

TOTALLY RAD



80s

PROM

GONE BAD



With their high school career coming to an end, the students of Mayhem High find themselves battling it out over grades, popularity, affection, class rankings and what they all have been focused on for years... who will be awarded the prom king and queen title?

Will it be the class president who is looking to extend his reign past the student council? The pompon captain who has used her moves to land more than a prom court nomination? Or possibly the math team captain who is desperate to make his name in something other than academics.

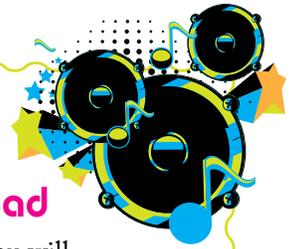
As the night unfolds, the royalty will be rewarded and an innocent life will be claimed.

From the preppie to the punk rocker, the spaz to the stud, the jock to the jilted—all are suspected although only one is to blame. Can you find the culprit in this crazy madness that is filled with neon, naughtiness and narcissistic behavior?

**Join These Totally Tubular Teens
and Far Out Faculty for a Night Of
Mullets and Mayhem.**



Totally Rad 80s Prom Gone Bad



Thank you for choosing Totally Rad 80s Prom Gone Bad

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 among 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. Totally Rad 80s Prom Gone Bad 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.

SPECIAL NOTE: *Totally Rad 80s Prom Gone Bad* is a mystery adapted from another Night of Mystery party -- *Horror at Homecoming*. If you have played *Horror at Homecoming*, or want to in the future, we would not suggest this as a party choice for you. All of the elements of the mystery are the same, the theme is the one thing that varies. Any questions or concerns, please email info@nightofmystery.com.

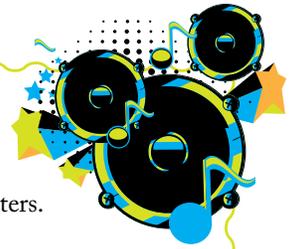
ADDITIONALLY: Most information in this preview file is based off of the original 15-20 guest version of *Totally Rad 80s Prom gone bad*. Names and other details may vary slightly from the LGBT versions.

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 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 invite in the “tips” section of the *Totally Rad 80s Prom Gone Bad* on the Night of Mystery website.
- **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 with mystery.
 - **Ideas for assigning couples:** Information included with mystery purchase.



Totally Rad 80s Prom Gone Bad



Guest Counts for Totally Rad 80s Prom Gone Bad Adult and Clean Versions:

With 20+ guests: at least 7 male characters, at least 7 female characters, at least 6 gender-neutral characters.

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

With 10-15 guests: 3-5 male characters, 4-6 female characters, 3-4 gender-neutral characters.

With 8-12 guests: 3-4 male characters, 4-5 female characters, 1-3 gender-neutral characters.

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

Peter Prez—Senior Class President. For the past four years, this preppie hasn't wanted anything more than to rule the school. Peter has lobbied hard for being elected the prom king and won't let anything stand in the way! *Male.*

Sarah Social—Senior Class Vice-President. A valley girl at heart, Sarah is responsible for, like, planning ALL the details of the prom, and making sure things go exactly according to plan—her plan! *Female.*

Debbie Taunte—Senior Class Treasurer. Spoiled to the bone, this wealthy woman has a way with money and a way of using it to get whatever she wants! *Female.*

Clerical Katie—Senior Class Secretary. Harboring more than the class records, Katie's spaz-tastic personality will stop at nothing to make sure she does not get overlooked...again! *Female.*

Bobby Backer—Jock. As the leader of the Ravens baseball team, Bobby has made several enemies by using his influence to get what he wants! *Male.*

Sally Spirit—Cheerleader. After Sally's recent split with Bobby, it is hard to say if she wants him back or wants revenge. *Female.*

Kevin Catcher—Baseball Player. With his grades falling and chances at college slim, many underestimate Kevin and his abilities. *Male.*

Cindy Sensational—Class Sweetheart. Cindy has captured everyone's heart, including her boyfriend, Kevin Catcher. With such a sweet demeanor, are Cindy's actions genuine or just an act? *Female.*

Gabby Backer—Gossip. As Bobby's twin sister, Gabby is tired of living in the shadows of her over-achieving brother. For once, Gabby is looking to make her own way at the dance! *Female.*

Larry Lefty—Outcast. Misunderstood and moody, Larry is one of the overlooked players on the baseball team—but he refuses to be ignored tonight! *Male.*

J.J. Smart—Valedictorian. A real smarty pants, J.J. has been the head of the class since first grade. With acceptance to Harvard on the line, this individual will make sure it stays that way. *Male or female.*

Dolly Dancer—Pompon Captain. As the cheerleader's arch rival, Dolly has danced her way into the heart of Bobby Backer and intends to stay there. *Female.*

Ryan Rocker—Punk Rocker. As the cheerleader's date, Ryan is attending for Sally's support...but could his hard rocking lifestyle be too much for everyone to handle? *Male.*

Alan Algebra—Math Team Captain. As the greatest mathlete in Mayhem High history, Alan is upset that the math team is often overlooked. He has vowed to make sure it does not stay that way. *Male.*

Principal Simpson—Principal of Mayhem High. As newly appointed principal, the principal wants to set and enforce high academic and social standards – but at what cost? *Male or female.*

V.P. Patterson—Vice Principal. The second-in-command, V.P. has a lot to prove (and hide) if they plan to continue on in their leadership position. *Male or female.*

Dr. Talk—School Counselor. In charge of advising and counseling the students, Dr. Talk may have more knowledge than they let on. *Male or female.*

Teach Tanner—Math Teacher. As a popular teacher, Teach Tanner seems to be helping out the students a bit too much. Will their close affiliation with the student body come back to haunt them? *Male or female.*

Coach Walters—Baseball Coach. With a chance to win a state baseball championship, Coach Walters is very motivated to make certain they meet all of their goals...at any costs! *Male or female.*

Roy Rivers—Alumnus. Back in town for the big dance, Roy may have more planned for the evening than he is letting on. *Male.*



Totally Rad 80s Prom Gone Bad



Guest Counts for the LGBT-Male version:

With 20+ guests: at least 14 male characters, at least 6 gender-neutral characters.

With 15-20 guests: 12-14 male characters, 3-6 gender-neutral characters.

With 10-15 guests: 7-11 male characters, 3-4 gender-neutral characters.

With 8-12 guests: 7-9 male characters, 1-3 gender-neutral characters.

Peter Prez—Senior Class President. For the past four years, this preppie hasn't wanted anything more than to rule the school. Peter has lobbied hard for being elected a prom king and won't let anything stand in the way!

Simon Social—Senior Class Vice-President. A true lover of the 80s, Simon is responsible for, like, planning ALL the details of the prom, and making sure things go exactly according to plan—his plan!

Derek Taunte—Senior Class Treasurer. Spoiled to the bone, this wealthy man has a way with money and a way of using it to get whatever he wants!

Clerical Kyle—Senior Class Secretary. Harboring more than the class records, Kyle's spaz-tastic personality will stop at nothing to make sure he does not get overlooked...again!

Bobby Backer—Jock. As the leader of the Ravens baseball team, Bobby has made several enemies by using his influence to get what he wants!

Stevie Spirit—Cheerleader. After Stevie's recent split with Bobby, it is hard to say if Bobby wants him back or wants revenge.

Kevin Catcher—Baseball Player. With his grades falling and chances at college slim, many underestimate Kevin and his abilities.

Seth Sensational—Class Heartthrob. Seth has captured everyone's heart, including his boyfriend, Kevin Catcher. With such a sweet demeanor, are Seth's actions genuine or just an act?

Chet Backer—Gossip. As Bobby's twin brother, Chet is tired of living in the shadows of his over-achieving brother. For once, Chet is looking to make his own way at the dance!

Larry Lefty—Outcast. Misunderstood and moody, Larry is one of the overlooked players on the baseball team—but he refuses to be ignored tonight!

J.J. Smart—Valedictorian. A real smarty pants, J.J. has been the head of the class since first grade. With acceptance to Harvard on the line, this individual will make sure it stays that way.

Damian Dancer—Drill Team Captain. As the cheerleader's arch rival, Damian has danced his way into the heart of Bobby Backer and intends to stay there.

Ryan Rocker—Punk Rocker. As the cheerleader's date, Ryan is attending for Stevie's support...but could his hard rocking lifestyle be too much for everyone to handle?

Alan Algebra—Math Team Captain. As the greatest mathlete in Mayhem High history, Alan is upset that the math team is often overlooked. He has vowed to make sure it does not stay that way.

Principal Simpson—Principal of Mayhem High. As newly appointed principal, the principal wants to set and enforce high academic and social standards – but at what cost?

V.P. Patterson—Vice Principal. The second-in-command, V.P. has a lot to prove (and hide) if they plan to continue on in their leadership position.

Dr. Talk—School Counselor. In charge of advising and counseling the students, Dr. Talk may have more knowledge than they let on.

Teach Tanner—Math Teacher. As a popular teacher, Teach Tanner seems to be helping out the students a bit too much. Will their close affiliation with the student body come back to haunt them?

Coach Walters—Baseball Coach. With a chance to win a state baseball championship, Coach Walters is very motivated to make certain they meet all of their goals...at any cost!

Roy Rivers—Alumnus. Back in town for the big dance, Roy may have more planned for the evening than he is letting on.



Totally Rad 80s Prom Gone Bad



Guest Counts for the LGBT-Female version:

With 20+ guests: at least 14 female characters, at least 6 gender-neutral characters.

With 15-20 guests: 12-14 female characters, 3-6 gender-neutral characters.

With 10-15 guests: 7-11 female characters, 3-4 gender-neutral characters.

With 8-12 guests: 7-9 female characters, 1-3 gender-neutral characters.

Paula Prez—Senior Class President. For the past four years, this preppie hasn't wanted anything more than to rule the school. Paula has lobbied hard for being elected a prom queen and won't let anything stand in the way!

Sarah Social—Senior Class Vice-President. A true lover of the 80s, Sarah is responsible for, like, planning ALL the details of the prom, and making sure things go exactly according to plan—her plan!

Debbie Taunte—Senior Class Treasurer. Spoiled to the bone, this wealthy woman has a way with money and a way of using it to get whatever she wants!

Clerical Katie—Senior Class Secretary. Harboring more than the class records, Katie's spaz-tastic personality will stop at nothing to make sure she does not get overlooked...again!

Brandy Backer—Jock. As the leader of the Ravens softball team, Brandy has made several enemies by using her influence to get what she wants!

Sally Spirit—Cheerleader. After Sally's recent split with Brandy, it is hard to say if Brandy wants Sally back or wants revenge.

Kylie Catcher—Softball Player. With her grades falling and chances at college slim, many underestimate Kylie and her abilities.

Cindy Sensational—Class Sweetheart. Cindy has captured everyone's heart, including her girlfriend, Kylie Catcher. With such a sweet demeanor, are Cindy's actions genuine or just an act?

Gabby Backer—Gossip. As Brandy's twin sister, Gabby is tired of living in the shadows of her over-achieving sister. For once, Gabby is looking to make her own way at the dance!

Linda Lefty—Outcast. Misunderstood and moody, Linda is one of the overlooked players on the softball team—but she refuses to be ignored tonight!

P.J. Smart—Valedictorian. A real smarty pants, P.J. has been the head of the class since first grade. With acceptance to Harvard on the line, this individual will make sure it stays that way.

Dolly Dancer—Pompon Squad Captain. As the cheerleader's arch rival, Dolly has danced her way into the heart of Brandy Backer and intends to stay there.

Rachel Rocker—Punk Rocker. As the cheerleader's date, Rachel is attending for Sally's support...but could Rachel's hard rocking lifestyle be too much for everyone to handle?

Allie Algebra—Math Team Captain. As the greatest mathlete in Mayhem High history, Allie is upset that the math team is often overlooked. Allie has vowed to make sure it does not stay that way.

Principal Simpson—Principal of Mayhem High. As newly appointed principal, the principal wants to set and enforce high academic and social standards – but at what cost?

V.P. Patterson—Vice Principal. The second-in-command, V.P. has a lot to prove (and hide) if they plan to continue on in their leadership position.

Dr. Talk—School Counselor. In charge of advising and counseling the students, Dr. Talk may have more knowledge than they let on.

Teach Tanner—Math Teacher. As a popular teacher, Teach Tanner seems to be helping out the students a bit too much. Will their close affiliation with the student body come back to haunt them?

Coach Walters—Softball Coach. With a chance to win a state softball championship, Coach Walters is very motivated to make certain they meet all of their goals...at any cost!

Rita Rivers—Alumnus. Back in town for the big dance, Rita may have more planned for the evening than she is letting on.



Totally Rad 80s Prom Gone Bad

Making the Invitations

Before the party, each guest must receive three things: (1) the invitation, (2) The Mayhem Mix 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").

THE MAYHEM MIX

- This will provide information on the other guests at the party.
- If you wish for the school newspaper to be more authentic, you can photocopy or print it onto newsprint or "80s it up" by printing it on some bright or neon paper.

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!

We'd LOVE to hear how your party went! Once thrown, please email us all the details and pictures at nompartyofthemoth@gmail.com. For your time, we will email you a \$5 coupon for posting comments and/or pictures about your party. In addition to the coupon, each month we will select one posting to be featured in our "Party of the Month" section on the blog and that customer will receive a gift certificate towards the purchase of a future 15-20 guest party (or credit towards a larger party!). Check out some of the past Party of the Month winners on our blog!!!

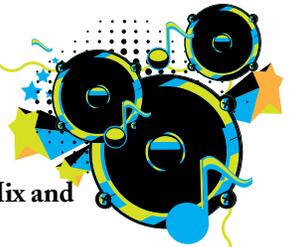
Extra Tips for Party Planning:

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 Totally Rad 80s Prom Gone Bad party. Read through all of this to see which ideas will be right for your party!

Totallyrad80spromgonebad.com

Check out this website for plenty of party planning tips specific to THIS mystery! From costumes, to food, to background on the characters, you will find everything you need to plan the PERFECT mystery party!



Totally Rad 80s Prom Gone Bad



Preparing the Materials for the Party

- Cut out and make name tags for the guests. (You can print the name tags onto an 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 print out 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 on the dashed lines.
- 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 left side of the character's objective sheet that has objectives for the beginning of the party.

In the (B) envelopes place: the right side of the objective sheet for each character 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 F. 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 into quarters 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:

Totallyrad80spromgonebad.com

A whole website with ideas on how to party plan for THIS game.

"All The Extras" 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/totally-rad-80s-prom-gone-bad/>

"Party Tips" section at www.nightofmystery.com



Totally Rad 80s Prom Gone Bad



- 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 Sarah Social 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.
- About 20 minutes after the guests have started mingling, let Sarah Social know that she can announce the prom king and queen winners.
 - If you wish, you may want to have a crown, tiara and sashes for the prom king and queen for when they are announced. This is not necessary, but a great added touch.

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.
- When the lights come back on, the victim will have fallen down "dead."
- After the victim has "died," hand Principal Simpson masking tape or chalk, so that they can outline the position of the body on the floor or ground.
- Hand Principal Simpson the "investigation envelope" and have them 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, Principal Simpson has collected all of his evidence and you feel as though most people have completed their objectives, hand Principal Simpson the evidence packet so that they 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 Principal Simpson to read the solution aloud to the guests.
 - Using the tally sheet included, calculate who the winners are and award the certificates (included with the mystery).

End of Host Guide



MAYHEM MIX

Prom is HERE

As another school year comes to a close, there is no other event to commemorate a great high school career than the prom! **Among those who have already purchased their tickets for the dance are:**

Peter Prez—Senior Class President. For the past four years, this preppie hasn't wanted anything more than to rule the school. Peter has lobbied hard for being elected the prom king and won't let anything stand in the way!

Sarah Social—Senior Class Vice-President. A valley girl at heart, Sarah is responsible for, like, planning ALL the details of the prom, and making sure things go exactly according to plan—her plan!

Debbie Taunte—Senior Class Treasurer. Spoiled to the bone, this wealthy woman has a way with money and a way of using it to get whatever she wants!

Clerical Katie—Senior Class Secretary. Harboring more than the class records, Katie's spaz-tastic personality will stop at nothing to make sure she does not get overlooked...again!

Bobby Backer—Jock. As the leader of the Ravens baseball team, Bobby has made several enemies by using his influence to get what he wants!

Sally Spirit—Cheerleader. After Sally's recent split with Bobby, it is hard to say if she wants him back or wants revenge.

Kevin Catcher—Baseball Player. With his grades falling and chances at college slim, many underestimate Kevin and his abilities.

Cindy Sensational—Class Sweetheart. Cindy has captured everyone's heart, including her boyfriend, Kevin Catcher. With such a sweet demeanor, are Cindy's actions genuine or just an act?

Gabby Backer—Gossip. As Bobby's twin sister, Gabby is tired of living in the shadows of her over-achieving brother. For once, Gabby is looking to make her own way at the dance!

Larry Lefty—Outcast. Misunderstood and moody, Larry is one of the overlooked players on the baseball team—but he refuses to be ignored tonight!

J.J. Smart—Valedictorian. A real smarty pants, J.J. has been the head of the class since first grade. With acceptance to Harvard on the line, this individual will make sure it stays that way.

Dolly Dancer—Pompon Captain. As the cheerleader's arch rival, Dolly has danced her way into the heart of Bobby Backer and intends to stay there.

Ryan Rocker—Punk Rocker. As the cheerleader's date, Ryan is attending for Sally's support... but could his hard rocking lifestyle be too much for everyone to handle?

Alan Algebra—Math Team Captain. As the greatest mathlete in Mayhem High history, Alan is upset that the math team is often overlooked. He has vowed to make sure it does not stay that way.

Principal Simpson—Principal of Mayhem High. As newly appointed principal, the principal wants to set and enforce high academic and social standards – but at what cost?

V.P. Patterson—Vice Principal. The second-in-command, V.P. has a lot to prove (and hide) if they plan to continue on in their leadership position.

Dr. Talk—School Counselor. In charge of advising and counseling the students, Dr. Talk may have more knowledge than they let on.

Teach Tanner—Math Teacher. As a popular teacher, Teach Tanner seems to be helping out the students a bit too much. Will their close affiliation with the student body come back to haunt them?

Coach Walters—Baseball Coach. With a chance to win a state baseball championship, Coach Walters is very motivated to make certain they meet all of their goals...at any costs!

Roy Rivers—Alumnus. Back in town for the big dance, Roy may have more planned for the evening than he is letting on.

CONGRATS

J.J. Smart &
Cindy Sensational

These seniors received acceptance into their top choices for college in the fall.

Congrats to both students!

And the nominees are...

After weeks of campaigning, the seniors voted and the representatives chosen for prom court are:

Peter Prez &
Debbie Taunte

Bobby Backer &
Dolly Dancer

Kevin Kicker &
Cindy Sensational

Alan Algebra &
Sally Spirit

Don't Forget To Vote!

Most Likely To...

...Succeed: Bobby Backer. From athletic skills to great grades, this boy has a way (or a way of getting) everything he can want in life.

...Marry a Millionaire: Debbie Taunte. Although Debbie has enough resources to finance her future, her motto is "there is always room for more!"

...Save the World Quietly: Cindy Sensational. Cindy's pleasant attitude is only complimented by her goal of becoming a doctor. Put that with the fact that she volunteers as a nurse's assistant and the girl can do no wrong.

...Become the Next Politician: Alan Algebra. He has to be one smooth talker to get from dork to the prom court!



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*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 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 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 murderatthedeadwoodsaloons.com*



Totally Rad 80s Prom Gone Bad



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

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 XXXX how much money the killer is paying him to keep his mouth shut. (XXXXX is known to take bribes.)
- Accuse XXXXX of bribing XXXXXXXX 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 XXXXXXXX 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 XXXXXXXX.
- If XXXX threatens to XXXXXXXX, question where she will get the XXXXXXXX.

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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.**

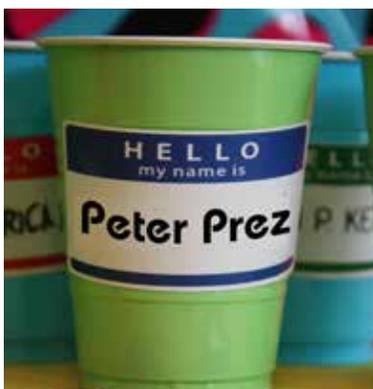


Totally Rad 80s Prom Gone Bad



ALL THE EXTRAS

Included in the following pages are ideas and designs to help you create fun and authentic materials that are easy to make for your Totally Rad 80s Prom Gone Bad.



Included are designs for: Tickets • Ballots • Posters •
Photo props • investigator notebooks • Food Labels •
And More!



Totally Rad 80s Prom Gone Bad



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

TOTALLY RAD 80S PROM GONE BAD

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 Mayhem Mix 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 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 the murderer is.
- **“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.

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