

Lights! Camera!

MURDER!

A tantalizing night in Jinseltown filled with twists and terror.

After a night of accolades at the Academy Awards Show, you will attend the A-list after-party hosted by millionaire Vanity Affair. While socializing and schmoozing with Hollywood's elite, careers will be made, secrets will be revealed, scandals will be broken and a homicide will happen.

With a V.I.P. victim and the celebrities all suspect, you will be called upon to find the criminal by cracking this red carpet caper.

Will it be an aspiring actress, tired of living in the shadows? A livid lover who has been pushed too far? Or possibly the teen starlet trying to attract a more mature audience?

As the night unfolds, so will a web of lies and scandals intricately woven to point you to a killer. It is up to you to uncover the clues or the culprit will remain concealed.

*Come walk the blood
red carpet and enjoy a
night of secrets,
celebrities & scandal.*

Host's Guide

Thank you for choosing Lights! Camera! Murder!

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 about it 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 in the game 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 the identity of the murderer. This format also allows for great mingling amongst your guests and insures that all of your guests feel included. Before the night is through, each guest will have discovered 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. Lights! Camera! Murder! is certain to be a hit with all of your guests.

The following pages contain 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.

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.

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. Lindsey Loyal or Justice Jangle are good character choices for the hostess.
- **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 a minimum number of people attending,** 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, guest list and magazine page with an RSVP date of two weeks before the party. After your guests RSVP positive, you can send them their character sheet.
- **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 (that is, a role that is not being played), they can also assume that identity if they so choose.
- **Is this mystery suitable for youths and/or conservative groups?** No. This mystery contains references to affairs and other adult topics. Our site offers "clean" versions of a few other mysteries on our site: www.nightofmystery.com. Please refer to those when hosting a party for a more conservative crowd.

Host's Guide

Guest totals: With 20 guests: 6 Male characters, 9 Female Characters, 5 Gender neutral characters (roles that can be assumed by either a male or female guest). With 15 guests: 6 Male, 6 Female, 3 Gender-neutral.

Vanity Affair—Millionaire. While Vanity's wealth can't buy them stardom, it can fund the most elaborate post-Oscar bash around. As the center of attention for the party, they will not let anyone steal the show. *Male or female. Elegant and self-centered, must be comfortable addressing the crowd. A good choice for the host/hostess.*

Dana Darling—Hollywood diva. As a matriarch on the Hollywood scene, her award filled career does not include an Academy Award, even after 15 nominations. Will this be the year she changes that? *Female. A diva in the grandest sense. Dana wears her heart on her sleeve and will do anything to win.*

Angel Wood—Actress. This talented actress will do anything to get what she wants—whether it is an award, a leading role in a movie or the affection of a handsome actor. *Female. Conniving, secretive and a go-getter. Angel is very capable of twisting information in her favor.*

Steffi Wood—Aspiring actress. As the little sister to Angel, Steffi has lived in her shadow far too long and is certain that she will make a name for herself before the night is through! *Female. Young and naive, Steffi adores her sister and longs to be like her.*

Jada Broken—Actress. A top-notch actress who often gets second-rate treatment, Jada's engagement was disrupted by Angel Wood and now her acting career may be as well. *Female. A good-moraled character, Jada will do what is right and does not care what others think of her.*

Barbie Doll—Pop star and aspiring actress. Barbie's looks and her agent have gotten this aspiring actress far in life, but can they take her any further in Hollywood? *Female. Ditzzy and superficial, Barbie considers herself a lot more important than she actually is.*

Natasha Gibson—Young actress. A favorite with the teen crowds, this young adult is serious about pursuing mature acting roles... that is if nothing comes in her way. *Female. A talented actress who appears to be more innocent than she actually is.*

Lola Talent—Latin diva. Best known for her singing career, Lola extended her celebrity career to include acting, perfumes and a clothing line. Now, with her husband aspiring to gain the same recognition, she is 100% behind him... or is she? *Female. Domineering and egotistical, Lola likes to appear as a devoted wife, despite her true feelings.*

Mario Talent—Aspiring actor. As the husband of a diva, Mario has always done as he was told. Now that Mario is looking out for himself, his intentions may change. *Male. Devoted and loyal, but will look out for his own best interests.*

Hobart Hughes—Director. Known as the brightest director of all time, everyone is desperate to be cast in his upcoming movie, *A Fallen Angel*. But his decisions may depend on a lot more than an actor's talent. *Male. Loud, commanding and used to getting his way.*

Bobby Calling—Casting director. Frustrated by Hobart's demands, Bobby is looking to cast the upcoming film, *A Fallen Angel*, as they see fit. *Male or female. Calculative and observant, they are an excellent judge of character.*

Penelope Hughes—Director's wife. It is no secret that Penelope loves her husband's money more than the man himself. After many years of marriage, Penelope has used her power in Hollywood to get exactly what she wants. *Female. Immoral and abusive of power, she will do anything to get her way.*

Princess Pop—Pop star. With Princess' career on the verge of destruction, she is looking to reconstruct it any way she can. *Female. Desperate and devoted to building back her career at all costs.*

Brady Comeback—Pop star. With a reunion tour set to take place, this star is on the cusp of a comeback... or the last chapter of his career. *Male. Outgoing and boisterous, Brady has a lot of "fight" in him.*

Hunter Starr—Pop star and aspiring actor. Since the *Man 2 Man* hiatus, Hunter has experienced much solo success in both his personal and professional life. While his band may want to relive the glory days, he is currently experiencing new heights on his own. *Male. Calm, confident and cool. Hunter is a man who "has it all".*

Avery Scout—Talent representative. The "yes" person of Hollywood, Avery is responsible for launching some careers and sinking others. *Male or female. Easy-going and a salesperson at heart. Avery can talk themselves out of any situation.*

J.J. Scoop—Entertainment news reporter. With so much gossip swirling around the award show, J.J. may have the advantage of knowledge, but do they know too much? *Male or female. Nosy and full of gossip. J.J. is not afraid to question people on personal topics.*

M.C. Award—Award show emcee. As the emcee, M.C. has been privy to private, behind-the-scenes information at the awards shows...but do they know too much? *Male or female. Funny and inquisitive. Comfortable talking to people in a crowd and one-on-one. They will become the "investigator" after the murder. Another good role for the host/hostess.*

T. Redd—Aspiring rap artist. The ex-husband of Princess Pop, T. Redd knows how to use his connections to get what he wants out of life, regardless of his talents. *Male. A bit of a thug and will do anything to advance their career.*

Ward Winner—President of the Academy. The man behind the awards, Ward can use his power to get what he wants and he intends to finish his final year as President with a bang! *Male. Cavalier and cocky, this man lives in a world of his own.*

Host's Guide

Making the Invitations

Before the party, each guest must receive three things: (1) the invitation, (2) the gossip column page and (3) their character description.

THE INVITATION

- To make the invitations, print out the number of invites that you need onto 8.5 x 11 paper. (You may print on nicer paper, such as parchment, to add authenticity to the invitation.)
- Fold each invite in quarters.
- Fill out the information for the place, date and time of your party.
- Invite should fit nicely into an invitation sized envelope (4 3/8" x 5 3/4").

THE GOSSIP COLUMN PAGE

- These will provide more background information for your guests.

CHARACTER DESCRIPTION

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

Preparing the Materials for the Party

- Cut out and make name tags for the guests. (You can print out the name tags onto on 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 Avery labels 15163, 18163, 5163, 5263, 5523, 5663, 5963, 8163, 8253, 8463, 8663 and 8763.**
- Photocopy the print out of the money onto green paper. You will need as many copies as there are guests attending. Trim the money and bundle them in packages of \$500.
 - To skip this step, you can purchase fake/play money or coins rather inexpensively at a novelty or party store and use the fake/play money or coins instead of the paper money.
- 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 you have coming. Cut the pages into quarters along the dashed lines.
- Make copies of the smoking gun award, as there may be multiple people who guess the murderer.
 - You can print or photocopy the certificates onto parchment paper for a more official look.

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

Host's Guide

- Most likely, the length of the party will take 2-4 hours. The party length will depend on a number of factors, including the number of guests, if you are serving dinner, how well your guests mingle, etc.
- 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

- Have the guest's name tags, bundle of money and their (A) and (B) envelopes available for them.

Stage Two: Introduction

- After all of the guests have arrived, hand Vanity Affair 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.

Stage Three: Murder & Investigation

- When guests start to settle down and you are sure the victim has completed all of their objectives, you will arrange for the lights to go out and a loud "bang" to sound.
- When the lights come back on, the victim will have fallen down "dead".
- After victim has "died", hand J.J. Scoop masking tape or chalk, so that they can outline the position of the body on the floor or ground.
- Have J.J. Scoop read the sheet explaining the Investigation.
- The guests will open their (B) envelopes which 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, J.J. Scoop has collected all of their evidence and you feel as though most people have completed their objectives, hand J.J. Scoop the evidence packet so that they 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 that everyone may see it.
- Give your guests additional time to review the evidence. You may want to make multiple copies of the evidence so that it can be seen by everyone.
- 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 J.J. Scoop to read the solution aloud to the guests.
- Using the tally sheet included, calculate who the winners are and award the certificates.

End of Host Guide

Awards Show SHOWDOWN



As the most anticipated night in Hollywood, filled with theatrical super stars, the Academy Awards show is known to have its share of drama... and this year will be no different. Cue the contest for the “best lead actress” award. After 15 nominations, **Dana Darling** has made it clear she will do anything to finally walk away a winner. Dana’s break-through role this year has led many critics to report that she is the one who is Oscar worthy. But there are whispers that **Angel Wood** may steal the award... just like she stole **Jada Broken**’s ex-fiance, **Hunter Starr**. With the Oscars marking the first time the feuding actresses, Angel Wood and Jada Broken, will see one another, it is hard to say if they will be fighting over their love interests or their career. Regardless, whoever is crowned “best lead actress” will have fought for the title.

Vanity Affair’s “Short List”

As the popularity of this millionaire’s post-Oscar celebration has grown, so has the number of people *dying* to get invited. While the interest in attending the party has grown, the guest list has not! Here a few of the A-list celebrities who made the cut:

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Big Plans For A Big Man

Hobart Hughes stated that he will be making an important announcement regarding the casting of his upcoming film, *A Fallen Angel*, following the Oscars. The film is slated to be a blockbuster, which Hobart is personally funding. Some speculate that the director is waiting to see who will take home an Oscar before making a final decision. Others think that **Bobbi Calling**, the casting director, has already solicited **Jada Broken** for the lead female role. Among others in Hollywood vying to be cast are: **Natasha Gibson, Angel Wood, Steffi Wood, Barbie Doll, Hunter Starr, Mario Talent and T. Redd.**

M2M 2 Reunite?

Could there be a reunion tour in the works for former boy band, *Man 2 Man*? After a 6-year ‘hiatus’, one band member, **Brady Comeback** is said to be in talks and booking venues.



**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)

MURDER AT THE DEADWOOD SALOON

Banker Bob

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!

- Ask Harry High-Stakes why he can't seem to make the loan payment on his saloon when business seems to be doing so well.
- Ask Sheriff Sam if he has any leads on who robbed your bank earlier this week.
- Question some of the gamblers to see what they were doing over their lunch hours earlier this week when the bank was robbed.

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

MURDER AT THE DEADWOOD SALOON

Banker Bob

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.

- You are about to foreclose on The Deadwood Saloon.
- When you went to see Sheriff Sam about your robbery earlier this week, you saw Harry High-Stakes handing him over money, for what reason, you are not sure.

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!

- Ask Sheriff Sam how much money the killer is paying him to keep his mouth shut.
- Tell Harry that you need the money by tomorrow at 5 or the bank will have to retake the saloon.
- Tell Montgomery Money that you may have a business proposition for him depending on how the evening turns out.
- If anyone approaches you with information about your bank robbery, question their sources and motives.

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.**



Lights! Camera! MURDER!

This has been just a sampling of what you will receive when you purchase **Lights! Camera! MURDER!**

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.
- **Gossip Column Page**— to be sent with the invitations, it includes background information on the happenings surrounding the Academy Awards Show and the guests coming to the post-Oscar party.
- **Character Sheets**— full descriptions of the characters, including costuming and acting tips.
- **Character Objective Sheets** —this includes objectives for each character to try to achieve at each stage of the game in order to uncover evidence and find the murderer.
- **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 of who the murderer is, why the murder happened and the clues that led to the outcome.
- **“Who Dunit” Cards**— to allow your guests to guess the murderer, along with 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 50-125 page pdf. Immediately after completing your order, you will be able to re-login to your account using the username and password you established in the purchasing process. Once in your account, you will have the ability to download your party (including optional emailable invitations for your guests). You can also access this information for two weeks after your purchase by logging into your account. 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 package today.