Murder of a Millionaire

A Night of Mystery and Intrigue Worth Millions

You may be an heir to the estate.

Your presence is requested at Mystery Manor for an evening filled with murder and mystery in order to commemorate the death of the late millionaire, Rick A. Rochester.

Among Rick’s dying wishes, he wanted his will reading to be a party thrown in his honor to gather together those most important in his life. Between Rick’s eccentric ex-wife to his spying servants and the provocative pool boy, it seems that everyone has a chance of inheriting a piece of this millionaire’s estate.

As one of Rick’s closest confidants or family members, it is your help that is needed to piece together the mystifying death of Mr. Rochester, and to avoid being the victim of yet another murder as you attend his will reading.

Use caution in considering your involvement in this gathering, for as likely as it is that you will walk away with a great deal of inheritance, you are also just as likely not to walk out at all!

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Thank You for choosing Murder of a Millionaire

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. Murder of a Millionaire 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.

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 sheets, the solution or examine the evidence before the party. This will allow you to play along with everyone else, but will not allow you read the sheets with lengthy descriptions for the guests when assigning the characters. (You can find a short list of the characters with descriptions on the next page.)

• Because this party is dependent on a minimum number of people showing up, you may want to find out ahead of time if people are available before assigning characters.

• One way to do this is to send out the general invite with an RSVP date of two weeks before the party. Then when your guests RSVP positive, you can send along their character sheet and additional information.

• You can find downloadable invitations at: http://www.nightofmystery.com/invitations.php

• It is important that you have a minimum number of guests for this version of the game. If you are short of the maximum number of guests, the game can be played without the following characters: (information included with actual purchase)

• 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, they can also assume that identity if they so choose.

• Is this mystery suitable for youths and/or church groups? No. This mystery contains references to alcohol as well as references to a few extramarital affairs. 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.

For more party planning ideas - check out MurderOfaMillionaire.com
Guest totals:
With 20-80 guests: at least 6 male characters, 8 female characters, 6 gender neutral.
With 15-20 guests: 6 male, 7-8 female, 2-6 gender-neutral.
With 10-15 guests: 4-5 male, 5-6 female, 1-4 gender-neutral.
With 8-12 guests: 3 male, 4-5 female, 1-4 gender-neutral.
With 6-8 guests: 3 male, 3 female, 0-2 gender-neutral.
*** Not all characters will be included with smaller versions of the party.

Jessica Rochester – Rick’s Ex-wife. A man-izing ex-wife and business partner of the late Rick Rochester. She has had her flings over the years, but can anyone ever really replace her first true love? Female.

Jasmine Rochester – Rick’s Widow. As Rick’s current wife and mother of his three children, has Jasmine outgrown the ‘perfect’ marriage with the ‘perfect’ husband? Female.

Allison Rochester – Rick’s Eldest Daughter. Allison was daddy’s little girl, but as she got older, Allison didn’t always do as daddy would have liked. Female.

Katherine Rochester-Nichol – Rick’s Daughter. The oldest of the twins, Katherine tried to gain daddy’s attention and affection by marrying the perfect male heir. Female.

Adam Nichol – Rick’s Son-In-Law. Upon marriage, Adam was accepted into the family business and he has been moving up the ranks quickly ever since. Could he have wanted more from Rick Rochester than the marriage of his daughter? Male.

Elizabeth Rochester – Rick’s Daughter. The youngest of Rick’s twin daughters, Elizabeth has been stirring up family trouble since birth. Female.

Faith Rochester – Rick’s Sister. Faith has been living off of Rick’s wealth for years. Can she afford her lifestyle now that Rick is gone? Or will it only improve… Female.

Michael Rochester – Rick’s Nephew. Michael is expecting to inherit millions—is he as misguided as his mother? Male.

Jean Thoughtful – Family Psychologist. The secrets Jean knows are on the most personal and intimate level... feelings that some may kill for! Male or female.

Geoffrey Worthers – Butler. As Rick’s long term, devoted personal servant for over twenty years, there is little that he does not know about Rick, or his dying wishes. Male.

Josephine Worthers – Maid. Her service over the years is something that she feels MUST be rewarded. Female.

Neal Worthers – Chauffeur. Born and raised at Mystery Manor, Neal’s parents were the maid and butler for the Rochester family. Upon death, Neal isn’t expecting much from Rick Rochester, for that is what he felt he got through all the years. Male.

Sam Cook – Chef. Sam knows not only what is brewing in the kitchen, but also the rest of the manor. Male or female.

Fabio Fabulous – Pool Boy. A more recent employee acquired by Mrs. Rochester. Fabio was hired to keep the pool, amongst others, in tip-top shape. Male.

Reilly Ravish – Rick’s Lawyer. Rick kept them busy with all of his legal issues, including revisions to his will, even on his dying day. Male or female.

Jon Jacobs – Rick’s Closest Friend. Appearing out of nowhere, Rick’s long lost friend has come to honor his confidant’s memory, while others question a hidden agenda. Male.

Officer Welsh – Detective. Officer Welsh has some hot leads on who the murderer may be… and they all lead to this gathering. Male or female.

Tanya Tease – Rick’s Personal Assistant. The question is, how personal was their relationship? Female.

Bobby Bucks – Rick’s Accountant. Bobby managed all of Rick’s personal and business accounts. Could he have handled the books over the years determine the wealth that is left? Male or female.

Arty Buyer – Investment Specialist. Rick’s go-to associate with knowledge of the art world, did Rick depend on Arty for more than their advice. Male or female.

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Making the Invitations

Before the party, each guest must receive three things: (1) the invitation, (2) the memoriam 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 MEMORIAM
- 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: 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 MurderOfaMillionaire.com

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Prepping 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 most 4” x 2” labels.

• Photocopy the print out of the money onto green paper. You will need as many copies as there are guests attending. Trim out the money and bundle them in packages of $500.
  — To add authenticity, you can purchase fake/play money 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, 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 Evidence Presentation. Label it as “Evidence.”

• Place the solution in a sealed envelope and label it “Solution.”

• Keep the “introduction,” the “investigation instructions,” 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 Dunnit 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.
  • Make copies of the smoking gun award, as there may be multiple people who guess the murderer.
    – You can input the names of the winners into the awards before printing the certificates.

Extra Tips for Party Planning:

Utilize the “EXTRAS”

At the back of this packet, you will find a number of decoration ideas, design templates, etc. to help you enhance your Murder of a Millionaire party. Read through all of this to see which ideas will be right for your party!

MurderOfaMillionaire.com

Check out this website for plenty of party planning tips specific to THIS mystery! From costumes to food to character backgrounds, you will find everything you need to plan the PERFECT night of mayhem and murder!

Check us out on Pinterest! pinterest.com/nighetofmystery/murder-of-a-millionaire/
Schedule of Events

• There is no direct time line for how long the party takes, it may 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 of the aspects of the party as well make it move along at an enjoyable pace.

Stage 1: The Guests Arrive

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

Stage 2: Introduction

• After all the guests have arrived, hand Reilly Ravish the introduction and have them read it to everyone.

• Have time for guests to mingle and complete their first round of objectives
  • This may be as little as a half hour to an hour depending on how well your guests one another.
  • If serving dinner, this may be a good time for dinner to be served.

Stage 3: Will Reading, Murder & Investigation

• When guests start to settle down and you are sure the victim has completed all of their objectives, gather everyone together for the reading of the will

• Hand Reilly Ravish the copy of the will and have them read it to the guests

• Just after Reilly finishes reading the will, arrange for the lights to go off and a cap gun to be shot off or a loud noise to sound.

• When the lights come back on, the victim will be dead and Officer Welsh will instruct everyone of the investigation that is about to take place.

• Give the officer tape, so that they can outline the body.

• You, as host, 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 4: Evidence Presentation

• When guests have settled down again, and you feel as though most people have completed their objectives, hand the officer the evidence packet you have prepared 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.

• Hand out and have everyone fill out the ‘Who Dunnit’ answer sheets during this time.

Stage 5: The Solution & Awards

• When all the ‘Who Dunnit’ sheets are handed in, hand the officer the solution and have them read it aloud to the guests.

• Calculate who the winners are and award the certificates.
Among those who survived Mr. Rochester are:

- Reilly Ravish – Rick’s Lawyer. Rick kept them busy with all of his legal issues, including revisions to his will, even on his dying day.

- Jon Jacobs – Rick’s Closest Friend. Appearing out of nowhere, Rick’s long lost friend has come to honor his confidant’s memory, while others question a hidden agenda.

- Officer Welsh – Detective. Officer Welsh has some hot leads on who the murderer may be… and they all lead to this gathering.

- Tanya Tease – Rick’s Personal Assistant. The question is, how personal was their relationship?

- Bobby Bucks – Rick’s Accountant. Bobby managed all of Rick’s personal and business accounts. Could how he handled the books over the years determine the wealth that is left?

- Arty Buyer – Investment Specialist. Rick’s go-to associate with knowledge of the art world, did Rick depend on Arty for more than their advice.

- Sam Cook – Chef. Sam knows not only what is brewing in the kitchen, but also the rest of the manor.

- Fabio Fabulous – Pool Boy. A more recent employee acquired by Mrs. Rochester. Fabio was hired to keep the pool, amongst others, in tip-top shape.

- Josephine Worthers – Maid. Her service over the years is something that she feels MUST be rewarded.

- Neal Worthers – Chauffeur. Born and raised at Mystery Manor, Neal’s parents were the maid and butler for the Rochester family. Upon death, Neal isn’t expecting much from Rick Rochester, for that is what he felt he got through all the years.

- Tanya Tease – Rick’s Personal Assistant. The question is, how personal was their relationship?

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**Murder of a Millionaire**

Sample Character Description

*(taken from another mystery)*

**Banker Bob**

As the bank owner 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 Deadwood Saloon owner). 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 he can repay his debt. 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 reputation, you are certain that you will make a healthy profit off of selling the saloon to Montgomery and he will be consistent and reliable when making his loan payments.

In addition to all the excitement of the tournament, your bank was held up at gun point. Banker Bonnie (your wife) was watching the bank over the noon hour while 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 pay for the entry fee. Since you view Sheriff Sam (the sheriff) 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! In addition, you do not believe that Sheriff Sam is a moral character as well. Just this past week, you saw Sheriff Sam taking money from Harry High-Stakes. While you do not know the details of the transaction, the secretive nature in which the money was exchanged suggests that it was not for an honest reason.

As the Deadwood Poker Tournament Party quickly approaches, you are looking forward to attending for a few reasons. First, 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. Second, you plan to figure out which one of the poker players may have robbed your bank and you plan to bring them to justice! And lastly, by the end of the night, you will know whether Harry will have enough money to pay off his debt to you or if the saloon will be yours!

**Acting and Dressing Your Part:** As the bank owner 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. Consistent with the times, you may consider a button down shirt, vest, ascot and hat (bowler, derby, slouch, gambler or other). Popular of the time period, you may also consider adding in facial hair. 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 and murderatthedeadwoodsaloon.com
**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!

- Tell Harry High-Stakes (the saloon owner) that you need the money he owes to the bank by tomorrow or the bank will have to retake the saloon.
- If asked, insist that you may have to foreclose on the saloon if Harry High-Stakes doesn't make enough money by hosting the tournament.
- Tell Montgomery Money (an investor) that you may have a business proposition for him depending on how the evening turns out.
- Ask Sheriff Sam (the sheriff) if he has any leads on who robbed your bank earlier this week.
- Question some of the gamblers to see what they were doing during the noon hour earlier this week when the bank was robbed.
- Ask Jesse Wales and Black Barbara (two outlaws) why they are in town this week.
- When asked about your wife's actions, insist she can do as she pleases! (But be secretly concerned.)
- If Banker Bonnie questions your relationship, insist that you are only trying to provide a better life for her.
- If anyone approaches you with information about your bank robbery, question their sources and motives.
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 if Harry High-Stakes (the saloon owner) cannot repay his debt to you.
- Earlier this week, you saw Harry High-Stakes (the saloon owner) handing Sheriff Sam (the sheriff) money. For what reason, you are not sure.
- Earlier tonight, you witnessed Banker Bonnie (your wife), talking to Black Barbara (an outlaw).

**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!

- Find the murderer while maintaining your innocence.
- Ask Sheriff Sam how much money the killer is paying him to keep his mouth shut. (Sam is known to take bribes.)
- Accuse Harry High-Stakes of bribing Sheriff Sam so he will not be found guilty of murder. If Harry denies it, find out the real reason he is bribing the sheriff.
- If asked, admit the saloon will go to Henrietta High-Stakes (Harry’s wife) if Harry is found guilty of murder and put in jail.
- If anyone has information on Montgomery Money (your potential investor), find out what they know. You may have to pay them to get their information.
- Defend Banker Bonnie publicly, but question her privately on her ties to Black Barbara.
  - If Banker Bonnie threatens to leave you, question where she will get the funds to live.

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Sample Evidence  
(taken from another mystery)

**EXHIBIT A**

<table>
<thead>
<tr>
<th>Description:</th>
<th>The murder weapon-- a dagger in the heart</th>
</tr>
</thead>
<tbody>
<tr>
<td>Notes:</td>
<td>Found to be the cause of death.</td>
</tr>
</tbody>
</table>
The Extras

Included in the mystery are ideas and designs to help you decorate with fun and authentic materials that are easy to make.

Included in the mystery: evidence markers, suspect sign board, a family tree, decorative signs, name plates, designed menu (that you can input your own dishes into), wine bottle award labels, recipes for killer chillers and more.
This has been just a sampling of what you will receive when you purchase Murder of a Millionaire.

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.

• **Memoriam to Rick Rochester**— including background information on the deceased and the guest list.

• **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 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.

• **Party Printables and Extras**— directions, templates and designs to help you plan for your party. (Pictured on previous page.)

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 60 days after your purchase by logging into your account. 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.