

Intro File

A Sorority SLAYING



Night of
Mystery

Sorority SLAYING

*Join Us for a Social Filled
with Sisterhood, Scandal,
and Sinister Behavior!*

As the semester draws to an end, and the pledges get ready to activate, the University's Panhellenic Board cites the Kappa Kappa chapter for instances of "conduct unbecoming a Greek." With the sorority house being seriously considered for disbandment, the sisters of Kappa Kappa have to consider deactivating a member in an effort to save their chapter.

Will it be the Recruitment Chair who is accused of pushing her pledges too far be expelled? Perhaps it will be the Social Chair who has been in charge of policing partying (or lack thereof)? Or possibly the pledge president whose plans for the future may be jeopardized by her actions of today?

As the evening proceeds, and the secrets of the Kappa Kappa sisters come out, an even bigger scandal is created when one sister drops dead. In a race to find the murderer, no one knows who to trust, who to blame and who may be the next victim.

*Time is essential for the survival
of the Kappas... as a house,
as well as individuals.*

HOST *Guide*

Thank you for choosing A Sorority Slaying

We are confident that 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 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 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. A Sorority Slaying 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 studying or reading the mystery materials in full 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 flagged with a cover page to tell you not to read it. The name itself is not highlighted, rather 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 characters’ “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

- **As host, you will need to decide upon a character for each of your guests.** The easiest way to assign the characters is to read the character descriptions and match each character with the guest you feel suits that particular character the best. They will be listed in this host's guide, along with a sheet that will help you assign the characters best to your guests.
- **WHO CAN I ELIMINATE WITHOUT RUINING THE MYSTERY?** Info included with mystery purchase.
- **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.
- **An accurate guest count is important.** It is recommended that you send out the general invite with an RSVP date of two weeks before the party. After your guests RSVP positive, you can send them their character sheet.
- **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 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 Perfect Pam 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 Perfect Pam for the second half of the party.**
- **As host, who should I be?** Info included with mystery purchase.

HOST *Guide*

Hilary Hargrove – President. In charge of keeping the girls in order, Hilary will have some serious sleuthing to do if she is going to find a way to keep the Kappa Kappa house from being disbanded.

Sarah Details – Secretary. While the duties of her office weigh heavily on Sarah, so does the future with her boyfriend. Can Sarah succeed in keeping her boyfriend and Kappa Kappa office?

Amanda Dollar – Treasurer. Responsible for the Kappa Kappa budget and payment of expenses, things haven't been adding up recently, and Amanda needs to find out who is to blame.

Patty Party – Social Chair. Known to throw wildly successful and entertaining parties, Patty takes responsibility for the sorority's popular reputation on campus. While this reputation attracts fun members, it also puts a target on Patty's back!

Chastity Turner – Philanthropy Chair. With more service hours and donations than any past Philanthropy Chair, Chastity is a legend in her own mind. But when the numbers stop adding up, she will have some explaining to do.

Rita Clinton – Recruitment Chair. Pinned by her beau earlier this week, Rita's future looks bright... if she can survive the allegations of hazing brought by her pledges.

Perfect Pam – Panhellenic Representative. With many allegations of bad social behavior pending against the house, Pam is the one who will have to convince the Panhellenic Board that the Kappas should NOT be placed on probation or suspended or – worst of all -- disbanded!

Heather Hancock – Active Legacy. Living in the shadow of her mother, Heather has a lot to live up to if she plans to make her family proud.

Prudence Smith – Active. Skeptical of her fellow sisters, Prudence will fight to make sure that the Kappa Kappa name is not tarnished by scandal.

Betsy Grades – Active. Recipient of the prestigious Kappa Kappa scholarship, Betsy needs the sorority to stay active – her education (and her future) depends on it!

Elizabeth Money – Active. Coming from a wealthy family, Elizabeth wants to leave more to the sorority than her service hours.

Dakota Delta – Active. With Dakota's brother dating a Kappa, she is torn between her sorority sisters. Will Dakota have to choose between siding with her brother's current girlfriend or his ex?

Penny Pledger – Pledge President. While dissension among the ranks is brewing, Penny is certain she can pull the new members together to have the strongest pledge class in Kappa Kappa history.

Connie Cartwright – Legacy pledge. Connie's family connections gave her an unfair advantage in rush... one Connie will have to overcome if she plans to be part of a very cohesive pledge class.

Samantha Johnson – Pledge. Although Kappa Kappa wasn't her first choice in rush, there is no place Samantha would rather be – now she just needs to prove it.

Darla Darling – Pledge. Positive, enthusiastic and in love with everything Kappa, Darla is any sorority's dream pledge... as long as her twin sister doesn't ruin it for her!

Carla Darling – Pledge. Distraught over the treatment that the pledges have received in rush, Carla can't keep quiet for much longer. The question is, who will Carla take down in her protest and fight?

Hazel Green – Pledge. Rushed for her grades alone, Hazel has some roadblocks to remove before the girls will see her as the party rockstar she desires to be!

Allison Almighty – Advisor. As an alumnae, Allison is here to offer her advice and guidance to keep the girls on the straight and narrow. There is no way Allison will let any Kappas destroy what she helped to build.

Cicily – House Mom. While the Kappas are worried about keeping their chapter, Cicily is simply worried about keeping her job. Or is there more than that which is at stake?

HOST *Guide*

Hosting Tips

- Information included with mystery purchase.

Making the Invitations

Before the party, each guest must receive three things: (1) the invitation, (2) the Kappa Times 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. Fold each invite in half.
- Invite will fit nicely into an A9 invitation envelope (5 3/4" x 8 3/4").

THE KAPPA TIMES

- 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.)

- INVITE, KAPPA TIMES, AND CHARACTER DESCRIPTIONS ARE FOUND IN THE MYSTERY MATERIALS PDF

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 CHARACTER DESCRIPTIONS WILL BE AVAILABLE IN YOUR ACCOUNT AFTER PURCHASE

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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. 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.* —It is helpful to bundle your money using a paperclip.
- Cut the objectives 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: the B-objective sheet for each character which has objectives for after the murder happens. **In addition, place the following:**

Information included with mystery purchase.

- If you have eliminated Perfect Pam's character, you will prepare a "B" envelope for Pam including Pam's B-objectives, name tag, and their evidence.
- Place the Investigation Directions in an envelope. Label it as "Investigation."
- Place the Evidence Presentation in an envelope. 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.

HOST *Guide*

- 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 and how well they mingle.
- 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' (A) envelopes, name tags and money available for them when they arrive.

Stage Two: Introduction

- After all of the guests have arrived, hand Hilary Hargrove the Introduction and have her 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 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.
- When the lights come back on, the victim will be dead.
- Give Perfect Pam tape, so that they can outline the position of the body on the floor. (Optional)
 - *If victim is assuming role of Pam now, have the victim rise and introduce them as the investigator, Perfect Pam.*
 - Have Pam open the Investigation Envelope and read the investigation directions to everyone.
 - The guests will then 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 Perfect Pam has let you know that they have finished their investigation, hand Perfect Pam the evidence presentation 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. ***If having a large party, consider making multiple copies that you can set out at this point.*
- Hand out the 'Who Dunnit' answer sheets. Ask everyone to complete them and hand them back to you during this time.

Stage Five: The Solution

- When all the 'Who Dunnit' sheets are turned in, have Perfect Pam to read the solution aloud.
- Using the tally sheet included, calculate who the winners are.
- Award the certificates.



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SAMPLE CHARACTER DESCRIPTION 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*

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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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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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Sorority SLAYING

**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.**



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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!!!**

ASORORITYSLAYING.COM

Simply type in ASororitySlaying.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!

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/a-sorority-slaying-mystery-party-ideas>

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. Find the A Sorority Slaying gallery at: www.nightofmystery.com/photos-ASS/

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

FOLLOW ON INSTAGRAM <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 nompartyofthemonth@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!



Sorority SLAYING

This has been just a sampling of what you will receive when you purchase **A SORORITY SLAYING**

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.
 - **Kappa Times Newsletter**— to be sent with the invitations, it includes background information on the crew and passengers of the *Mystery of the Seas* as well as the happenings aboard the ship.
 - **Character Sheets**— full descriptions of the characters, including costuming and acting tips.
 - **Character Objective Sheets**—this includes objectives for each character to try to achieve at each stage of the game in order to uncover evidence and find the murderer.
 - **Name Tags**
 - **Fake Money**— to be distributed to guests and used in the party for scheming and bribery.
 - **Evidence** — more clues 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 who the murderer is, why the murder happened and the clues that led to the outcome.
 - **“Who Dunit” Cards**— to allow your guests to guess the murderer, along with 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.
- All of our parties come in the form of a professionally designed 50-125 page pdf. Immediately after completing your order, you will be able to re-login to your account using the username and password you established in the purchasing process. Once in your account, you will have the ability to download your party (including optional emailable invitations for your guests). You can also access this information for two weeks after your purchase by logging into your account. 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*