princess costume with a tiara. A fake frog as an optional prop.
 CHEF GINGER <i>Executive Chef</i> OPTIONAL MALE	Chef Ginger has a personality as spicy as his delectable dishes! This is one chef that will be the first to say <i>it like it is!</i> Absolutely nothing gets by this knife-wielding culinary genius!	A chef's uniform. A spatula as an optional prop. Red-haired wig as an optional accessory.
 DR. GRAPE <i>Physics Professor</i> OPTIONAL MALE	Dr. Grape is the typical absent minded professor and old college acquaintance of the infamous Dr. Doom. He is the estranged brother of Ms. Ivory - the housekeeper of the old Doom Mansion.	Tattered purple suit, glasses, and a small chalkboard and chalk as optional props. Hair should be unkempt.

GENERAL INSTRUCTIONS FOR THE HOST

Thank you for purchasing **'THE DAUNTING DIAMOND THIEVERY AT THE OLD DOOM MANSION'** game from www.MyMysteryParty.com! This mystery party is light-hearted and a moderate sleuthing mystery that enables the party guests to play the role of an interesting character while solving the entertaining mystery. The party can be a huge success as long as you and your guests relax and let the mystery unravel during each round.

The mystery game pack (this document) needs to be printed in advance of the party. Cut out the clues and 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. For a more economical route, you can simply fold the clues and label the appropriate character name and round on the outside or scroll them and secure with a ribbon.

FULL INSTRUCTIONS ARE AVAILABLE IN THE PURCHASED GAME

If you do not want to know the solution, do not view the final round of clues. As stated above - for a complete surprise, you can elect the pre-printed 'party ready' party pack upgrade option from the mymysteryparty.com site.

THE ROUNDS ARE DESIGNED AS FOLLOWS:

PRE-GAME: the pre-game clues are to be delivered to each guest before the party or give them to the guests as they arrive. All pre-game clues are optional and do not alter the mystery, and are intended to enhance the pre-game build up for the event. These clues are not vital to solving the mystery.

APPETIZER HOUR / ROUND ONE: Deliver these clues as your guests arrive. Serve appetizers and yummy drinks (i.e. fruit juice mixes, milkshakes, etc.) and / or cocktails for adults. Make sure the 'Guest Instructions' and the 'List of Characters' are available for your guests to read when they arrive. You can also introduce each guest to the group and read their character description prior to starting the game.

DINNER HOUR / ROUND TWO: Deliver these clues while you serve dinner to your guests. Serving dinner is optional. The mystery (diamond egg thievery) will be introduced and the investigation will take place during this round.

DESSERT. HOMEMADE HOT CHOCOLATE AND SOLUTIONS: Deliver these clues with homemade hot chocolate and dessert. Serving dessert is optional. Accusations will be made to kick off this round followed by an exciting solution round. The thief will ultimately confess and divulge the solution to the mystery.

For further questions, check out our FAQ web page at 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

OPTIONAL PRE-GAME STARTERS

HOST INSTRUCTIONS:

Before the party, send out the free, printable game invitations to your guests and direct the guests to the www.yourmysteryparty.com/doommansion website as this contains the information for each guests' character as far as personality and what they should wear, act like, etc. There is also a synopsis available and information about Doom Mansion and Gothic City. This way, the guests can be familiar with what is going on before they arrive to the party and will have an idea where the story line is headed and it also leads to pre-game excitement! Once you have your guests who have RSVP'd - proceed with the pre-game starters anytime *before* the party.

FULL INSTRUCTIONS
ARE AVAILABLE IN
THE PURCHASED
GAME

ROUND ONE ☺ IT IS PARTY TIME!

HOST INSTRUCTIONS:

PARTY DÉCOR: Decorate your home as if it were the Foyer or a Ballroom within the Old Doom Mansion. Old Victorian table setting, candelabras, etc. can be used for a more authentic historical mansion feel. Why not grab a few spider webs and scatter them around the room for a 'not so lived in' setting? Dr. Doom lives alone with his housekeeper in this huge, old mansion! Also, have low lighting and play a soft classical track in the background or a thunderstorm track (*there is one available for purchase via instant download at the My Mystery Party Prop Emporium – the mystery party prop site-* <http://www.mymysteryparty.com/mypapr.html>).

NAME TAGS: The name tags are on page 6+ and are created on a template for an 8 adhesive laser label 4", 2 ½" template (Uline Shipping Supplies at www.uline.com, item S-5043). They can also be printed without using adhesive name badges on regular printer paper. If so, use tape to adhere them to your guests' costumes or slip them into plastic name badge holders. You can purchase name badge holders at any office supply store.

FULL INSTRUCTIONS
ARE AVAILABLE IN
THE PURCHASED
GAME

ROUND TWO ☺ DINNER IS SERVED

HOST INSTRUCTIONS:

The announcement of the thievery is on the Round Two Clue Cards. Present the ransom note to the guests and explain that Mr. Jade just discovered it in his glass display case in the foyer of the mansion in place of his diamond pterodactyl egg. *(You can instruct Mr. Jade to present it to the group if you wish but it is not necessary).*

FULL INSTRUCTIONS
ARE AVAILABLE IN

THE PURCHASED GAME

ROUND THREE ☺ FINAL SOLUTION ROUND

HOST INSTRUCTIONS:

Collect the Mystery Investigation Sheets from your guests. Instruct them to sit in a circle before you pass out the round three envelopes to the guest. At this time, serve dessert and hot chocolate. If time allows, instruct the guests to one at a time accuse who they believe is responsible for the crime and why they think it is her/him. The accusations are optional. Once each guest has accused someone, pass out their round three envelopes and allow them to read (stand up and act out) the solutions on their clue cards. Mr. Jade is to read his solution card first and then they are to follow the order as instructed at the bottom of each of their clue cards. For reference, in the answer key section of this game (at the end of this document), there is a list of the order in which the guests will read their solution cards. However, this information gives away 'whodunit' as the thief will read their solution card last.

Optional Award Ceremony to follow the mystery party. There are award certificates at the My Mystery Party Prop Emporium available for purchase as an instant download.

FULL INSTRUCTIONS ARE AVAILABLE IN THE PURCHASED GAME

NAME TAGS – on the following pages

MISS CRIMSON



DR GRAPE



NAME TAGS FOR
EACH CHARACTER
ARE AVAILABLE IN
THE PURCHASED
GAME

HOW TO PLAY A MYSTERY PARTY

GUEST INSTRUCTIONS

Professional actors are great for mysteries but do not worry because you do not have to be a good actor – or an actor at all – to play a mystery party! The only quality that you need to possess is the ability to have a blast!

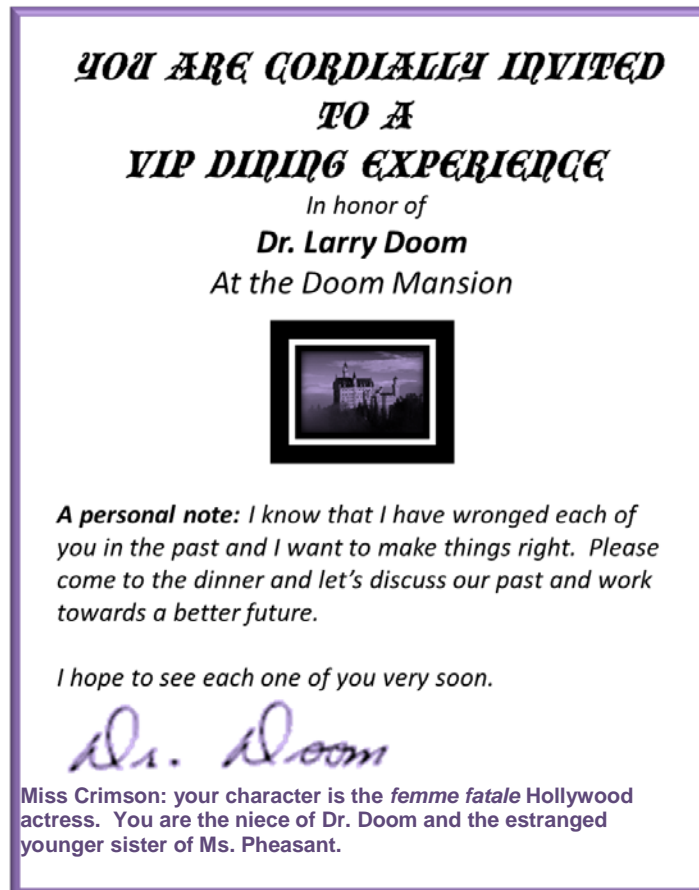
The mystery party is separated into 3 rounds. During the party, you will be handed an envelope that contains the clues necessary for your character for the round. The clues will provide everything that you will need to solve the mystery. However, during the investigation segment of the game, you will need to ask the right questions and pay close attention to other guests' clues to be able 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 'green alien from Mars', then that is who you are until the end! Undoubtedly, your host has cast you into a character that you are comfortable playing. There are some characters that are designed to be played more reserved than other characters that should be played more boisterous. Feel free to play your role however you feel comfortable. Feel free to embellish your character's personality if you would like. However, if you are feeling more reserved tonight, you can opt to allow the other characters to approach you or you can simply listen in on others' conversations to get your information. Not everyone needs to or should have the spotlight!



PRE GAME CLUES: Cut out the following starter cards and slip into envelopes labeled 'Pregame Round' along with the character's name. These are NOT the party invitations – these are for the guests who have RSVP'd to your game and this would be their invitation if they were the real character. If you need party invitations, you can either purchase printed ones from the Mystery Party Prop Emporium or download the free party invitations from the game page on the www.mymysteryparty.com website.



EACH
CHARACTER HAS A
PREGAME STARTER CARD
IN THE PURCHASED GAME

ROUND ONE CLUES:

CHARACTER NAME IS HERE IN THE PURCHASED GAME– ROUND ONE.

CLUES TO REVEAL DURING THIS ROUND

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

- 🔍 Tell everyone that it is true – you sleep with a revolver under your pillow and a grenade in your hand. You feel that you can't ever be too safe or too sure that you are not going to be under an enemy attack.
- 🔍 Ask Ms. Ivory if there is something going on between her and Dr. Doom. You could have sworn you saw them hugging when you first arrived at the dinner tonight. Ask her if she is *only* his housekeeper or if they are dating each other.
- 🔍 Ask around to see if anyone thinks that the diamond pterodactyl egg that Dr. Doom has on display in the foyer of the mansion could be incubated and become a pterodactyl? You'd think the United States Army would be highly interested in creating an army of angry pterodactyls.

PERSONAL INFORMATION (You can conceal these clues from the other guests)

- 🔍 These clues give information about the character that nobody else is expected to know. This allows each character to know how to respond to others in given situations and enables the player to truly get into character. If this is necessary for game play, it will come out in later rounds.

During the mystery, your character must be honest and not make up any potentially mystery-altering clues in addition to those provided to you. You do not, however, have to share any clues that you collect with the other guests.

EACH CHARACTER HAS A
ROUND ONE CLUE CARD IN
THE PURCHASED GAME

ROUND TWO CLUES:

CHARACTER NAME IS HERE – ROUND TWO.



Oh no! Dr. Doom's diamond encrusted pterodactyl egg is missing!! And, there was a ransom note slipped into its place in the glass display case in the foyer of the mansion. The Gothic City Crime Scene Investigators are on their way and will collect the fingerprints from the case and the ransom note. To the right is your fingerprint that you will use to compare to fingerprints lifted from the crime scene. For now, you should investigate any potential motives of the other guests, view the ransom note and look for additional clues to the mystery by speaking with the other guests. Figure out whodunit before the thief gets away!

You walked back and forth to the kitchen all night. You could have slipped into the foyer at any time and nobody would have known.

You are in desperate need of money since you purchased a houseboat for your parents as a gift prior to getting the annual bonus you expected to get from Dr. Doom. You always get the annual bonus so you never dreamed this would be an issue!

If your fingerprints are found on the ransom note – you'll be in big trouble as there will be no possible reason for you to have touched it...unless you created it, that is!

You have plenty of subscriptions to cooking magazines. The Doom Mansion receives the daily newspaper. The ransom note letters are definitely cut out from a magazine and maybe some from a newspaper. The guilty thief might have subscriptions to both!

EACH CHARACTER HAS A ROUND TWO CLUE CARD IN THE PURCHASED GAME

ROUND TWO FINGERPRINT REFERENCE SHEET – ✕ this

is a reference sheet of the different types of fingerprint types. The guests can reference this sheet to learn how fingerprints look different and what to look for as far as 'markings' go when they review the fingerprint evidence (page 24). Place this in the forensic evidence envelope or simply have it available for the guests to review so they'll know what to look for when they analyze their own fingerprints.

IN THE PURCHASED GAME

FINGERPRINT REFERENCE SHEET

FINGERPRINT REFERENCE
SHEET AND POLICE REPORT
ARE IN THE PURCHASED
GAME

GOTHIC CITY POLICE DEPARTMENT EVIDENCE

MYSTERY INVESTIGATION SHEET

DETECTIVE NAME _____

SUSPECT NAME	POSSIBLE MOTIVE OF THE SUSPECT	ADDITIONAL CLUES
EACH CHARACTER HAS A MYSTERY INVESTIGATION SHEET IN THE PURCHASED GAME		

FINAL GUESS OF WHODUNIT - INCLUDE THIEF AND MOTIVE:

Round Three Solution Cards. *Cut out and slip into labeled envelopes:*

CHARACTER NAME IS HERE -FINAL SOLUTION ROUND THREE. **READ FIRST!!!**

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. Before you read your final solution, read the following music lyrics to the other guests and ask them to give you the band and name of the song:

There are various song lyrics here and as a fun optional game, each player will have a different song to read a sample of lyrics from.

Answer: The artist is 'xxxx' and the song is 'xxxxx'

Read your final solution to the group:

"This is where each character is to read / act out their final solution. It will give their involvement, if any, in the plot of the crime and the criminal will read their solution card last. The order is dictated by these cards – see above on the first line and below it instructs who is to read last. If you are using the expansion pack, they will always read their solutions first and then you are to pick up with the main game players.

'Character's name is here' IS NEXT

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

MENU SUGGESTIONS

** The following items are for a more formal type of dinner – teens might prefer more 'teen' style food (fish & chips, hot dogs, hamburgers, etc.) – therefore, the following items are only suggestions.*

RECIPES ARE IN THE PURCHASED GAME

MYSTERY STUFFED MUSHROOMS

THE DOOMED SALAD

GET A CLUE STUFFED CHICKEN

SHERLOCK & WATSON CASSEROLE

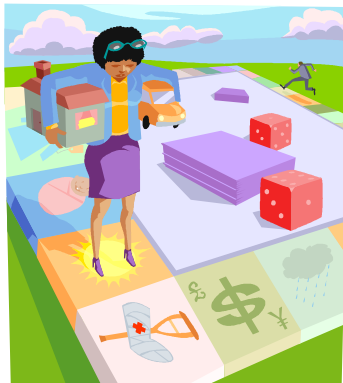
THE DELICIOUS CRIME SCENE CAKE

THE HAUNTED MANOR

THE BUTLER DID IT

THE CONSERVATORY

BONUS ACTIVITIES



INSTRUCTIONS AND GAME DOCUMENTS WHEN APPLICABLE
ARE IN THE PURCHASED GAME

OPTIONAL ACTIVITY
MYSTERY SCRAMBLE CHALLENGE!

OPTIONAL ACTIVITY
WHAT FUN THING AM I GAME

OPTIONAL ACTIVITY
CATCH ME IF YOU CAN!

OPTIONAL ACTIVITY
THE EYE WITNESS

OPTIONAL ACTIVITY
ARE YOU STEALTH ENOUGH TO BE AN INVESTIGATOR? THE
BUBBLE WALK TEST

OPTIONAL ACTIVITY
THE BALLOON BLOW CHALLENGE

OPTIONAL ACTIVITY
THE MYSTERIOUS CHARADE CHALLENGE

OPTIONAL ACTIVITY
NO MIRROR WEDDING DAY

OPTIONAL ACTIVITY
SIGHTLESS MONA LISA

OPTIONAL ACTIVITY
SO YOU THINK YOU CAN DANCE CONTEST

OPTIONAL ACTIVITY
DOOM MANSION RAP CONTEST

This is the ransom note found in the diamond egg display case in the foyer of the mansion during **ROUND TWO.**

RANSOM NOTE IS IN THE
PURCHASED GAME

This is the finale Diamond Encrusted Pterodactyl Egg. Hide this in any location you choose for the optional finale scavenger hunt

AFTER ROUND THREE.

*Optional alternative: instead of using this cut-out, get a plastic Easter egg and glue rhinestones all over it and use that as the finale egg for this scavenger hunt.

DIAMOND EGG CUT OUT IS
IN THE PURCHASED GAME

Proposed estimated party timeline:

(about a 2.5 - 4 hour party depending on the optional games played)

PROPOSED TIME LINE IS IN
THE PURCHASED GAME

**WARNING: THE FOLLOWING PAGE CONTAINS THE GAME
ANSWER KEY. DO NOT VIEW IF YOU WISH TO KEEP THE
MYSTERY A SURPRISE.
GAME ANSWER KEY:**

MYSTERY ANSWER KEY IN THE
PURCHASED GAME