

The KAPPA KAPPA *Killer*

*Join us for a social filled with sisterhood,
scandal and sinister behavior!*

As the semester draws to an end, and the pledges get ready to activate, the University's Panhellenic Board cites the Kappa Kappa chapter for instances of 'conduct unbecoming a Greek.' With the sorority house being seriously considered for disbandment, the sisters of Kappa Kappa have to consider deactivating a member in an effort to save their chapter.

Will it be the Recruitment Chair who is accused of pushing her pledges too far be expelled? Perhaps it will be the Social Chair who has been in charge of policing partying (or lack thereof)? Or possibly the pledge president whose plans for the future may be jeopardized by her actions of today?

As the evening proceeds, and the secrets of the Kappa Kappa sisters come out, an even bigger scandal is created when one Sister drops dead.

In a race to find the murderer, no one knows who to trust, who to blame and who may be the next victim.

*Time is essential for the survival of the Kappas...
as a house, as well as individuals.*



HOST GUIDE

Thank you for choosing The Kappa Kappa Killer.

We are confident that you will find this comprehensive packet to provide everything that you will want and need to run your very own murder mystery party— one that will have your guests talking for weeks, if not longer.

This murder mystery experience is designed to be easy to run and fun to play for all the guests involved. The game is played with all of your guests having active roles and each guest having objectives to complete. These objectives keep the party from being pre-scripted and allow your guests to draw their own conclusions as to the motives and identity of the murderer. This format also allows for great mingling amongst your guests and ensures that all of your guests feel included. Before the night is through, each guest will discover that they have a motive for killing the victim and be inclined to protect their innocence as well as seek out the murderer. To add to the experience and suspense of the night, the murder happens during the party not before, as in some other murder mystery games. The victim is also allowed to play along after they “die,” since they have no clue who murdered them. The Kappa Kappa Killer is certain to be a hit with all of your guests.

The following pages include a simple list of things you need to do as host in order to have the party run smoothly. Once the party is going, it is up to the guests to make the most of it— something you will be surprised at how well they do.

Assigning the Characters

- **You, as host, will need to decide upon a character for each of your guests.** The easiest way to assign the characters is to read the character descriptions and match each character with the guest that you feel suits that particular character the best.
- **If you choose NOT to know the murderer,** you can simply choose NOT to read the character descriptions or examine the evidence before the party. While you will be able to play along with everyone else, you will not be able to read the descriptions when assigning the characters. (You will find a short list of the characters with descriptions on the next page.)
- **Because this party is dependent on at least a set number of people showing up,** you may want to determine ahead of time which guests are attending before assigning characters.
It is recommended that you send out the general invite and the manor announcements with an RSVP date of two weeks before the party. After your guests RSVP positive, you can send them their character sheet. You can download invites here: <http://www.nightofmystery.com/invitations.php>
- **If you have less than the maximum number of guests,** the game can be played without the following characters: information included with packet.
- **The killer will not know they are the murderer until they open their second envelope at the party.**
- **The victim will not know they are the victim until they get to the party.** The victim will not have a list of objectives for after the murder. If the victim wishes to play along after the murder, they can do so without an identity. If you have an extra identity (a role that is not being played), they can also assume that identity if they so choose.
- **Is this mystery suitable for youth and/or church groups?** No. You will want to purchase the clean version for a more conservative version without references to alcohol, extramarital affairs and/or illegal drugs.

HOST GUIDE

Character Guest List

Hilary Hargrove – President. In charge of keeping the girls in order, Hilary will have some serious sleuthing to do if she is going to find a way to keep the Kappa Kappa house from being disbanded.

Sarah Details – Secretary. While the duties of her office weigh heavily on Sarah, so does the future with her boyfriend. Can Sarah succeed in keeping her boyfriend and Kappa Kappa office?

Amanda Dollar – Treasurer. Responsible for the Kappa Kappa budget and payment of expenses, things haven't been adding up recently, and Amanda needs to find out who is to blame.

Patty Party – Social Chair. Known to throw wildly successful and entertaining parties, Patty takes responsibility for the sorority's popular reputation on campus. While this reputation attracts fun members, it also puts a target on Patty's back!

Chastity Turner – Philanthropy Chair. With more service hours and donations than any past Philanthropy Chair, Chastity is a legend in her own mind. But when the numbers stop adding up, she will have some explaining to do.

Rita Clinton – Recruitment Chair. Pinned by her beau earlier this week, Rita's future looks bright... if she can survive the allegations of hazing brought by her pledges.

Perfect Pam – Panhellenic Representative. With many allegations of bad social behavior pending against the house, Pam is the one who will have to convince the Panhellenic Board that the Kappas should NOT be placed on probation or suspended or – worst of all -- disbanded!

Heather Hancock – Active Legacy. Living in the shadow of her mother, Heather has a lot to live up to if she plans to make her family proud.

Prudence Smith – Active. Skeptical of her fellow sisters, Prudence will fight to make sure that the Kappa Kappa name is not tarnished by scandal.

Betsy Grades – Active. Recipient of the prestigious Kappa Kappa scholarship, Betsy needs the sorority to stay active – her education (and her future) depends on it!

Elizabeth Money – Active. Coming from a wealthy family, Elizabeth wants to leave more to the sorority than her service hours.

Dakota Pita – Active. With Dakota's brother dating a Kappa, she is torn between her sorority sisters. Will Dakota have to choose between siding with her brother's current girlfriend or his ex?

Penny Pledger – Pledge President. While dissension among the ranks is brewing, Penny is certain she can pull the new members together to have the strongest pledge class in Kappa Kappa history.

Connie Cartwright – Legacy pledge. Connie's family connections gave her an unfair advantage in rush... one Connie will have to overcome if she plans to be part of a very cohesive pledge class.

Samantha Johnson – Pledge. Although Kappa Kappa wasn't her first choice in rush, there is no place Samantha would rather be – now she just needs to prove it.

Darla Darling – Pledge. Positive, enthusiastic and in love with everything Kappa, Darla is any sorority's dream pledge... as long as her twin sister doesn't ruin it for her!

Carla Darling – Pledge. Distraught over the treatment that the pledges have received in rush, Carla can't keep quiet for much longer. The question is, who will Carla take down in her protest and fight?

Hazel Green – Pledge. Rushed for her grades alone, Hazel has some roadblocks to remove before the girls will see her as the party rockstar she desires to be!

Allison Almighty – Advisor. As an alumnae, Allison is here to offer her advice and guidance to keep the girls on the straight and narrow. There is no way Allison will let any Kappas destroy what she helped to build.

Cicily – House Mom. While the Kappas are worried about keeping their chapter, Cicily is simply worried about keeping her job. Or is there more than that which is at stake?

HOST GUIDE

Making the Invitations

Before the party, each guest must receive three things: (1) the invitation, (2) *The Kappa Times* and (3) their character description.

The Print Option:

THE INVITATION

- To make the invitations, first input your party details into the invite page.
- Print out the number of invites that you need onto 8.5" x 11" paper and fold each invite in quarters.
- Invite should fit nicely into an invitation sized envelope (4 3/8" x 5 3/4").

THE KAPPA TIMES

- This will provide information on the other guests at the party.

CHARACTER DESCRIPTION

- You need to assign each guest a character to play at the party. (See the previous sections.)

The Download and Email Option:

- Following your purchase of the party, you may also access and use the downloadable character descriptions from our website.
- Each description is a pdf file containing the above information for each character.
- This option allows you to email each of your guests their character description without having to print and mail the information.
- Please remember, the pdf file option does not include a place to enter the date, time or address of the party, so you will have to inform or remind your guests of the party location details in another fashion.
- For this, we do have downloadable, emailable invitations that can be found at: <http://www.nightofmystery.com/invitations.php>

Get a coupon and a FREE Party!

Once your party is thrown, please let us know how your party went by posting it on our MURDER MYSTERY MESSAGE BOARD! We will email you a \$5 coupon for posting comments and/or pictures about your party. (If you would like us to post your pictures, please email them to info@nightofmystery.com once you have posted your comments.) *In addition to the coupon, each month we will select one posting to be featured in our "Party of the Month" forum and that customer will receive a \$45 gift certificate towards the purchase of a future party.*

More Ideas On Preparing For Your Party

You can find more ideas on decorations, music, food, etc. in the "Party Tips" section at

www.nightofmystery.com
or you can visit

www.TheKappaKappaKiller.com

HOST GUIDE

Preparing the Materials for the Party

- Make name tags for the guests. (You can print out the name tags onto adhesive label paper, or print out on regular paper and include a pin with the name tags so that the guests can secure them to their outfits.) **Name tag template is compatible with most label paper for 4" x 2" labels. Note: Make sure your printer is set to print at 100% and NOT at "print to fit" or "print to scale".**
- Photocopy the printed page of money onto green paper. You will need as many copies as there are guests attending. Cut and trim the money and bundle them into packages of 10.
—*To skip this step, you can purchase fake/play money or coins rather inexpensively at a novelty or party store.*
- Cut the objective sheets in half on the dashed lines.
- Label two envelopes with each character's name. Label one envelope with an (A) and one with a (B) for each character. On the (B) envelope, also put "DO NOT OPEN until AFTER the murder."

In the (A) envelopes, place: a name tag, safety pin(s) to adhere the name tag, a bundle of money and the left side of the character's objective sheet that has objectives for the beginning of the party.

In the (B) envelopes, place: the right side of the objective sheet for each character which has objectives for after the murder happens.

Have the (A) & (B) envelopes on hand to give to the guests as they arrive.

- In a separate envelope place the Investigation sheet and label it as "Investigation."
- In a separate envelope place the Evidence Presentation and label it as "Evidence."
- Place the solution in a sealed envelope and label it "Solution."
- Keep the "introduction", the "investigation envelope," the "evidence envelope" and the "solution envelope" in a safe and convenient location so you can hand them out throughout the night as guests need them.
- Make enough copies of the 'Who Dunit?' voting sheets for the number of guests attending. Cut the pages along the dashed lines.
- Make copies of the 'smoking gun award,' as there may be multiple people who guess the identity of the murderer.

Extras Ideas for Party Planning:

The Kappa Kappa Killer.com

Check out this website for plenty of party planning tips specific to THIS mystery! From costumes, to food, to background on the characters, you will find everything you need to plan the PERFECT Kappa Kappa Killer party!

Find us on Pinterest: <https://www.pinterest.com/nightofmystery/kappa-kappa-killer/>

HOST GUIDE

Initial Timing For The Party

- Most likely, the length of the party will be 2-4 hours. The party length will depend on a number of factors, including how well your guests know each other and how well they mingle.
- The party may be longer if you choose to serve dinner, although much of the mingling done during Stage 2 may be done at the dinner table as well.
- Because the party is not pre-scripted, but set up in stages, as host it is important to observe the guests' behavior and move onto the next stage when you feel it is most appropriate. This will give everyone enough time to enjoy all aspects of the party and enable it to move along at an enjoyable pace.

Stage One: The Guests Arrive

- You, as host, will need to give each guest the appropriate (A) envelope that includes their money, name tag, a safety pin and their objectives for the beginning of the party.

Stage Two: Introduction

- After all the guests have arrived, hand Hilary Hargrove the Introduction and have her read it aloud to everyone.
- Have time for guests to mingle and complete their objectives.
 - This may require 30-60 minutes depending on how well your guests know each other.
 - If serving dinner, this may be a good time for dinner to be served.
- When guests start to settle down and you are sure the victim has completed all of her objectives, arrange for the lights to go out.

Stage Three: Murder & Investigation

- When the lights come back on, the victim will be dead.
- Give Pam tape so that she can outline the position of the body on the floor.
- Have Pam read the sheet explaining the Investigation.
- As host, you will hand everyone their second (B) envelope that you have prepared. This envelope will have new information and objectives for the guests to complete now that the murder has occurred.

Stage Four: Evidence Presentation

- When guests have settled down again and you feel as though most people have completed their objectives, hand Perfect Pam the evidence envelope that you prepared so she can present the findings of the evidence at the crime scene to the guests.
- It is best if the evidence is then laid on a table so everyone may see it.
- Give your guests additional time to review the evidence.
- Hand out the "Who Dunit" answer sheets and ask everyone to complete them and hand them back to you during this time.

Stage Five: The Solution

- When all the 'Who Dunit' sheets are handed in, ask Perfect Pam to read the solution aloud to the guests.
- Calculate who the winners are and award the certificates.

Kappa Times

Time To Get Social!

SISTERS!!! With the semester coming to an end and pledge initiation right around the corner, it's time to let loose with our favorite fabulous females at our chapter social! So let's get this party started with only the coolest Kappas on campus!

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CANDLELIGHT CEREMONY

Congratulations to our ladies that have taken the next steps in their relationships! This week at the ceremony we had two announcements!

FIRST PASS:
SARAH DETAILS
blew out the candle!
{symbolizing dating : next step lavalier!}

THIRD PASS:
RITA CLINTON
blew out the candle!
{symbolizing pinning : pre-engagement}

House Hours

Mandatory times to be at house this week.

Sister Time: Tues 4-6pm

Study Hours: Wed 6-9pm

House Meeting: Sun 6pm

Pledge Duties

Dishes: Hazel
Shower: Samantha
Toilets: Carla
Den: Darla & Penny

UNDER INVESTIGATION

On Monday, the Panhellenic Board announced that they are looking into multiple alleged violations committed by the Kappas. Within the violations:

- Incorrect recordings of hours
- Inappropriate relations with faculty
- Misuse of chapter funds
- Noise violations
- Irresponsible partying
- Overconsumption of alcohol
- Abuse of power & hazing

Violations found guilty may result in member deactivation and/or chapter disbandment.

Check out everything Kappa at: TheKappaKappaKiller.com

Sample Character Description (taken from another mystery)

Banker Bob

As the banker in the town of Deadwood, you do business with many of the people in the town and also some of the participants of the Deadwood Poker Tournament. One of your foremost clients is Harry High-Stakes, the owner of The Deadwood Saloon. In order to get the saloon established and operating in its first year, you have loaned Harry a substantial amount of money. Although the saloon appears to be doing very well, you are uncertain why Harry is continually delinquent and sometimes misses his payments on his loan. Just last month, Harry was late again on his payment and you warned him that you will have to put his saloon into foreclosure if he cannot repay the money he owes on the loan by next month. You suspect that Harry is throwing the Deadwood Poker Tournament in order to get enough money so that his saloon will not go into foreclosure. This will be an important week to see if you will gain your money back from Harry's loan or if you will gain control over the saloon.

Because Harry is such a difficult and delinquent client, you hope that you will gain control over the saloon. If the saloon becomes the bank's property, you speculate that you may have a very wealthy buyer in Montgomery Money, an investor from the East. Because of Montgomery's wealth, you are certain that you will make a healthy profit off of selling the saloon to Montgomery. In addition, Montgomery will be consistent and reliable when making his loan payments.

Along with all the excitement of the tournament this week there has also been excitement in your bank. Earlier in the week, your bank was held up at gun point while your wife was watching the bank over the noon hour. Ordinarily, Bonnie does not watch the bank, but you were meeting with Harry about his payments. Because of the high ante for the poker tournament, you are convinced that the robber must have been a gambler who was trying to accumulate enough money to enter to the poker tournament. Since you view Sheriff Sam, the sheriff of Deadwood, as a very lazy individual, you plan on taking matters into your own hands when it comes to finding the culprit of the bank robbery and bringing them to justice!

As the Deadwood Poker Tournament Party quickly approaches, you are looking forward to attending for a few reasons. The party will be a perfect place for you to talk business with Montgomery Money about his intentions on investing in the saloon if your bank gains control of it. In addition to your dealings with Montgomery, you plan to figure out which one of the poker players may have robbed your bank and you plan to bring them to justice!

Acting and Dressing Your Part: As the banker of Deadwood, you are a businessman first. Your bank and your money come before everything, including your wife, Bonnie. Since you will be using the party to for business matters, you will want to dress dignified for the night. *For more ideas on how to dress and a glossary of wild western words and phrases to use at the party, please see www.nightofmystery.com*

Sample Objectives Sheet For Beginning of Party
(taken from another mystery)

Party Objectives

Maid Victoria

Objectives At The Start Of The Party:

These are things that are in your best interest to do
before
the evening goes much further. Be aware of what others
around you are doing as well!

- Assure XXXX that you do love him and no one else.
- Declare to XXXX that you wish only to marry the man that you love. If he refuses, plead with XXXXX to have her husband change his mind.
- Find out from XXXX if there is any news on who you are to marry. If not, ask her again later.
- Once you find out whom you are to marry, relay that information to XXXXXX.
- Find out from XXXXXX how well she knows Sir XXXX.

Sample Objectives Sheet For After The Murder
(taken from another mystery)

Party Objectives

Maid Victoria

Things You Know:

This is information not known to many—and possibly only YOU. Use it wisely in your scheming and bribery or hide it to help maintain your innocence.

- Lord Taylor (the lord) arranged for you to marry XXXX before XXXXX was brutally murdered.
- You fear that your mother may have harmed XXXXX in order to help you.
- You are in love with XXXXXX.
- Earlier tonight, XXXX told you that she was upset with XXXX for not keeping a promise to her.

Objectives After The Murder:

These are things that are in your best interest to do to help solve the murder. Be aware of what others around you are doing as well!

- If anyone is happy that your fiancé, XXXXX, be suspicious of their motives. Then assure them that you are very happy with how the evening turned out.
- Tell XXXX that there is nothing that is standing between the two of you now.
- Discreetly inform XXXX that you think XXXX may have gone too far this time.
- Deflect guilt from XXXX by accusing XXXX of murder. Insist that XXXX's jealous anger drove XXXX to murder!
- Console XXXXX. It must be difficult having someone murdered on your wedding day. Find out who she blames.

Sample Evidence
(taken from another mystery)

EXHIBIT A

Description: *The murder weapon-- a dagger in the heart*

Notes: **Found to be the cause of death.**





The
**KAPPA
KAPPA**
Killer

This has been just a sampling of what you
will receive when you purchase

The **KAPPA KAPPA** *Killer*

The complete package includes:

- **A Host Guide**— A complete how-to of throwing your party which includes directions on preparing the invitations, assigning characters and preparing for the party.
- **A Schedule of the Night**— A step-by-step breakdown of how the night will go.
- **An Introduction**— to be read to the guests upon arrival.
- **Designed Invitations**— that you can customize with the details of your party.
- **The Kappa Times**—to be sent with the invitations, it includes background information on the other guests that will be at the party.
- **Character Sheets**— full descriptions of the characters, including costuming and acting tips.
- **Character Objective Sheets**—includes objectives for each character to achieve at each stage of the game.
- **Name Tags**
- **Fake Money**— to be distributed to guests and used in the party for scheming and bribery.
- **Evidence** — more clues that will be presented towards the end of the night. This evidence will help your guests solve the mystery and find the murderer.
- **Solution**— a detailed description explaining how the murder happened including who the murderer is.
- **“Who Dunnit” Cards**— to allow your guests to guess the murderer and to vote for the most animated character and best outfit.
- **Award Certificates**— to be awarded to the best costume, the most theatrical guest, the player with the most money at the end of the night and to each of the guests that solve the murder.

All of our parties come in the form of a professionally designed pdf. Immediately after completing your order, you will be able to create a member account. Once in your account, you will have the ability to download your party (including optional emailable invitations for your guests and party extras) for sixty days after your purchase. If you forget your password, you can request a new password be sent to your email. By having our games online as instant downloads, we are able to satisfy even the most urgent need for a party.

Please log onto: www.nightofmystery.com
to purchase your mystery today.