

Murder in MARGARITLAND

INTRODUCTION



Murder in MARGARITALAND

A night of mystery that will have everyone searching for more than their long lost shaker of salt.

Somewhere in the tropics between the Port of Confusion and the Bay of Disarray, you'll find that murder meets mayhem and the intrigue begins!

While most vacation at Margaritaland, an exclusive tropical resort, to get away from their troubles, for one unfortunate soul, it will mean the end of their travels all together.

Has the lottery winner's luck run out? Will it be the bartender who has served his last drink? Is the honeymoon over for the newlyweds before it even began? Or will the stars collide for one Hollywood superstar?

At the resort, the guilty will mingle among the guests and everyone will be left with the task of deciphering between the facts and falsehoods that plague this paradise in order to make a killer pay for their crime.

Join us for a clever concoction of chaos, crime and cocktails in the Caribbean.

CRIME SCENE DO NOT CROSS
DO NOT CROSS

Night of
Mystery

Host Guide

Thank you for choosing Murder in Margaritaland

We are confident that you will find this comprehensive packet provides 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 in Margaritaland is certain to be a hit with all of your guests.

In the following pages is 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.

How To Host Without Knowing the Murderer

We realize that part of the fun of throwing the party is playing along. If you choose to host **WITHOUT** knowing who the murderer is, simply follow these directions so that you can avoid any spoilers.

First, you will want to read this host's guide in full. Nowhere in the Host Guide pdf will the murderer and/or victim's identity or gender be listed. Additionally, with these in-depth instructions, it will ensure you that you are setting up the party correctly while being able to fully participate!

Second, even if you avoid places where the murderer is identified, the mystery materials will give you clues, added information, etc. so we suggest you refrain from reading the mystery materials if desiring to play along.

There are only two places in the mystery materials that will tell you who the murderer is:

(1) In the solution. It will be separated into a different file AND flagged with a cover page to tell you not to read it.

(2) It is listed in that guest's secrets in their "B" materials. Since we cannot tell you which character to "not read," since that too would give it away, you will want to avoid reading the character's "B" information but your own.



Host Guide

Assigning the Characters

- **As host, you 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 you feel suits that particular character the best. They will be listed in this host's guide, along with a sheet that will help you assign the characters best to your guests.
- **Because this party is dependent on a minimum number of people showing up,** you may want to determine ahead of time which guests are attending before assigning characters.
- **An accurate guest count is important.** After your guests RSVP positive, you can purchase and send your guest their character sheet.
- **You can download an invite at:** <http://www.nightofmystery.com/invitations.php>
- **The killer will not know they are the murderer until after the murder has occurred at the party.**
- **The victim will not know they are the victim until they get to the party.** The victim will assume a different role, unlisted identity after the murder. Also listed in their first set of objectives is to, "fall down dead when the host advises via private chat."
- **The victim after "death":** The victim will assume a different, unlisted identity after the murder that is already included in their dossier.
- **Who can I eliminate without ruining the mystery?** Information included with mystery
- **As host, who should I be?** Information included with mystery



Host Guide

With 15-20 guests: 7-8 male characters, 5-6 female characters, 3-6 gender neutral characters.

With 10-15 guests: 5-7 male characters, 4-5 female characters, 1-3 gender neutral characters.

With 8-10 guests: 4-5 male characters, 4 female characters, 0-1 gender neutral character.

With 6-8 guests: 3-4 male characters, 3-4 female characters.

*** Not all characters will be included with smaller versions of the party.

Coconut Joe—Owner of Margaritaland. The owner of the resort and the man to talk to when anything goes wrong.

Coconut Jane—Wife to Coconut Joe. Jane is in charge of guest relations and will go to any extent to make sure that the guests remain happy and satisfied.

Bindy Barkeep—Bar Manager. With bar sales decreasing lately, Bindy is looking for someone to blame. Will Bindy be able to keep the bar in the black... and their job?

Jack Daniels — Bartender. Known as the Casanova of the pool bar, it is hard to say whether his philandering ways will get him promoted or in trouble.

Kylie Cocktail—Cocktail Waitress. A gold-digger at heart, her aspirations might be a little ambitious for even her to achieve.

Lifesavin' Sam—Lifeguard. Sam is supposed to be the safeguard of the resort, however, after his recent break-up with Kylie Cocktail, his actions have been doing more harm than good.

Cabana Bob—Cabana boy. Ambitious and driven, Bob will do anything to advance his career and his love life.

BJ Baggage—Bellhop. With hopes of promotion, this bellhop is willing to help out the guests and the staff for little price if it means advancement of their career.

Tatum Tatt—Tattoo Artist. An artist and true talent. Another talent that they have is one of observation and Tatum has seen more than they are leading on.

Thurston Howard III—Millionaire. A man of money and power, Thurston will let no one take what is his or make a fool of him.

Candy Cotton—Millionaire's girlfriend. As the vivacious and young girlfriend of Thurston Howard III, she will do anything to keep the adoration (and financial security) of her beau.

Lucky Numbers—Lottery winner. Lucky came here to celebrate his winnings and ended up falling in love with Izzie. Now, he doesn't know how to get something he can't buy.

Starr Bright—Movie star. Tired of the limelight and paparazzi, Starr is here to recuperate and rejuvenate far, far away from a daunting public.

Agent Hollywood—Hollywood agent. With Starr Bright's sudden rise to fame, this agent has had to work overtime to keep their client happy and Starr's career on the right track.

Sandy Beachbum—Professional surfer. A two-time world champ, has this pro hit it big and then decided to hit the beach. Was the surfing circuit too much for him to take?

Mo Manager—Sandy Beachbum's manager. Mo will do whatever it takes to make sure Sandy stays healthy and out of retirement.

Margie Mooner—Honeymooner. Proof positive that keeping a secret, any secret, from the one they love can be deadly.

Mike Mooner—Honeymooner. Desperately in love with his wife, Mike is determined to make this marriage work and will do anything to keep Margie true to him.

Izzie Islander—Island native. Raised on the island, Izzie is a natural beauty and has a way of capturing everyone's heart except the man she wants most, Jack Daniels.

Sgt. Lord—Police officer. As the island's top crime fighter, Sgt. Lord is here as a personal favor to Coconut Joe. Before the night is through, their sleuthing skills will turn up more than a few lost dollars.



Night of
Mystery

Host Guide

Stage One: The Guests Arrive

- Everyone “arrives” in the virtual chat room.
- Host gives general guidance on how to upload virtual background, use chat, etc.

Stage Two: Introduction

- Once everyone has arrived, instruct Coconut Joe to turn to the next page in their dossier and read the Introduction aloud.
- Following introduction, guests will turn to their next page in their dossiers and complete their objectives within the virtual conference room or private chat.

Stage Three: Murder and Investigation

- When guests start to settle down and you are sure the victim has private messaged you that they have completed all of their objectives, you can let them know that they can “die” via private chat.
- When you see the victim die, point it out and create chaos!!!
- After settling down, Sgt. Lord will then turn the next page in their character packet and read the investigation instructions, which will give instructions on how to proceed. ***If you have not assigned Sgt. Lord, the victim will now play Sgt. Lord instead of following the second half of their dossier. You will message Sgt. Lord’s character to the victim, and instruct the victim to open it to the Investigation Directions, and read from there.*
- Following the instructions, the rest of the guests will turn their pages, 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, and Sgt. Lord finishes their investigation, instruct the Sgt. Lord that they may now turn their next page and present the evidence.
- At the same time, you will share the evidence PDF with the whole group via the chat function (you will simply attach the evidence pdf).
- After everyone has had time to go over the evidence, the guests will fill out their accusation forms. If some of your guests have not printed out their materials, have them write their accusations on a piece of paper. ***If you are also voting on best dressed, you might want to have everyone stand up and show off their outfit before casting votes.*
- Once everyone has written down their guesses, have everyone share who they are accusing and why, BEFORE the solution is read.

Stage Five: The Solution

- Message Sgt. Lord and attach the solution pdf (via private chat) and have Sgt. Lord read it aloud to the guests.
- Present awards.



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Host Guide

Virtual Host Duties

Invite your guests and get an accurate guest count!

- You can use the downloadable invite provided by Night of Mystery.
- Order your materials from Night of Mystery!

Create a virtual meeting on a video conferencing site, such as Zoom.

Email your guests their part information:

- Their character packet PDF
- The information to be able to join your virtual meeting -- a link or a login and password.

Have your guests print out their character packet, preferably ahead of time.

- They will want to staple it together, then review the first four pages of their document, making sure not to read the rest of the packet. *There are clear instructions and dividers showing where to stop reading.*
- This dossier will have background information on the party scenario, their character and more!
- If your guests are unable to print out their character packet, they can also access the pdf on a device during the party.
- However, in this case, they will need two devices (one to access the pdf and one to access the party via the video conferencing site) at the time of the party.

At party time, you (the host) will want to have access to these files on your computer:

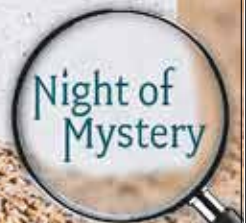
- Virtual Backgrounds to share with your guest
- Evidence PDF
- Solution PDF
- Each Award PDF
- These files are all included with your downloads, but you will share them with members of your group the night of the party via your room.

The night of the party, your guests will need:

- Ability to access your video conferencing room via a device (phone, computer, tablet, etc.).
- Their character packet
- *Ideally, this is already printed out, but could also be as a pdf on a device other than the device they are using to log into the party.*
- A pen or pencil, to write their final accusations and to take notes (if desired).

The host will also need:

- A copy of the host timeline and Zoom Room Directions (for reference) and the tally sheet to keep track of who guessed the correct murderer and the winners for best actor/actress (optional).



The Island Review

Headlines and Happenings Around Margaritaland • Friday, June 6

On the Island this week...

Our staff and our clientele are two of the factors that make Margaritaland the pleasurable paradise that it is. This week frequenting Margaritaland you will find:

Coconut Joe—Owner of Margaritaland. The owner of the resort and the man to talk to when anything goes wrong.

Coconut Jane—Wife to Coconut Joe. Jane is in charge of guest relations and will go to any extent to make sure that the guests remain happy and satisfied.

Bindy Barkeep—Bar Manager. With bar sales decreasing lately, Bindy is looking for someone to blame. Will Bindy be able to keep the bar in the black... and their job?

Jack Daniels — Bartender. Known as the Casanova of the pool bar, it is hard to say whether his philandering ways will get him promoted or in trouble.

Kylie Cocktail—Cocktail Waitress. A gold-digger at heart, her aspirations might be a little ambitious for even her to achieve.

Lifesavin' Sam—Lifeguard. Sam is supposed to be the safeguard of the resort, however, after his recent break-up with Kylie Cocktail, his actions have been doing more harm than good.

Cabana Bob—Cabana Boy. Ambitious and driven, Bob will do anything to advance his career and his love life.

BJ Baggage—Bellhop. With hopes of promotion, this bellhop is willing to help out the guests and the staff for little price if it means advancement of their career.

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Thurston Howard III—Millionaire. A man of money and power, Thurston will let no one take what is his or make a fool of him.

Candy Cotton—Millionaire's girlfriend. As the vivacious and young girlfriend of Thurston Howard III, she will do anything to keep the adoration (and financial security) of her beau.

Lucky Numbers—Lottery Winner. Lucky came here to celebrate his winnings and ended up falling in love with Izzie. Now, he doesn't know how to get something he can't buy.

Starr Bright—Movie star. Tired of the lime-light and paparazzi, Starr is here to recuperate and rejuvenate far, far away from a daunting public.

Agent Hollywood—Hollywood Agent. With Starr Bright's sudden rise to fame, this agent has had to work overtime to keep their client happy and Starr's career on the right track.

Sandy Beachbum—Professional Surfer. A two-time world champ, has this pro hit it big and then decided to hit the beach. Was the surfing circuit too much for Sandy to take?

Managing Mo—Sandy Beachbum's Manager. Mo will do whatever it takes to make sure Sandy stays healthy and out of retirement.

Margie Mooner—Honeymooner. Proof positive that keeping a secret, any secret, from the one they love can be deadly.

Mike Mooner—Honeymooner. Desperately in love with his wife, Mike is determined to make this marriage work and will do anything to keep Margie true to him.

Izzie Islander—Island girl. Raised on the island, Izzie is a natural beauty and has a way of capturing everyone's heart except the man she wants most, Jack Daniels.

Sgt. Lord—Police officer. As the island's top crime fighter, Sgt. Lord is here as a personal favor to Coconut Joe. Before the night is through, their sleuthing skills will turn up more than a few lost dollars.

When will Sandy hit the waves again?

After a 3-month hiatus from the professional surfing circuit, Sandy Beachbum, 2-time world champion surfer, continues to vacation at Margaritaland. Some speculate that the time away from his profession and the relaxing and indulgent lifestyle Sandy leads at Margaritaland has left him in no shape to physically compete while others state there are other factors to blame for his loss of physique.

With the new surfing season well on its way, there is pressure for Sandy to rejoin the circuit, but Sandy has yet to comment on when they plan to get back to work!

Star Almost Drowns!

After a close call with death, Hollywood actress, Starr Bright, appears fine while recovering at Margaritaland today. Around 5:45 p.m. yesterday, the actress fell unconscious into the pool after slipping and hitting her head on the pool deck. Luckily the bartender, Jack Daniels, witnessed the event while working and heroically jumped in to save the superstar's life. When asked about the incident, Agent Hollywood, Starr's rep, said, "I am happy that Starr has her health back, however, there are a number of factors that could have prevented such an incident." While there has been speculation about who is to blame for this event, no official charges have been made.

Just Wed!!!

*Congratulations to
Mike and Margie Mooner
who were recently married.*

*The couple had an intimate courthouse
ceremony in their hometown before traveling
to Margaritaland for their honeymoon.*



Murder in MARGARITLAND

Sample Character Description Taken From Another Mystery

Elizabeth the Elaborate

You are a vassal woman on the manor of Fernwood. Being a vassal, you were granted land by the lord and you have serfs and peasants work the land for you. In payment for the land granted to you, you give a percentage of your earnings to the king in taxes and provide security to the lord if the manor is ever in danger from invaders. You have raised your daughter, Maid Victoria, by yourself ever since your husband died in battle over ten years ago.

Until recently, you enjoy being part of the manor of Fernwood. Over the past year, the sheriff has started demanding higher taxes for the king. Previously, the sheriff had been collecting taxes at the rate of 10%, but now insists the king has raised the tax rate to 15%. You intend to talk to the king about the tax increase when he arrives on the manor. You suspect that King Kyle and Queen Genevieve will be visiting Fernwood for the jousting tournament which is being thrown in celebration of the noble marriage between Lord Taylor's son, Baron Bartholomew and Lady Diana of Dunnsberry.

Among other things, you hope to talk to Lord Taylor about your daughter's future. You have heard that he has intentions of arranging a marriage between your daughter, Maid Victoria, and Sir Rufus. Sir Rufus is a knight that is relatively new to the manor, but you do not trust what you hear and know of him. The less fortunate peasants have said that he is terrorizing them when they cannot pay the higher taxes that the sheriff is now collecting. What a horrible man!

You do not want to dishonor your lord by questioning his rule, but you do not want your daughter to have to marry a man who terrorizes peasants in the name of the king. You are apprehensive because speaking out against Sir Rufus may jeopardize your own safety. You will have to quickly find another reason to tell Lord Taylor that you do not wish Victoria to be married to Sir Rufus, the tournament and celebration is almost here!

Acting and Dressing Your Part: You are a vassal woman who speaks her mind to others. You are not a noble, but you are one of the more wealthier families in the manor. You have nicer clothes (brightly colored dresses made of expensive fabrics like silk and velvet) and some jewels.



Night of
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Sample Objectives Sheet For Beginning of Party Taken From Another Mystery

A Knight of Murder

Elizabeth the Elaborate



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!

- Let Lord Taylor know that you are not happy with the arranged marriage between your daughter, Maid Victoria and Sir Rufus.
- Tell your daughter, Maid Victoria, that you will see to it that she is not made to marry out of love.
- If Sherilyn, the sheriff's wife, is here, ask her if she knows of the dastardly deeds that her husband and Sir Rufus are doing (terrorizing the peasants).
- If King Kyle is here, ask him why he decided to raise taxes.

A circular logo with a magnifying glass effect. The text "Night of Mystery" is written in a stylized font inside the circle. The magnifying glass handle is visible at the bottom right.

Night of
Mystery

Sample Objectives Sheet For After The Murder Taken From Another Mystery

A Knight of Murder

Elizabeth the Elaborate



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 declared that your daughter, Maid Victoria, is to marry Sir Rufus.
- Sir Rufus was helping the sheriff terrorize the peasants and vassals who have had trouble paying the higher taxes.

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!

- Tell your daughter, Maid Victoria, that everything is going according to your plan.
- Ask your Lord Taylor if you may choose a suitor for your daughter.
- Tell the sheriff that you are going to tell King Kyle & Lady Genevieve his dirty secret (about extorting money from the peasants) unless he can “convince” you not to reveal his scheme.

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Night of
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Murder in MARGARITLAND

Sample Piece of Evidence
Taken From Another Mystery

EXHIBIT A

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

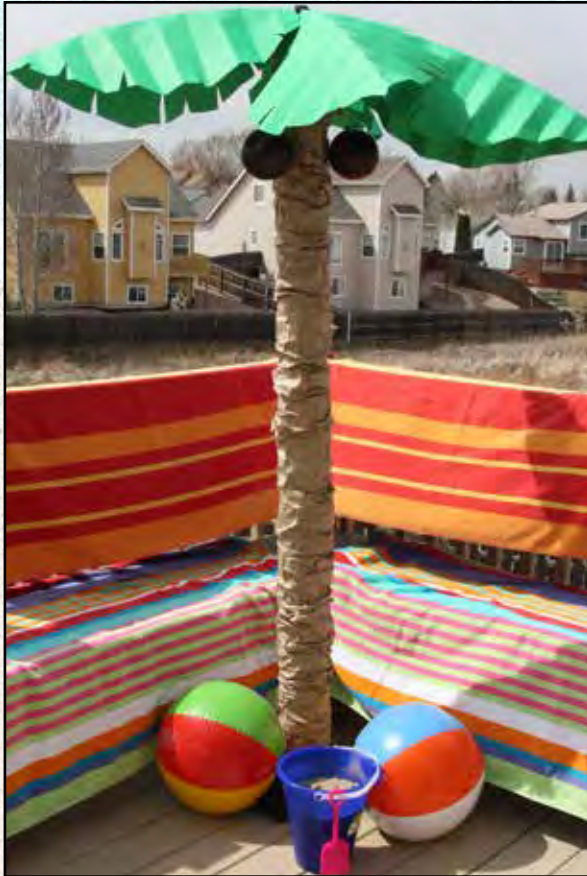
Notes: **Found to be the cause of death.**



Night of
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All The Extras

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



- Invitation in a Bottle • How to Make a Palm Tree, Tiki Hut, Tiki Bar Sign & Banners • Resort Signs • Directional Signs • Menu & Drink Menu •
- Food Table Tents • Killer Chillers • Margarita Glass Charms • Margarita & Palm Tree Cakes • Temporary Tattoos • And More •

Murder in MARGARITALAND

More Party Planning Resources

Night of Mystery does our best to provide you with everything you need to create a unique and creative mystery party - including giving you plenty of party planning resources and ideas for each mystery theme we offer! **Check out any/all of the resources below!!!**

MurderInMargaritaland.com

Simply type in MurderInMargaritaland.com and it will take you to the "Party Tips" section of Night of Mystery dedicated to giving you the best ideas for decoration, costumes, hosting tips, etc. for THIS MYSTERY!!! Be sure to explore the "Hosting Tips" section of this was well!

"All The Extras" supplement

Check out the supplement that is filled with designs, posters, ideas, etc. (see page above)

Our Pinterest page

Get ideas and how-tos on theme-centric decorations, food, etc. Be sure to "Follow Us" to get the latest and greatest pins that we add to the boards!

<http://www.pinterest.com/nightofmystery/murder-in-margaritaland>

Flickr albums

Check out pictures from other host and hostesses from your mystery theme! See how much fun others had throwing this theme and get ideas for your own mystery party. You can view the album at: www.nightofmystery.com/photos-MIM/

Visit us on Facebook

<https://www.facebook.com/nightofmystery/>

Get a coupon and a chance to win a FREE Party!

Once your party is thrown, please let us know how your party went by emailing the details and pictures to nompartyofthemonth@gmail.com! We will email you a \$5 coupon for submitting your comments and/or pictures about your party. In addition to the coupon, party pictures and comments may be highlighted on social media and/or the blog. Each month we will select one posting to be featured in our "Party of the Month" blog and that customer will receive a \$65 gift certificate towards the purchase of a future party!



Murder in MARGARITLAND

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

The complete party pdf includes:

- **A Host Guide**— A complete how-to of throwing your party which includes directions on assigning characters, directing the party, what to expect, general guidelines for using the party in a video conferencing site, and preparing for your virtual party.
- **Designed Invitations**— that you can customize with the details of your party.
- **Virtual Backgrounds**— Included are a number of images you can set on your screen to help set the moos for your party!
- **A Schedule of the Night**— A step-by-step breakdown of how the night will go. (Included in the host's guide.)
- **Individualized Character Dossiers for Each Character**—these are complete with all of the background information your guests will need to start the night, as well objectives for each character to achieve at each stage of the game.
- **An Introduction**— to be read to the guests upon arrival (included in one of the character's dossier).
- **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 the what and why the murder happened including who the murderer is.
- **"Who Durnit" 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.

All of our parties come in the form of a professionally designed pdf that you can download immediately after completing your order by logging into your account. 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 having our games online as instant downloads, we are able to satisfy even the most urgent need for a party.

Please log onto: **nightofmystery.com** to purchase your package today.

