

Lights! CAMERA! MURDER!



Night of
Mystery

Intro File



Thank you for choosing Lights! Camera! Murder!

We are confident that you will find this comprehensive packet to provide everything that you will want and need to run your very own murder mystery party—one that will have your guests talking about it for weeks, if not longer.

This murder mystery experience is designed to be easy to run and fun to play for all the guests involved. The game is played with all of your guests having active roles in the game and each guest having objectives to complete. These objectives keep the party from being pre-scripted and allow your guests to draw their own conclusions as to the motives and the identity of the murderer. This format also allows for great mingling amongst your guests and insures that all of your guests feel included. Before the night is through, each guest will have discovered that they have a motive for killing the victim and be inclined to protect their innocence as well as seek out the murderer. To add to the experience and suspense of the night, the murder happens during the party, not before, as in some other murder mystery games. The victim is also allowed to play along after they ‘die’, since they have no clue who murdered them. Lights! Camera! Murder! is certain to be a hit with all of your guests.

The following pages contain a simple list of things you need to do as host in order to have the party run smoothly. Once the party is going, it is up to the guests to make the most of it—something you will be surprised at how well they do.

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.





Assigning the Characters

Guest totals:

For 20-80 guests: At least 6 males, 9 females and 5 gender-neutral

For 15-20 guests: 6 males, 6-9 females and 3-5 gender-neutral

For 10-15 guests: 5-6 males, 4-7 females and 1-2 gender-neutral

For 8-12 guests: 4-5 males, 3-5 females and 1-2 gender-neutral

- **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?** Information included with purchase.
- **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 M.C. Award 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 M.C. Award 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?** Information included with purchase.
- **Ideas for assigning couples:** Information included with purchase.





Not all characters are included if purchasing a smaller version.

All-female version has similar roles, but all are female.

Vanity Affair—Millionaire. While Vanity's wealth can't buy them starpower, it can fund the most elaborate post-Oscar bash around. As the center of attention for the party, they will not let anyone steal the show.

Dana Darling—Hollywood diva. As a matriarch on the Hollywood scene, her award filled career does not include an Academy Award, even after 15 nominations. Will this be the year she changes that?

Angel Wood—Actress. This talented actress will do anything to get what she wants—whether it is an award, a leading role in a movie or the affection of a handsome actor.

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

Jada Broken—Actress. A top-notch actress who often gets second-rate treatment, Jada's marriage was disrupted by Angel Wood and now her acting career may be as well.

Barbie Doll—Pop star and aspiring actress. Barbie's looks and her agent have gotten this aspiring actress far in life, but can they take her any further in Hollywood?

Natasha Gibson—Young actress. A favorite with the teen crowds, this young adult is serious about pursuing mature acting roles...that is if nothing comes in her way.

Lola Talent—Latin diva. Best known for her singing career, Lola extended her celebrity career to include acting, perfumes and a clothing line. Now, with her husband aspiring to gain the same recognition, she is 100% behind him... or is she?

Mario Talent—Aspiring actor. As the husband of a diva, Mario has always done as he was told. Now that Mario is looking out for himself, his intentions may change.

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

Bobby Calling—Casting director. Frustrated by Hobart's demands, Bobby is looking to cast the upcoming film, *A Fallen Angel*, as they see fit.

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

Princess Pop—Pop star. With Princess' career on the verge of destruction, she is looking to reconstruct it any way she can.

Brady Comeback—Pop star. With a reunion tour set to take place, this star is on the cusp of a comeback... or the last chapter of his career.

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

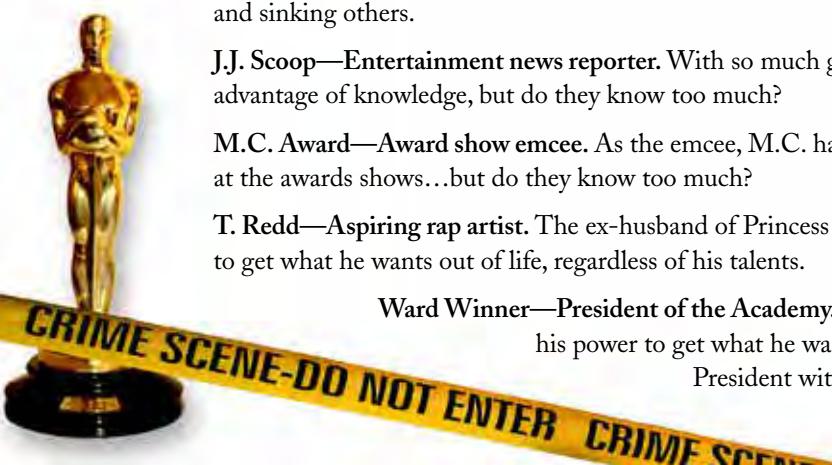
Avery Scout—Talent representative. The "yes" person of Hollywood, Avery is responsible for launching some careers and sinking others.

J.J. Scoop—Entertainment news reporter. With so much gossip swirling around the award show, J.J. may have the advantage of knowledge, but do they know too much?

M.C. Award—Award show emcee. As the emcee, M.C. has been privy to private, behind-the-scenes information at the awards shows...but do they know too much?

T. Redd—Aspiring rap artist. The ex-husband of Princess Pop, T. Redd knows how to use his connections to get what he wants out of life, regardless of his talents.

Ward Winner—President of the Academy. The man behind the awards, Ward can use his power to get what he wants and he intends to finish his final year as President with a bang!





Hosting Tips

- Information included with purchase.

Making the Invitations

Before the party, each guest must receive three things: (1) the invitation, (2) Page Six 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, double-sided the number of invites that you need. Fold each invite in half.
- Invite should fit nicely into an A9 invitation envelope (5 3/4" x 8 3/4").

PAGE SIX

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

CHARACTER DESCRIPTION

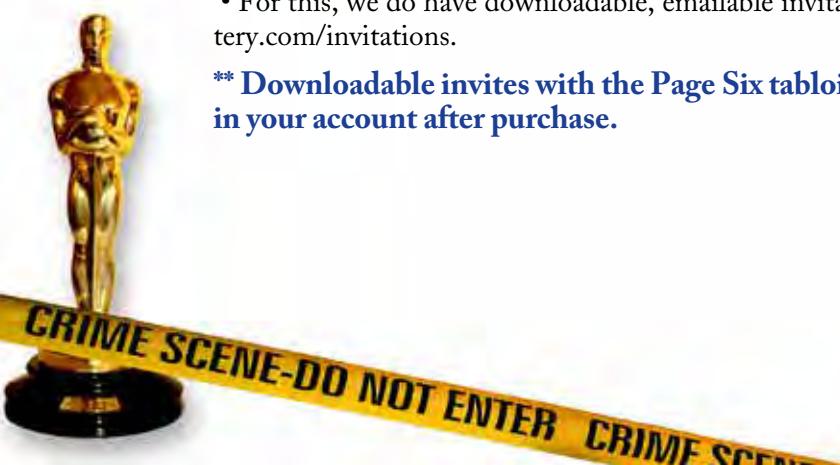
- You need to assign each guest a character to play at the party. (See the previous sections.)

**** Print Invite, Page Six, and Character Descriptions will be found in the Mystery Materials Document.**

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: <http://www.nightofmystery.com/invitations>.

**** Downloadable invites with the Page Six tabloid, and Character Descriptions will be available in your account after purchase.**





Preparing the Materials for the Party

- It is best to view and print all of your materials from Adobe Reader, a free application. Be sure you do not use a Preview Application to print or view materials.
- For the name tag and label pages (optional), they are best printed on adhesive label paper. *Name tag and label pages are compatible with Avery labels 15163, 18163, 5163, 5263, 5523, 5663, 5963, 8163, 8253, 8463, 8663 and 8763.*
- Cut out and make name tags for the guests. You can print the name tags onto on adhesive label paper or print on regular paper and include a pin with the name tags so that the guests can secure them to their outfits.
- Photocopy the printout of the money onto green paper. You will need as many copies as there are guests attending. Trim the money and bundle them in packages of \$500.
—To skip this step, you can purchase fake/play money or coins rather inexpensively at a novelty or party store and use the fake/play money or coins instead of the paper money.
- Cut the objective sheets in half.
- 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."
OPTIONAL: We have formatted some labels that you can adhere to your envelopes, so that you will not need to label them yourself. Please see the label pages in the Mystery Materials pdf.

In the (A) envelopes place: a name tag, safety pin(s) to adhere the name tag, a bundle of money and the half-sheet of the character's objective sheet that has objectives for the beginning of the party.

In the (B) envelopes place: thy right-side of the objective sheet for each character which has objectives for after the murder happens. **In addition, place the following:**

Information included with purchase.

- If you have eliminated M.C. Award's character, you will need to prepare M.C. Award's "B" envelope. Also insert M.C. Award's character description and name tag into their envelope. (You do not need to add money, as the guest will have money from the first half of the party.) After "death," the victim will assume the role of M.C. Award and will need this information.
- In a separate envelope place the Investigation sheet. Label it as "Investigation."
- In a separate envelope place XXXX and the Evidence Presentation. Label it as "Evidence."
 - Place the solution in a sealed envelope and label it "Solution."
 - Keep the "introduction," the "investigation envelope," the "evidence envelope," and the "solution envelope" in a convenient location so you can hand them out throughout the night as guests need them.
 - Make enough copies of the accusation sheets for the number of guests you have coming. Cut the pages along the dashed lines.
 - Make additional copies of the Smoking Gun Award, as there may be multiple people who guess the murderer.





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

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 Vanity Affair the Introduction and have them 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 & 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 and a loud "bang" to sound. ***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 M.C. Award masking tape or chalk, so that they can outline the position of the body on the floor or ground. **If M.C. Award is not assigned to anyone, then you can outline the body. The victim will then play the role of M.C. Award for the second half of the party.*
- Hand M.C. Award 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 M.C. Award finishes their investigation, hand M.C. Award 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

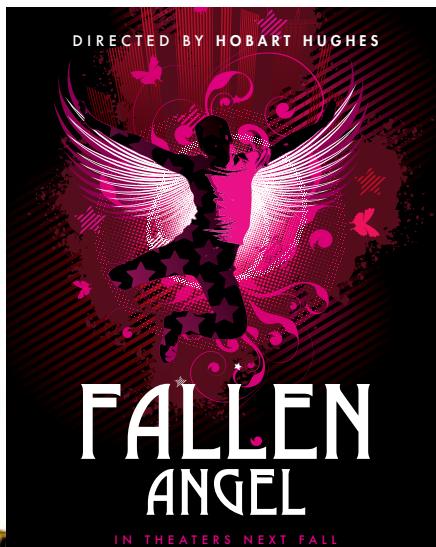
- After all of the accusation sheets are handed in, use the tally sheet to calculate the winners.
- Have M.C. Award read the solution aloud to the guests.
- Award the certificates to the winners!



Lights!
CAMERA!
MURDER!

All the Extras

Included in the Extras PDF are ideas and designs to help you make your Lights! Camera! MURDER! party one your guests will never forget!





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!!!

LightsCameraMurder.com

Simply type in LightsCameraMurder.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/lights-camera-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-LCM>

Visit us on Facebook!

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

Follow us on Instagram! See loads of party pict's!

<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 nom-partyofthemonth@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!





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

Lights! CAMERA! MURDER!

The complete package includes:

- **A Host Guide**— A complete how-to of throwing your party which includes directions on preparing the invitations, assigning characters and preparing for the party.
- **A Schedule of the Night**— A step-by-step breakdown of how the night will go.
- **An Introduction**— to be read to the guests upon arrival.
- **Designed Invitations**— that you can customize with the details of your party.
- **Gossip Column Page**— to be sent with the invitations, it includes background information on the happenings surrounding the Academy Awards Show and the guests coming to the post-Oscar party.
- **Character Sheets**— full descriptions of the characters, including costuming and acting tips.
- **Character Objective Sheets**—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 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.

All of our parties come in the form of a professionally designed pdf. Immediately after completing your order, you will be able to create an account using the email you used when purchasing in order to login to our backend. Once in your account, you will have the ability to download your party (including optional emailable invitations for your guests) 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.**

