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## Mystery Game Sample

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Partial script; some explanations and details are omitted but will be included with your game purchase (such as when to take optional breaks for dinner courses, costuming ideas and samples, how to stage a fight, etc.)

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**NUMBER OF PLAYERS:** Due to the interactive nature of the mysteries we feel they are best suited for groups of 20 to 125 guests. *Why?* Read more here: <http://www.murder-mystery-game.com/mysterytips.html#125>.

**THE COST:** \$21.95US/Team building versions are \$49.95. To compare please go to: <http://www.mystery-hunt.com/compare.html>

**ORDERING IS EASY!** You download your kit immediately upon placing your order on our secure shopping cart. There are **no shipping and handling charges, no tax and no waiting.**

### HOW TO ORDER:

1. You can order and download your game immediately here: <http://www.mystery-hunt.com> (RECOMMENDED).
2. Order on our toll-free line: 800/293.3302. *Our local phone number in California is 510/235.0118 if you're located outside of the US and Canada. We'll email you your game.*

3. **Mail your order and your check to:** 3401 Rheem Avenue, Richmond, CA 94804. Please be sure to include the name of the murder mystery you want to order and your email address or print out this form:  
<http://www.haleyproductions.com/orderform.html>. **We'll email you your game.**

**We accept:** Visa, MasterCard, Discover, American Express, PayPal, Money Orders & Checks.



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#### HOW THIS MYSTERY GAME WORKS:

- You'll need to cast your prime suspects (see character descriptions below). They'll have full knowledge of the script, which means they'll know whodunit.
- The rest of your guests will take on the role of detective and it will be their job to actively solve the case by examining evidence, finding clues, following and questioning suspects - whatever it takes for them to solve the mystery.

**Essentially, everyone will have a crucial, interactive part in the mystery.**

- The whodunit will be about 1 1/2 to 2 hours long but you can make it shorter by tightening up the sequence of events (*warning: this means LESS audience participation*) or longer by allowing more time between the scenes/action.
- Your guest actors won't have to memorize a lot of dialogue but they will have to be familiar with a sequence of events (see sample below) or timeline (see <http://www.murder-mystery-game.com/timeline.html>) that will move the mystery through the clues, the murder(s) and the solving

- of the crime. They'll have to carry out certain actions (like arguments) and suspicious activities to set themselves up as suspects.
- All are mystery games are challenging to solve but they're also comedies - a great combination for an unforgettable event.
  - This will not be a stationary mystery - it will be action-packed; we get people active and involved unlike those mysteries-in-a-box where everyone just sits around reading their part and asking questions they get from a booklet.
  - **NOTE: You can modify any of our mystery games to best suit your needs so long as each suspect maintains a motive to commit the crime(s).**

## WHAT HAPPENED TO SAM DISNEY?

**YEAR:** Any year.

**PLACE:** Gotham City

**EVENT:** The "Lottery" Drawing and Grand Celebration. Eccentric, reclusive millionaire **Sam Disney** is alone in this world with his millions. So he's come up with a plan, a way to leave his money to someone—other than those charity organizations he intrinsically mistrusts. He draws Gotham City from what he calls his lottery to which he'll bequeath his money. All townsfolk will receive a financial gift (amount to be named tonight by Mr. Disney) and one lucky person will receive a briefcase containing \$1,000,532.00.

**NOTE:** Because **Disney** is a recluse and because he's not from Gotham City, you know nothing about him although you can freely "speculate" and make up stories about him. Examples: You're sure you've seen him at Starbucks drinking coffee at 8:27 every morning. You know you've seen him because he looks like Santa Claus in drag.

### PRIMARY SUSPECTS

These are the folks who will have full knowledge of the mystery; you'll give them this complete script as well as their prime suspect guidelines ASAP.

**SUGGESTION:** Just to make it visually interesting, think of this town as a town caught in the "Twilight Zone". Everyone should look "off kilter" in some way, like characters from a dark comic strip. Dress a little oddly, wear make up that doesn't quite look right, give everyone dark circles under their eyes.

**Costume suggestions provided in full script.**

**Sam Disney:** The mysterious, reclusive millionaire. No one will ever meet him. **\*\*DO**

## NOT CAST THIS ROLE.

**Flora Fauna:** A feisty, slightly crazy homeless woman. She carries around lots of bags filled with collected items that are apparently precious to her and wears army boots, a shower cap and pajamas under an old coat (AS A COSTUME SUGGESTION).

**Detective Mattie Jiggs:** She'll be called in when the crime occurs. We'd tell you more but then we'd have to kill you.

**Cain Able:** Arrogant, conceited Hollywood director and producer. His last movie, "Discotheque of Death", a screenplay of a highly popular P.P. Pimms murder mystery novel was an embarrassing flop, right up there with the likes of "Ishtar" and most of Madonna's movies. He's very close to being a Has-Been - Hollywood is so unforgiving *and* he has a gambling addiction that is breaking the bank. He needs money and he needs it now. How fortunate that **Sam Disney** picked Gotham City for his lottery.

**Mamie-Eve Dempsey:** P.P. Pimms' former literary agent, having not only been sued by the author for defamation of character, fraud and slander but having been fired by her as well. She's also a psychic who "found" her power during an epileptic seizure when she was 13. Her spirit guide, with whom she has discussions all the time, is a giant white rabbit named "Aunt Clara".

**Mamie-Eve** is a woman who can't stay still - she's always pacing or fiddling with something - having an abundance nervous energy which she says gets worse when Aunt Clara isn't around to protect her from all the spirits that require her attention. She has even spent time in the sanitarium for a nervous breakdown.

**Mamie-Eve** hates **Cain** due to their relationship/affair gone sour and will do anything to get one up on him. She also blames him for the embarrassing failure of the "Discotheque of Death" movie (she worked the deal for **Pimms**). She will enjoy flaunting her new bad boy boyfriend, **Rebel McGreggor**, in front of **Cain** all night.

Because **Mamie-Eve** is unemployed and her psychic readings won't bring in the money she needs to survive, she needs money and she needs it now. How fortunate that **Sam Disney** picked Gotham City for his lottery.

**Mayor Horace Tabbeyville:** He's running for re-election and desperately wants to win, especially after the humiliating situation with P.P. Pimms in which he lost a \$5 million lawsuit against the author. He claimed **Pimms** stole an outline of his great American murder mystery to write "Discotheque of Death" - yes, that very same novel **Mamie-Eve** sold to **Cain** who made it into a flop of a motion picture. **Horace** claims **Pimms** hacked into his computer and retrieved the document after a local reporter did an interview with **Horace** during which he revealed the basic plot of his novel.

**Horace** is now running for mayor against **Biff Stifflebeam** (*a secondary suspect - read on*) who has more money, more charisma and a real cutthroat style that's making folks pay attention. **Horace** is very aware he's losing votes to his competitor and he doesn't have the political war chest he needs to fight this battle. He needs money and he needs it now. How fortunate that **Sam Disney** picked Gotham City for his lottery.

**Horace** is a very clownish man who has trouble getting to the point and who has the gift of saying an awful lot while saying absolutely nothing.

**Rebel McGreggor:** Mamie-Eve's new boyfriend. He met Mamie-Eve by accident. She got a flat tire on some lonely stretch of highway on which he just happened to be hitchhiking. As he changed the tire, she told him about the lottery among other things. He turned on all his charm; Mamie-Eve was flattered such a handsome and sexy man could find her attractive and there you have it.

#### **SECONDARY SUSPECTS (optional).**

Remember, EVERYONE will be actively involved in this mystery because it will be their job to solve the case and because you'll be encouraging them to come in costume and in character. Use any or all of these secondary suspects if you have "extra" cast members you want to use or if you have some guests who want to take on a character but not take on the full responsibility of a primary suspect. You will **NOT** give them a script but you will give them a description of their character and let them run with it.

**\*\*\*FOR LARGE GROUP MYSTERIES (75 OR MORE):** I'd definitely suggest you cast your secondary suspects and give them a script - just like you'll do with your primary suspects. During the mystery it will be the secondary suspects' "job" to act as general support for the primary suspects. They'll roam the room "gossiping" about the goings-in, quiet the audience down during a main action, answer questions, bring primary suspects to tables for questioning and make sure your guests have seen the physical clues that have been revealed.

There's a separate document included with this kit that contains instructions for these guests.

1. **Biff Stifflebeam:** He's running for mayor against **Horace Tabbeyville**. He's charming in a smarmy used car salesman way, has lots of money and thinks **Horace** is such a loser.

**Note:** If you aren't using secondary suspects, Horace should select someone from your audience to play the role of his mayoral race competitor.

2. **Georgie Gurl:** Mamie-Eve's psychic assistant. She loves gossiping about Mamie-Eve behind her back and is quick to say she's more talented than Mamie-Eve ever will be because she (Georgie) does not require a large white rabbit to act as her spirit guide. To Mamie-Eve's face she claims her undying devotion. When Mamie-Eve falls into a trance, Georgie should imitate whatever Mamie-Eve does.
3. **Frances Noodle:** Cain's clumpish, nerdish personal assistant who is treated with no more respect than a slug but that's the way she/he likes it.

**CAIN:** Use her, step all over her, be demanding of her.

4. **Reporter Red Gabby:** He's covering this story in the hopes that it'll catch the attention of some major newspaper and get him out of this forsaken town he's forced to call home.

5. **Hattie:** Flora's friend from the streets. She considers Flora her best friend. She is certain they know everything there is to know about each other and they always watch each other's backs on the streets. She doesn't know how she'd survive without Flora.

*The article that will be in the guests' programs (to set the scene):*

*Roving Red*  
By Red Gabby

*Where am I roving to this week? Why to Gotham City of course, the winning town in "The Sam Disney Lottery". This is too good to miss. Why? Well, it's not every day some eccentric, reclusive millionaire leaves all his money to a town he literally picked out of a hat. Each towns person will receive an as-yet unnamed amount of moola and one lucky individual will receive a whole briefcase full of money: \$1,000,532 to be exact.*

*But that's only part of the reason why I'm covering this juicy story. I'm also interested in certain folks that live in that town. They're making this story all that more newsworthy.*

*There's the famous Hollywood producer, Cain Able, whose last movie, "Discotheque of Death", a screenplay adapted from the novel by P.P. Pimms, was a complete and utter disaster, a complete and utter embarrassment, and a complete and utter failure. Word is out in Hollywood that he's a Has-Been. So much for Gotham City's famous son.*

*And, to add fuel to this interesting fire, Mamie-Eve Dempsey, Pimms' ex-literary agent, also lives in this lovely town. In case you don't know, she brokered the movie deal with Able, who just happens to be her former lover. She also claims to be a "psychic" but I for one doubt that or else she would have known that selling Pimms' novel to Cain Able would amount to a big failure, a lawsuit and her being fired!*

*What tangled webs we weave! We even have a full moon working its magic for us on this lottery night! Maybe this true-life story should be the topic of Pimms' next mystery novel - it might put her on the best sellers' list once again. It seems to be the stuff good fiction is made of.*

## THE SEQUENCE OF EVENTS

FACILITATOR NOTES - There are notes to the facilitator preceding any scene that requires props or some sort of prep work (like making up the victim)

0:00

All suspects but Sam Disney and Mattie Jiggs, make their entrances for general mingling and introductions.

This is the time you need to talk about your need for money to set up your motive to kidnap **Sam Disney**. **Rebel** meanwhile should obsessively talk about **Mamie-Eve** as the love of his life which will help make it look like he'd do anything for her - including kidnapping **Disney**.

0:10

It's time for **Horace** to introduce **Sam Disney**. He gets everyone's attention.

**Horace**: here's an idea of what you should say; if you need to have an index card with your speech written on it, feel free to do so. Remember, you're not a good mayor or public speaker:

**HORACE**: Ladies and Gentlemen, this is the night we've all been waiting for. **Mr. Disney** should be here any moment. As Mayor, I hope you will remember this great achievement by me, **Horace Tabbeyville**, come voting time! Remember to vote for your newfound financial wealth and me! I have personally developed a relationship with **Mr. Disney** and am proud to call him my friend (*uh, Horace you've never met the man and have only received telegrams from him*). If you'll excuse me for just a moment, let me check and see if he's arrived.

While **Horace** is out of the room the rest of the suspects can again mingle and chat up **Disney's** arrival and how you need to win that briefcase full of money.

0:15

**Horace** rushes into the room carrying a briefcase and gingerly holding a bloody towel. He announces that he can't find **Sam Disney** anywhere but he did find this briefcase and, horrors of horrors, this bloody towel (*he gingerly holds it up for all to see*) then carelessly tosses it on someone's table.

He opens the briefcase to find 2 items: a loose sheet of paper and a 9x12 sealed envelope.

He or better still a guest reads the contents of the loose sheet of paper first. It says:

*Surprise!*

*Welcome to the Case of the Missing Millionaire  
and His Missing Millions*

Also contained in the briefcase is a filled and sealed 9x12 envelope on which the following message is taped:

*Mission "Show Me The Money"*

*Your mission, should you choose to accept it, is to find the missing millionaire and his missing millions.*

*Some of you I know all too well and I know you would do anything for Disney's money. You need it. I know it. But you can't have one without the other. Find the missing millionaire, find the missing millions.*

*And so, I double dare you to step up to the plate and accept my little challenge.*

*Who's smarter, you or me?*

*And the answer is: ME (of course). And I will prove it.*

*To test our little battle of wills, I've set up a trail of clues for you to find, a scavenger hunt if you will. Can you find and put all the clues together to figure out how they relate to this crime? Can you figure out whodunit - who kidnapped Sam Disney? Can you find the missing man and his millions? I very much doubt it. After all, who got away with kidnapping and theft right under your very noses?*

*Me, that's who.*

**HORACE, DETACH THE TAPED NOTE FROM THE ENVELOPE AND LEAVE BOTH NOTES ON THE EVIDENCE TABLE YOUR FACILITATOR HAS SET UP SO THE GUESTS CAN READ THESE CLUES AND ALL OTHER CLUES WHENEVER THEY WANT. HOLD ONTO THE SEALED ENVELOPE AND DO NOT OPEN IT YET.**

Pandemonium ensues as you all react to the turn of events. Your hope of easy money is dashed by some nefarious malfeasant and you're not afraid to loudly say so!

After a moment of this pandemonium, Mamie-Eve makes an announcement:

**MAMIE-EVE:** Something is very wrong! Aunt Clara and I did not sense any danger for Mr. Disney nor did we have any sense of foreboding. Being a mystic and having such a powerful spirit guide as Aunt Clara, I should have sensed those things about another human being, especially because the full moon always strengthens my powers ...Oh sorry Aunt Clara, I meant OUR powers.

**Cain** sarcastically tells her that she just got out of the sanitarium for her "rest" after being fired by P.P. Pimms and she may not be up to speed yet.

**Mamie-Eve** doesn't like the fact that he, as her scorned lover, announced to "the world" that she was in a sanitarium! They fiercely argue over **Cain** disrespecting her by telling everyone her little secret and mocking her abilities in front of her fellow townspeople.

0:20

**Horace**, after letting **Cain** and **Mamie Eve** argue for a moment, announces that he will now open the sealed envelope in the briefcase.

**Note:** He needs to be loud enough for **Mattie** to hear him; **Mattie** you have to keep this tight and enter just as **Horace** says he'll open the envelope.

Just then Detective **Mattie Jiggs** arrives, gun drawn, SWAT style, maniacally yelling for everyone to freeze (*big and dramatic, girl! Over the top stuff*).

She announces that she received a call from one **Flora Fauna** about a kidnapping.

**Flora** concurs that she called **Mattie** so she could save the day and the rich fellow and get his money.

**Mattie** orders the guests to fill her in as she roams the room looking at everyone suspiciously and occasionally tripping over her own feet or bumping into chairs (*remember she's a klutz*).

**NOTE:** She should be made aware of the bloody towel and the briefcase containing the 2 notes and a sealed envelope. If your guests don't fill **Mattie** in, your primary suspects should. **Horace** is still clutching the sealed envelope.

Next, **Mattie** asks the guests if they know of anyone who needs money seeing as the kidnapper probably kidnapped **Sam Disney** and took all his money.

**NOTE:** if the guest's don't bring up the following facts, you each should then accuse each other. (These are the very same motives you should have already been speaking of during the opening mingle):

**FLORA ACCUSES HORACE:** He needs money for his campaign for mayor.

**HORACE ACCUSES FLORA:** She needs money to get off the streets for good.

**MAMIE ACCUSES CAIN:** He's in debt due to a certain gambling addiction plus he's being sued by **PP. Pimms** and needs a good and thereby expensive lawyer. Plus he's a Has-Been in Hollywood so no one will hire him.

**CAIN ACCUSES MAMIE and REBEL:** Mamie-Eve's unemployed after being fired by the very same **P.P. Pimms** who's suing **Cain**; she's also being sued by **Pimms** and also

needs a good and expensive lawyer. Rebel's clearly her partner in crime - you can tell just by looking at him. He's Clyde to her Bonnie.

Rebel, this will be stronger if you play up the bad boy image.

**MATTIE** *(as she takes the envelope from Horace, opens it and takes out what's contained inside):* So then, one of these suspects has kidnapped Sam Disney and has stolen the money; and *(she looks at the sheets in her hand)* one of these suspects has set up this little scavenger hunt, if you will. *(She holds up the hunt clue sheets contained in the envelope.)* Why set up this little game? Why not just take the money and run? Well, that's what we have to find out. We have to find a common thread between these suspects to make all the pieces of this puzzle fit. It will be your job to help me find that common thread; it will be your job to follow the clues to see if they lead to the mastermind behind all this! *(This effectively sums up Pimms' little plan).*

She fiercely blows her special police whistle and yells: "Move out! Move out! Move it, move it, move it!" She rushes from the room, hunt sheets in hand.

She sheepishly returns a moment later when she realizes no one has moved from the room.

**FLORA:** Uh, you have the scavenger hunt sheets or whatever they are in your hands, *DETECTIVE*. None of us have seen them. I think you need to give them to us before we can 'move out'.

**MATTIE:** Don't you dare give me a hard time! I'm doing the best I can here considering...*(She gets herself under control and back in character)*. Uh right, um, well then, anyone who wants to prove his or her innocence better help me hand these out to everyone.

All the suspects rush to help pass out the hunt sheets.