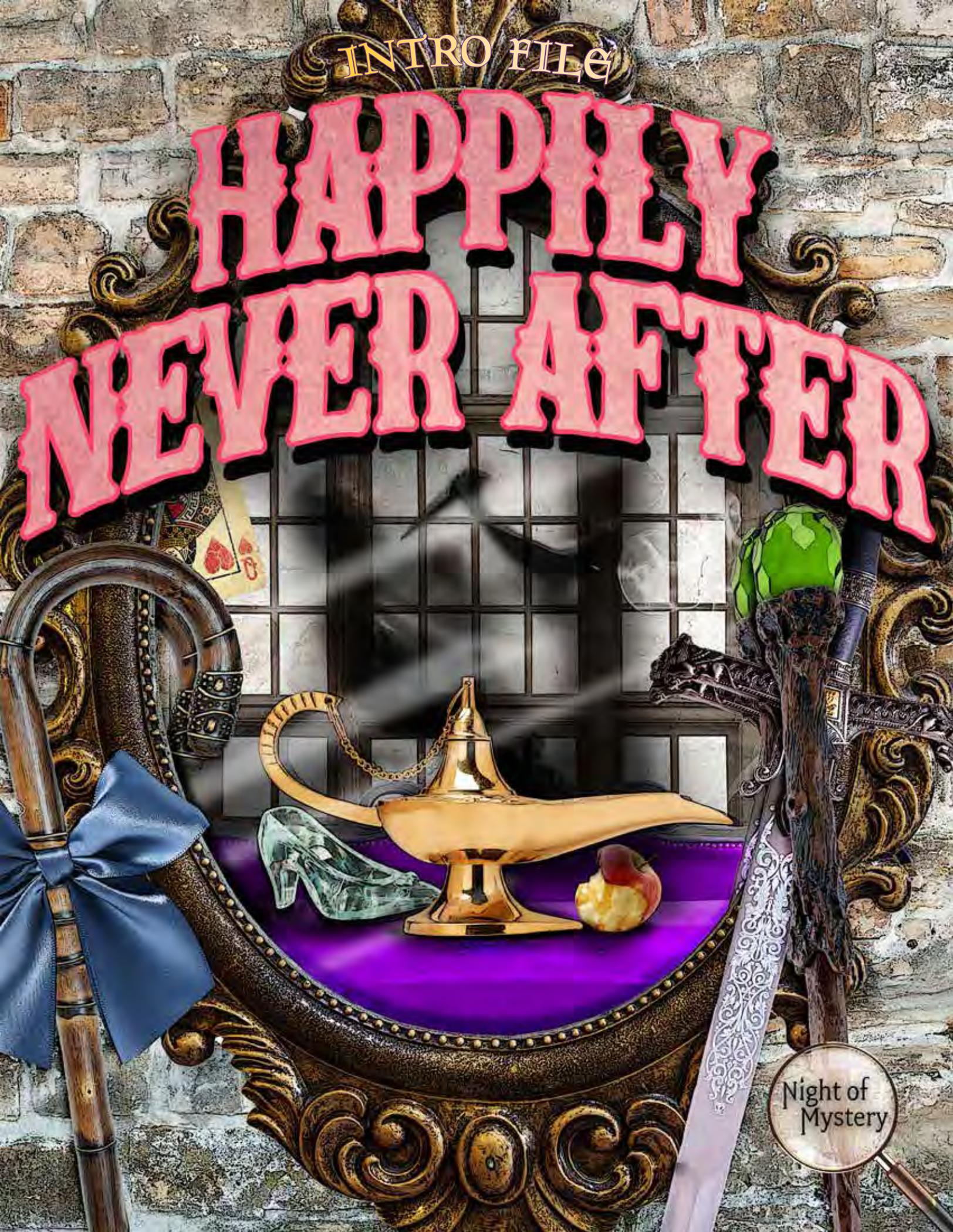


INTRO FILE

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?

Night of
Mystery

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.

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. The name itself is not highlighted, rather usually listed within the text and amongst a lot of other text so there is little chance of "accidentally" seeing it when you are printing it off. If you still do not trust yourself, have someone else print it out and put it in the solution envelope.

(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. Again, it is not highlighted or bolded, but if you do not trust yourself, you may want to have someone else stuff the envelopes.



HOST GUIDE

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.
- **WHICH CHARACTERS CAN I PLAY WITHOUT AND NOT RUIN THE MYSTERY?** Included with mystery.
- **Because this party is dependent on a minimum number of people showing up,** it is important to get an accurate guest count before ordering and/or assigning characters.
 - 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.
- **You can download an invite at:** <http://www.nightofmystery.com/invitations>
- **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 Matilda is not assigned, the victim will assume this role after they have “died.”
- **If you have eliminated the investigator for your party, then the victim will play the role of Matilda for the second half of the party.** Following the “death,” the victim will get up and the host can then explain that there will be an investigator for the second half (which will be the victim). The victim/investigator will then read the “investigation directions” to the crowd. You will have prepared the investigator’s “b envelope,” so the guest will know what to do next and how to proceed. Since the investigator’s main role is based after the murder, it is ok if the investigator is eliminated from the first half of the party and only plays the second half. Additionally, the victim does not know who killed them or why, so the victim can assume the role of the investigator for the second half.
- **As host, who should I be?** Included with mystery.



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!

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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

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.

THE PRINT OPTION

THE INVITATION

- First input your party details into the invite page.
- Print out the number of invites that you need, double-sided, onto 8.5" x 11" paper. Fold each invite in half.
- Invite should fit nicely into an invitation sized envelope (4 3/8" x 5 3/4").

THE SCROLLED GUEST LIST

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

THE ROYAL TIMES

- This will provide more background information on the party setting for your guests.

CHARACTER DESCRIPTION

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

**** Print Invite, Scrolled Guest List, Royal Times, and Character Descriptions will be found in the Mystery Materials Document.**

THE DOWNLOAD AND EMAIL OPTION

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

**** Downloadable invites with the Scrolled Guest List, Royal Times, and Character Descriptions will be available in your account after purchase.**



HOST GUIDE

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

OUT

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."

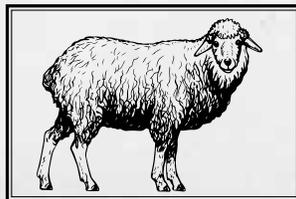
COLD CASES SOLVED

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.

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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 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*



HAPPILY NEVER AFTER



Sample Objectives Sheet For Beginning of Party (taken 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 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 Barb Cassidy (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 Sheet For After The Murder (taken 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 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 Barb Cassidy (an outlaw).

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OBJECTIVES

Banker Bob

Objectives After The Murder:

- 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.
- Ask Sheriff Sam how much money the killer is paying him to keep his mouth shut. (Sam is known to take bribes.) Demand to know what evidence he has uncovered from his investigation into the bank robbery.
- 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 Barb Cassidy.
- If Banker Bonnie threatens to leave you, question where she will get the funds to live.
- Confront Barb Cassidy on why she is in town, and what she knows about the other outlaws at the party.

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HAPPILY NEVER AFTER



Sample Evidence
(taken from another mystery)

EXHIBIT A

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

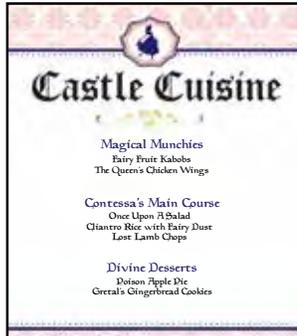
Notes: Found to be the cause of death.



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! 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 of what
you will receive when you purchase

HAPPILY NEVER AFTER

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.
- **Scrolled Character List & Royal Times**—to be sent with the invitations, it includes background information on the other guests that will be at the party.
- **Character Sheets**— full descriptions of the characters, including costuming and acting tips.
- **Character Objective Sheets** —includes objectives for each character to try to achieve at each stage of the game.
- **Name Tags**
- **Fake Money**— to be distributed to guests and used in the party for scheming and bribery.
- **Evidence** — more clues that will be presented towards the end of the night. This evidence will help your guests solve the mystery and find the murderer.
- **Solution**— a detailed description of the what and why the murder happened including WHO is the murderer.
- **“Who Dunit” 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. **Included are:** how to make a scrolled invite, how to make a castle wall, templates for menus, designed signs for you to print and more!)

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

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