

INTRO FILE

# HAPPILY NEVER AFTER



Night of  
Mystery



# HAPPILY NEVER AFTER

## AN ENCHANTED EVENING FILLED WITH YOUR FAVORITE FAIRY TALE FEMMES

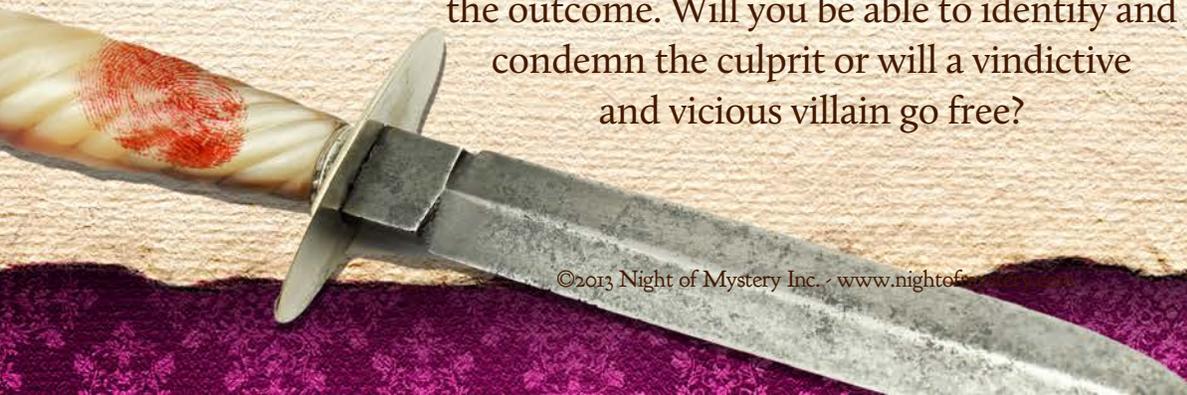
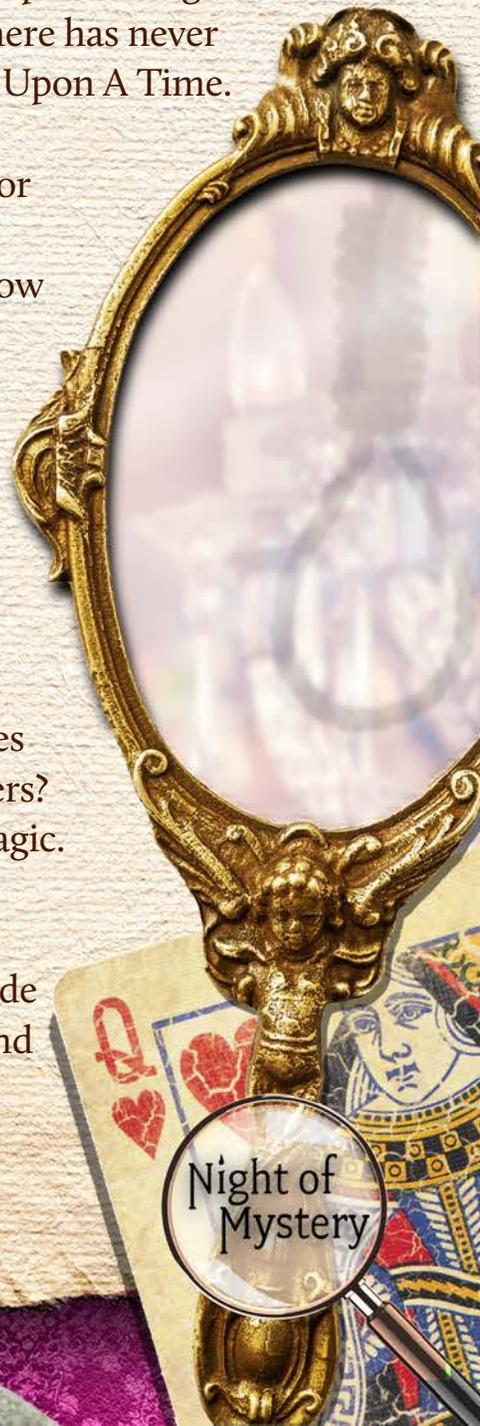
With Sleeping Beauty awake from her slumber, the evil queen's reign turned righteous and a royal wedding in the midst – there has never been a better time to celebrate in the kingdom of Once Upon A Time.

As the Fairest Of Them All Ball approaches – a gala to honor Snow White – each attendant knows their place in the kingdom will, almost certainly, forever change depending on how the night proceeds.

An evening full of accusations, promises, spells and magic awaits you and the other characters...all of which contributes to understanding the tragic fate of one of our most beloved characters.

Will the murderer turn out to be the mysterious maiden who lost her true love? The sinister stepsister who has more foes than friends? A pouting princess unwilling to give up what is hers? Or possibly, a fairy who fearlessly battles the powers of dark magic.

As the night proceeds, stories will unfold and overlap, leading to a final chapter in which you will decide the outcome. Will you be able to identify and condemn the culprit or will a vindictive and vicious villain go free?



# HOST GUIDE

## THANK YOU FOR CHOOSING HAPPILY NEVER AFTER

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. Happily Never After 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.

### CHOOSING THE RIGHT VERSION

**Versions available:** 8-12 guests, 10-15 guests, 15-20 guests, 20+ guests.

**Gender Counts:**

**For 20-80 guests:** 20+ females

**For 15-20 guests:** 15-20 females

**For 10-15 guests:** 10-15 females

**For 8-12 guests:** 8-12 females

**Can I upgrade or downgrade between versions after purchase?** Unfortunately, you cannot. With the exception of moving from the 15-20 guest version to the 20+ version, upgrading between mysteries is not an option, which is why we encourage getting an accurate guest count before purchasing.

**How do I get an accurate guest count?** It is recommended that you send out the general invite with an RSVP date of two weeks before the party. After your guests RSVP positive, you can send them their character sheet and other party information.

**You can download an invite at:** <http://www.nightofmystery.com/invitations>

**Is this mystery suitable for youths and/or church groups?** No. Our site offers "clean" versions of a few other mysteries on our site: [www.nightofmystery.com](http://www.nightofmystery.com). Please refer to those when hosting a party for a more conservative crowd.



# 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.
- **Is there a set character list?** Yes. You will not be able to pick and choose which characters are included with your mystery. This intro file has the guests listed for the 15-20 guest version. If you are curious about specifically which characters will be included with your purchase, you can email [support@nightofmystery.com](mailto:support@nightofmystery.com) to inquire about that information ahead of purchase.
- **WHO CAN I ELIMINATE WITHOUT RUINING THE MYSTERY?** Information in mystery purchase.
- **Because this party is dependent on a minimum number of people showing up,** you need to determine ahead of time which guests are attending before assigning characters.
- **An accurate guest count is important.** It is recommended that you send out the general invite with an RSVP date of two weeks before the party. After your guests RSVP positive, you can send them their character sheet and other party information.
- **You can download an invite at:** <http://www.nightofmystery.com/invitations>
- **After purchase, you will not be able to “upgrade” or “downgrade” your party to the next level, so an accurate guest count is imperative.** \*\*There is an upgrade when moving from the 15-20 guests version to the 20+ guest version for purchase on the site, but the 15-20 guest version is the only version where the upgrade works.
- **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. Also listed in their first set of objectives is to, “fall down dead when the lights go off.”
- **The victim after “death”:** 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. *\*If Harley Armstrong is not assigned, the victim will assume this role after they have “died.”*
- **As host, who should I be?** Information in mystery purchase.
- **Different versions for this mystery:** We only have an Adult Female, Clean Female, Female Teen, Clean, Female, Non-Murder.



# HOST GUIDE

**CONTESSA—EVIL QUEEN.** Determined to prove to Snow and the entire kingdom that she has changed her wicked ways, this member of the royal family will do anything to establish her benevolence.

**IMELDA—CINDERELLA'S STEPSISTER.** As Contessa's assistant, Imelda will do anything to demonstrate her devotion to the queen ... and possibly win the crown in the pursuit.

**SNOW—SNOW WHITE.** Distraught over the missing dwarves, Snow's only source of comfort is Contessa. It seems that even some of Snow's closest friends have turned against her.

**ALICE—FROM WONDERLAND.** Once Snow's closest confidant, lately Alice's attention has been focused on other matters. Curiosity once killed the cat, let's hope the same fate does not ring true for Alice.

**CINDERELLA—LEGACY PRINCESS.** Cinderella has all the right qualities to be the next queen...or so it appears.

**BRIAR ROSE—SLEEPING BEAUTY.** Awake from her extended slumber, this princess is determined to one day rule the kingdom. With 15 years of recent rest, Briar Rose has some serious catching up to do, and she is not wasting a second!

**TRINITY—BRIAR ROSE'S FAIRY GODMOTHER.** Distraught over her past maternal mistakes, Trinity will do anything she can to make all of Briar Rose's wishes come true!

**EZRA—CINDERELLA'S STEPSISTER.** As Briar Rose's attendant, Ezra is determined to use Briar Rose's popularity to make all of her desires come true.

**ARIEL—THE LITTLE MERMAID.** A social outcast in the kingdom, Ariel has struggled to fit in. Since becoming the kingdom's wedding planner, will Ariel be satisfied with this subservient role or use it to procure a more desirable one?

**RUBY—LITTLE RED RIDING HOOD.** While away tending to her ailing grandmother, Prince Philip (Ruby's beau) proposed to a princess. Hurt and confused, this maiden is relentless and will not let her true love escape.

**JASMINE—PRINCESS.** As the kingdom's matchmaker, Jasmine has been known to both help and hurt relationships among the couples she pairs. Cinderella's being the most recent.

**LILY—FROG PRINCESS.** A victim of a broken heart, Lily's relationship may not be fixable. However, this doesn't mean that she isn't willing to take down those responsible for her sadness.

**TINKERBELL—FAIRY.** A hopeless romantic, Tinkerbell will stop at nothing to make sure that true love wins out over dark magic at any cost!

**RAPUNZEL—PRINCESS.** Locked away in a tower for years, there are few things Rapunzel will die for... however, preservation of her tower is one of them!

**CUDDLES —BABY BEAR.** After having spent her whole life searching for justice, Cuddles is ready to prosecute Goldy fully for her crimes. With Briar Rose and Bo Peep slated to testify, there is nothing to stop Goldy from going to jail!

**BO PEEP—SHEPHERDESS.** Another lost sheep has Bo Peep's job on the line. If Bo can find a scapegoat, she may just get off scott free!

**GOLDY—GOLDILOCKS.** Under fire from her peers, Goldy may have to retreat to her old ways to get herself out of a bind once again!

**GRETAL—WOODCUTTER'S DAUGHTER.** Overjoyed that Briar Rose has awoken, Gretal cannot wait to have her name cleared from the deadly homicide charges that have plagued her since childhood.

**MUFFY—LITTLE MISS MUFFET.** With a budding tuffet factory to attend to, Muffy's priorities lie in maximizing profit and pleasing her associates.

**MATILDA—QUEEN OF HEARTS.** This ruthless ruler has no jurisdiction in the land of Once Upon A Time, but may be called in to get some answers if something goes awry.



# HOST GUIDE

## SOME FREQUENTLY ASKED QUESTIONS:

**Can I run this as a first-time host?** First-time hosts need not be wary. Night of Mystery parties have everything you need to throw a successful party and are designed to be easy-to-run.

**Can I play along without knowing who the victim and/or murderer are?** OF COURSE! Unlike some other mystery parties, we have designed our materials so that the hosts can play along! As host, you will read the host's guide in full to ensure that you are setting the game up correctly WITHOUT letting you know who the murderer is! If you wish to know the murderer, you can simply read the solution.

**Will a murder happen AT the party?** *YES again!* We found this adds to the excitement, intrigue, and fun of the party! It's another reason why we are a stickler for "no spoilers on social media" – we can't have pictures of the victims for fear of ruining the intrigue for others!

**How can I pick the "right" party theme?** We always recommend you pick the theme that you are most passionate about hosting and/or you believe your guests will be most excited about coming to! We do our best to accommodate multiple sizes within each party theme to accommodate that.

- If having specific gendered roles is important to you, please see the gender counts for the version you plan on ordering.
- Additionally, if you are worried about a mystery being too racy, please see our clean versions.
- If specific characters within a mystery are important to you, reach out to [support@nightofmystery.com](mailto:support@nightofmystery.com) and we can let you know (specifically) which characters are included with the version you are considering.

**Can I run this with my business and/or group organization?** With a business license, you can run these mystery parties with your organized group and/or business. Please see our [FAQ](#) for more information on business licenses.

**Do you come and run the party?** We do not. Our services are in providing YOU with everything you need to throw your party in your own home or venue. IF you have a desire for someone else to run your party, please see our resources page for party planners who have purchased our business license and are licensed to run our parties in your area.

**A Note about Social Media:** While we LOVE to see your fun parties – and often highlight and cross-promote those who tag us – we can't have anyone posting pictures of spoilers! This includes, but is not limited to, pictures, videos, or mentions of the victim, murderer, and/or pertinent clues in the game. Since spoiler posts create a calculated loss of business, you can be liable to pay the calculated loss of sales upon discovery of the violation. So keep it fun, crazy, and show us your best spoiler-free content!!! **And don't forget to tag us after! #nightofmystery**

**How does this work?** All of our parties come as 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 can download your party (including optional emailable invitations for your guests) for 120 days.



# HOST GUIDE

## HOSTING TIPS

- Included with mystery purchase.

## MAKING THE INVITATIONS

Before the party, each guest must receive three things: (1) the invitation, (2) the scrolled guest list, (3) The Royal Times, and (4) their character description. *Instructions on how to do so included with the mystery.*

## STAGE ONE - THE GUESTS ARRIVE

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

## STAGE TWO - INTRODUCTION

- Once everyone has arrived, hand Contessa the Introduction and have her read it aloud.
- 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 AND INVESTIGATION

- When guests start to settle down and you are sure the victim has completed all of their objectives, arrange for the lights to go off. *\*The victim is instructed in their starting objectives to "discreetly let the host know when they have completed their objectives."*
- When the lights come back on, the victim will have fallen down "dead."
- After the victim has "died," hand Matilda masking tape or chalk, so that they can outline the position of the body on the floor or ground. *\*If Matilda is not assigned to anyone, then you can outline the body. The victim will then play the role of Matilda for the second half of the party.*
- Hand Matilda the "investigation envelope" and have them read the instructions aloud to the guests.
- Hand the guests 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, and Matilda finishes their investigation, hand Matilda the evidence envelope and have them present the evidence 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 accusation sheets and ask everyone to complete them and hand them back to you during this time.

## STAGE FIVE - THE SOLUTION

- After all of the accusation sheets are handed in, use the tally sheet to calculate the winners.
- Have Matilda read the solution aloud to the guests.
- Award the certificates to the winners!



# Royal Times

Keeping You Current

OTR

On Kingdom News

## FAIREST OF THEM ALL BALL APPROACHING!



To celebrate her love for her daughter, Contessa is throwing the first annual "Fairest Of Them All" Ball in honor of Snow White. After rekindling their distressed relationship, both Contessa and Snow have moved beyond their past troubles to re-establish their loving and intimate mother-daughter relationship. This, and other recent, joyous kingdom events, are reason to celebrate!



### SLEEPING BEAUTY AWOKEN

Briar Rose is now awake! Despite the outlawing of mistaffs and spindles in the kingdom, Briar Rose (also known as Sleeping Beauty) fell victim to a spindle prick 15 years ago. Since then Briar Rose has laid lifeless in the forest, until recently awoken by the kiss of a stranger! After dismissing the prince who awoke her, Briar Rose has made her way back to the kingdom of Once Upon A Time and has sought out new friendships and a new love – Prince Philip. Nuptials for the happy couple are slated for later this month.

### DISTRAUGHT OVER DWARVES

After they departed unexpectedly in the middle of the night recently, Snow White is very upset over the dwarves' exodus from the kingdom. Snow believes her reunion with her mother, Contessa, may have alienated the dwarves and made them feel as though she was picking her mother over their companionship – when in fact she was not! Saddened that the dwarves would feel this way, Snow is undecided if she will seek the dwarves out and ask them to come home or not. "My daughter needs time to grieve and heal," Contessa told the reporters. "Please give Snow her space."

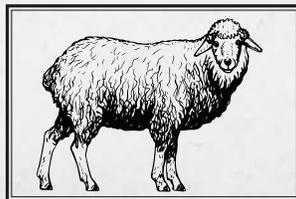
### COLD CASES SOLVED

With the awakening of Briar Rose, Cuddles (the kingdom's prosecutor) received the long-awaited break that she needed. As a child, Briar Rose witnessed two crimes but fell into her slumber before she was able to talk with investigators. Among those crimes, Briar Rose will confirm that she witnessed Goldy as the intruder in the Bear Family home invasion. Additionally, Briar Rose will attest that Gretal was acting in self-defense when she pushed the witch into the oven, killing her. Until now, Gretal has never had a witness to corroborate her self-defense plea (Hansel was locked in a cage at the time). Hansel has said he is overjoyed his sister will no longer spend her life in jail, which was the case if Briar Rose had not come forward.

### PROHIBITION OF DARK MAGIC

While never condoned, Contessa took the discouragement of dark magic one step further by outlawing any and all forms of dark magic in the kingdom. Speculative sources say that Contessa took this measure to prove that she has truly changed her wicked ways and wishes to rule benevolently.

### LOST SHEEP!



*Last seen grazing in the  
kingdom pasture.*

### HELP WANTED

.....  
Job qualifications: diligent, persistent, able to keep company secrets, work for minimum (or below) wages.

*Please submit applications to Little Miss Muffet.*

# Hear Ye! Hear Ye!

You are formally invited to attend The Fairest of Them All Ball being thrown at the castle in the kingdom of Once Upon A Time. Those expected to be in attendance include:

**CONTESSA—EVIL QUEEN.** Determined to prove to Snow and the entire kingdom that she has changed her wicked ways, this member of the royal family will do anything to establish her benevolence.

**IMELDA—CINDERELLA'S STEPSISTER.** As Contessa's assistant, Imelda will do anything to demonstrate her devotion to the queen ... and possibly win the crown in the pursuit.

**SNOW—SNOW WHITE.** Distraught over the missing dwarves, Snow's only source of comfort is Contessa. It seems that even some of Snow's closest friends have turned against her.

**ALICE—FROM WONDERLAND.** Once Snow's closest confidant, lately Alice's attention has been focused on other matters. Curiosity once killed the cat, let's hope the same fate does not ring true for Alice.

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# HAPPILY NEVER AFTER



## Sample Character

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 it's 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](http://www.nightofmystery.com)*

# HAPPILY NEVER AFTER



## Sample Objectives

From another mystery



### OBJECTIVES

## Banker Bob

### Objectives At The Start Of The Party

- 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 XXXX 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.

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# HAPPILY NEVER AFTER



## Sample Objectives

From another mystery



### OBJECTIVES

#### Banker Bob

##### Things You Know:

- 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 XXXX handing XXXXX money. For what reason, you are not sure.
- Earlier tonight, you witnessed XXXXX, talking to XXXXXXX.

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### OBJECTIVES

#### Banker Bob

##### Objectives After The Murder:

- Find the murderer while maintaining your innocence.
- Ask XXXX how much money the killer is paying him to keep his mouth shut. (XXXXX is known to take bribes.)
- Accuse XXXXX of bribing XXXXXXX so he will not be found guilty of murder. If XXXXX denies it, find out the real reason he is bribing XXXXX.
- If asked, admit the saloon will go to XXXXXXX if XXXXX is found guilty of murder and put in jail.
- If anyone has information on XXXXX, find out what they know. You may have to pay them to get their information.
- Defend XXXX publicly, but question her privately on her ties to XXXXXXX.
- If XXXX threatens to XXXXXXX, question where she will get the XXXXXXX.

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# HAPPILY NEVER AFTER



## Sample Evidence

From another mystery

### EXHIBIT F

Description: **Picture turned over by XXXXXX.**

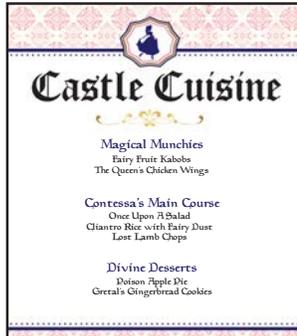
Notes: **Picture taken of XXXXX earlier tonight.**



# HOST GUIDE

## ALL THE EXTRAS

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



# HOST GUIDE

## 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!!!**

**HAPPILY-NEVER-AFTER.COM** Simply type in Happily-Never-After.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.

### 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/once-upon-a-murder/>

### 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. <http://www.nightofmystery.com/photos-HNA>

**VISIT US ON FACEBOOK** <https://www.facebook.com/nightofmystery/>

### FOLLOW US ON INSTAGRAM! SEE LOADS OF PARTY PICTS!

<https://www.instagram.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 [nompartyofthemoth@gmail.com](mailto:nompartyofthemoth@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!



# HAPPILY NEVER AFTER



## This has been just a sampling The complete package includes:

- Host Guide**— A complete how-to of throwing your party which includes directions on preparing the invitations, assigning characters and preparing for the party.
- Schedule of the Night**— A step-by-step breakdown of how the night will go.
- Introduction**— to be read to the guests upon arrival.
- Designed Invitations**— that you can customize with the details of your party.
- Digital Invitations**— that you can customize with the details of your party. *Available on site.*
- Scrolled Character List & Royal Times**— to be sent with the invitations, it includes background information on the happenings surrounding the party and the guests coming to the 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 to be distributed and presented during the second half of the night.
- Solution**— a detailed description of who the murderer is, why the murder happened, and the clues that led to the outcome.
- “Who Dunit” Cards**— for guests to guess the murderer, and vote for best costume and best actor.
- Award Certificates**— for best costume, best actor, most money, and super sleuths.
- Party Extras!!!**— Printable designs to help you make authentic and original decorations to enhance your party! (See previous pages for more information.) Coming soon!

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