

MURDER

OFF THE FIELD

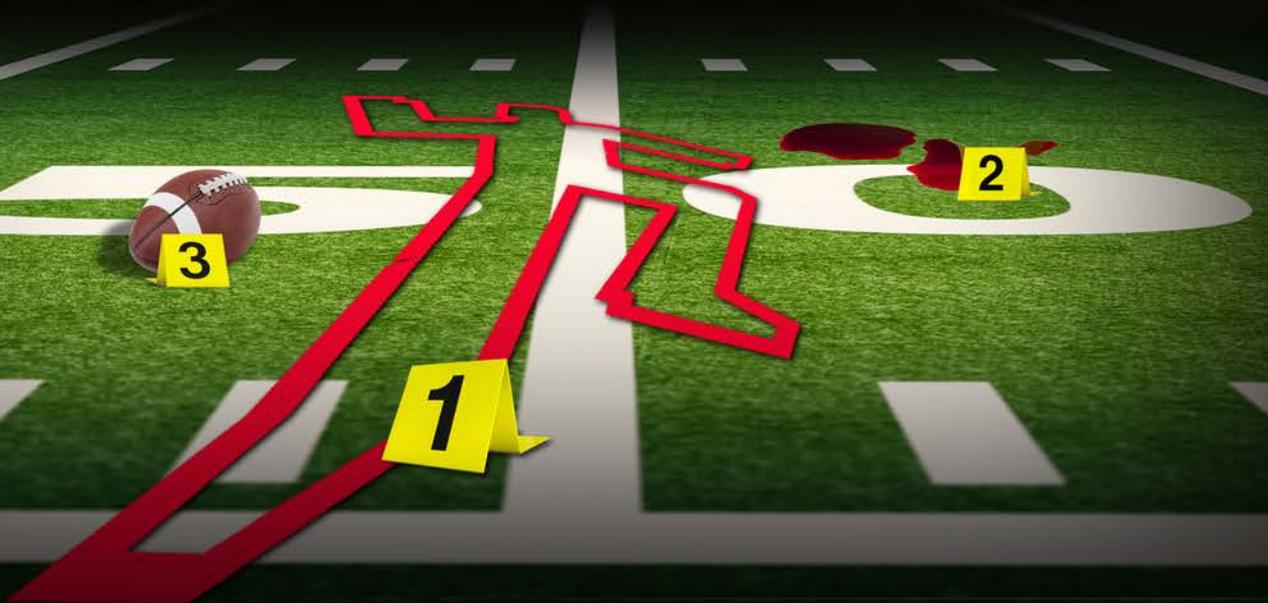
After making the playoffs but finishing just short of a Super Bowl birth, the Pitbulls (a professional football team) are ready to celebrate the highlights of their season! As the team's players, coaches, and league comrades gather for a season ending party, there is no shortage of scandal. From debating who is to blame for the season ending interception, to the talk of player trades and speculation about the star quarterback returning or retiring this year -- there is no topic off the table.

What the guests don't realize is -- not only is the future of the team at stake, but so is the future of one of the guests! Someone will perish in a fatal party penalty!

Will it be the social media-savvy lineman who has sent his last tweet? The rookie quarterback who will never get a chance to shine? The offensive coordinator who has made one too many bad play calls? Or possibly the ever-calculating coach whose moves in free agency may cost him his life?

As the clock winds down on the evening, a culprit will try to sneak in one final play to avoid being caught. With a fourth down and one final clue to uncover, it is up to the party guests to catch a murderer before he goes free!

A NIGHT OF FOOTBALL, FELONIES AND SCANDAL



THE HOST GUIDE

THANK YOU FOR CHOOSING MURDER OFF THE FIELD

We are confident you will find this comprehensive packet provides everything 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 mingling among your guests and ensures 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 do not know who murdered them. Murder Off the Field is certain to be a hit with all of your guests.

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

ASSIGNING THE CHARACTERS

- **You, as host, will need to decide upon a character for each of your guests.** The easiest way to assign the characters is to read the character descriptions and match each character with the guest that you feel suits that particular character the best.
- **If you choose NOT to know the murderer,** you can simply choose NOT to read the character descriptions or examine the evidence before the party. While you will be able to play along with everyone else, you will not be able to read the descriptions when assigning the characters. (You will find a short list of the characters with descriptions on the next page.)
- **Because this party is dependent on a minimum number of people showing up,** you may want to determine ahead of time which guests are attending before 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 email invite off of the website at:
- **The killer will not know they are the murderer until they open their second envelope at the party.**
- **The victim will not know they are the victim until they get to the party.** The victim will not have a list of objectives for after the murder. If the victim wishes to play along after the murder, they can do so without an identity. If you have an extra identity (that is, a role that is not being played), they can also assume that identity if they so choose.
- **If you are short of the maximum number of guests, the game can be played without the following characters:** Information included in the mystery packet.
 - This game is formatted as an all-male game, but can be played by females and/or males. However, the names and pronouns used in the mystery do favor the male gender.



THE HOST GUIDE

Murder Off The Field is an all-male mystery.

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Larry McGuire – Sports Agent. While wheeling and dealing is part of the process, Larry excels at setting his clients up for success. But at what price?

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Pete Stripes – Referee. Known for his fairness in the league, this official is one who can sniff out a party foul from a mile away!



THE HOST GUIDE

MAKING THE INVITATIONS

Before the party, each guest must receive three things: (1) the invitation, (2) the Trash Talk newsletter and (3) their character description.

THE PRINT OPTION

THE INVITATION

- To make the invitations, first input your party details into the invite page.
- Print out the number of invites that you need onto 8.5" x 11" paper and fold each invite in quarters.
- Invite should fit nicely into an invitation sized envelope (4 3/8" x 5 3/4").

TRASH TALK NEWSLETTER

- This will provide information on the other guests at the party.
- If you wish for the newsletter to be more authentic, you can photocopy or print it onto newsprint.

CHARACTER DESCRIPTION

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

THE DOWNLOAD AND EMAIL OPTION

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

GET A COUPON AND A FREE PARTY

Once your party is thrown, please let us know how your party went by 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" forum and that customer will receive a \$60 gift certificate towards the purchase of a future party!

EXTRA TIPS FOR PARTY PLANNING

UTILIZE THE EXTRAS

At the back of this packet, you will find a supplement with posters, designs, instructions on creating props, etc. to help you enhance your Murder Off the Field party. Read through all of this to see which ideas will be right for your party! Coming Soon!!!



THE HOST GUIDE

PREPARING THE MATERIALS FOR THE PARTY

- Cut out and make name tags for the guests. (You can print the name tags onto 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.) **Name tag template is compatible with Avery labels 15163, 18163, 5163, 5263, 5523, 5663, 5963, 8163, 8253, 8463, 8663 and 8763.**
- 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 starting objective sheets in half on the dashed lines. They are labeled “Before the Murder” at the top.
- Label two envelopes with each character’s name. Label one envelope with an (A) and one with a (B) for each character. On the (B) envelope, also put “DO NOT OPEN until AFTER the murder.”

In the (A) envelopes place: a name tag, safety pin(s) to adhere the name tag, a bundle of money and the character’s starting objectives sheet (the 1/2 sheet).

In the (B) envelopes place: the secrets and objectives sheet for each character (full page) which has objectives for after the murder happens.

Have the (A) & (B) envelopes on hand to give to the guests as they arrive.

- In a separate envelope place the Investigation sheet and Exhibit A. Label it as “Investigation.”
- In a separate envelope place the Evidence Presentation and Exhibit G. 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 safe and convenient location so you can hand them out throughout the night as guests need them.
- Make enough copies of the Who Dunit voting sheets for the number of guests you have coming. Cut the pages along the dashed lines.
- Make copies of the smoking gun award, as there may be multiple people who guess the murderer.
– You can print or photocopy the certificates onto parchment paper for a more official look.

MORE IDEAS ON PREPARING FOR YOUR PARTY

SEE THE SUPPLEMENT INCLUDED WITH THIS GAME

A supplement placed at the back of this packet that is filled with designs, posters, ideas, etc.

OUR PINTEREST PAGE

<http://www.pinterest.com/nightofmystery/murder-off-the-field/>

“PARTY TIPS” SECTION AT WWW.NIGHTOFMYSTERY.COM



PARTY SCHEDULE

- Most likely, the party will take 2-4 hours. The party length will depend on a number of factors, including the number of guests, if you are serving dinner, how well your guests mingle, etc.
- The party may be longer if you choose to serve dinner, although much of the mingling done during Stage 2 may be done at the dinner table as well.
- Because the party is not pre-scripted, but set up in stages, as host it is important to observe the guests' behavior and move onto the next stage when you feel it is most appropriate. This will give everyone enough time to enjoy all aspects of the party and enable it to move along at an enjoyable pace.

STAGE ONE: THE GUESTS ARRIVE

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

STAGE TWO: INTRODUCTION

- After all of the guests have arrived, hand Teddy Tomlinson the Introduction and have him read it aloud to everyone.
- 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 to have the lights go out and a loud noise (like a cap gun or bang) to happen. **The victim will be instructed to discreetly let you know when he has completed all of his objectives.*
- When the lights come back on, the victim will have fallen down "dead."
- After the victim has "died," hand Pete Stripes masking tape or chalk, so that they can outline the position of the body on the floor or ground. **If Pete Stripes is not in attendance, you can do this as host. Once the victim is recovered, you can instruct him that he will now be assuming the role of Pete Stripes.*
- Hand Pete Stripes the "investigation envelope" and have him read the investigation instructions aloud to the guests.
- The guests will open 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, Pete Stripes has collected all of his evidence and you feel as though most people have completed their objectives, hand Pete Stripes the evidence packet so that he can present the findings of the evidence at the crime scene to the guests.
- It is best if the evidence is then laid on a table so that everyone may see it.
- Give your guests additional time to review the evidence. You may want to make multiple copies of the evidence so that it can be seen by everyone.
- Hand out the 'Who Dunit' answer sheets and ask everyone to complete them and hand them back to you during this time.

STAGE FIVE: THE SOLUTION

- When all the 'Who Dunit' sheets are handed in, ask Pete Stripes to read the solution aloud.
- Using the tally sheet included, calculate who the winners are and award the certificates.

END OF HOST GUIDE



TRASH TALK

TOP STORIES FROM AROUND THE LEAGUE

SEASON ENDING BASH

With the season over, the who's who of the league are attending the Pitbull Party where it is rumored the team will regroup and start reconnecting for their upcoming season. Those attending will be:

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WILL BRETT RETIRE OR RETURN?

As the season comes to an end, we must revisit whether Brett Favorite will make THIS the year that the aging quarterback finally retires. With rumors swirling about a broadcasting contract in his future, the reasons for staying with the league are dwindling. *More on page A9.*

SCANDAL OR SCAM?

With the league's reputation on the line, there have been allegations that some of the league stats have been altered to make certain players and coaches look more desirable to the public and enhance their image in free agency. Innocent until proven guilty, Rodger Dodger (the league commissioner) has vowed to find out if there is any merit to these accusations or if this is simply someone trying to sabotage the career(s) of another player while enhancing their own.

BROTHERS BATTLE FOR TOP QB SLOT

Brett and Eli Favorite are both close to topping all-time stats as leading quarterbacks. The real question is who will be the GOAT. *More on page B6.*

BLOWN CALL ENDS PITBULLS SEASON

The season ended unfavorably for the Pitbulls in overtime of the division championships. With only 10 yards to go to the end line, a pass by Brett Favorite was intercepted and run back for a touchdown, thus ending the game and the Pitbulls' season. With a Super Bowl birth just one (blown) play away, the controversial play has led to team discourse and questions about their future - the biggest being will the Pitbull locker room be able to rebuild? *More on page A10.*

DO NOT MISS
**GAME
DAY
LIVE**

WITH TOP HOST
**HARRY
BRADSHAW**

MURDER OFF THE FIELD

Sample Character Description (taken from another mystery)

Banker Bob

As the bank owner in the town of Deadwood, you do business with many of the people in the town and also some of the participants of the Deadwood Poker Tournament. One of your foremost clients is Harry High-Stakes (the Deadwood Saloon owner). In order to get the saloon established and operating in its first year, you have loaned Harry a substantial amount of money. Although the saloon appears to be doing very well, you are uncertain why Harry is continually delinquent and sometimes misses his payments on his loan. Just last month, Harry was late again on his payment and you warned him that you will have to put his saloon into foreclosure if he cannot repay the money he owes on the loan by next month. You suspect that Harry is throwing the Deadwood Poker Tournament in order to get enough money so that he can repay his debt. This will be an important week to see if you will gain your money back from Harry's loan or if you will gain control over the saloon.

Because Harry is such a difficult and delinquent client, you hope that you will gain control over the saloon. If the saloon becomes the bank's property, you speculate that you may have a very wealthy buyer in Montgomery Money, an investor from the East. Because of Montgomery's reputation, you are certain that you will make a healthy profit off of selling the saloon to Montgomery and he will be consistent and reliable when making his loan payments.

In addition to all the excitement of the tournament, your bank was held up at gun point. Banker Bonnie (your wife) was watching the bank over the noon hour while you were meeting with Harry about his payments. Because of the high ante for the poker tournament, you are convinced that the robber must have been a gambler who was trying to accumulate enough money to pay for the entry fee. Since you view Sheriff Sam (the sheriff) as a very lazy individual, you plan on taking matters into your own hands when it comes to finding the culprit of the bank robbery and bringing them to justice! In addition, you do not believe that Sheriff Sam is a moral character as well. Just this past week, you saw Sheriff Sam taking money from Harry High-Stakes. While you do not know the details of the transaction, the secretive nature in which the money was exchanged suggests that it was not for an honest reason.

As the Deadwood Poker Tournament Party quickly approaches, you are looking forward to attending for a few reasons. First, the party will be a perfect place for you to talk business with Montgomery Money about his intentions on investing in the saloon if your bank gains control of it. Second, you plan to figure out which one of the poker players may have robbed your bank and you plan to bring them to justice! And lastly, by the end of the night, you will know whether Harry will have enough money to pay off his debt to you or if the saloon will be yours!

Acting and Dressing Your Part: As the bank owner of Deadwood, you are a businessman first. Your bank and your money come before everything, including your wife Bonnie. Since you will be using the party to for business matters, you will want to dress dignified for the night. Consistent with the times, you may consider a button down shirt, vest, ascot and hat (bowler, derby, slouch, gambler or other). Popular of the time period, you may also consider adding in facial hair. *For more ideas on how to dress and a glossary of wild western words and phrases to use at the party, please see www.nightofmystery.com and murderatthedeadwoodsaloomb.com*



MURDER OFF THE FIELD

Sample Objectives Sheet
For Beginning of Party
(taken from another mystery)

MURDER AT THE DEADWOOD SALOON

Banker Bob

Objectives At The Start Of The Party

These are things that are in your best interest to do before the evening goes much further. Be aware of what others around you are doing as well!

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

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MURDER OFF THE FIELD

Sample Objectives Sheet For After The Murder (taken from another mystery)

MURDER AT THE DEADWOOD SALOON

Banker Bob

Things You Know:

**This is information not known to many—and possibly only YOU.
Use it wisely in your scheming and bribery or hide it to help
maintain your innocence.**

- You are about to foreclose on the Deadwood Saloon if Harry High-Stakes (the saloon owner) cannot repay his debt to you.
- Earlier this week, you saw Harry High-Stakes (the saloon owner) handing Sheriff Sam (the sheriff) money. For what reason, you are not sure.
- Earlier tonight, you witnessed Banker Bonnie (your wife), talking to Black Barbara (an outlaw).

Objectives After The Murder:

**These are things that are in your best interest to do to help solve the
murder. Be aware of what others around you are doing as well!**

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

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MURDER OFF THE FIELD

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.**



MURDER OFF THE FIELD

THIS HAS BEEN JUST A SAMPLING OF WHAT YOU
WILL RECEIVE WHEN YOU PURCHASE

MURDER OFF THE FIELD

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.
- **The Trash Talk newsletter**—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.

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.

