



Murder 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 breaks for optional dinner courses, costuming ideas and samples, how to stage a fight, etc.)

There are 2 versions of the game available to you with purchase. Version 1 is the **Know It All** version wherein the prime suspects get the script/sequence of actions ahead of time and know whodunit. Version 2 is the **Narrator** version where they'll just get their character descriptions ahead of time and you'll add a narrator to tell the story while your prime suspects act out what he/she is saying. In this version they won't need to know whodunit. **YOU WILL RECEIVE BOTH VERSIONS WHEN YOU PURCHASE THIS GAME.**

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Please don't hesitate to contact us

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----- KNOW IT ALL VERSION -----

Use this version of the game if your prime suspects will know whodunit
(We recommend this version for larger groups of 60 or more).

A sample of the **NARRATOR VERSION** follows.

HOW THE KNOW IT ALL VERSION OF 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, 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).**

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.

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 (Gotham City) as a town caught in the “Twilight Zone”. Everyone should look “off kilter” in some way, like characters from a dark comic strip, say “Batman” for example. Dress a little oddly, wear makeup that doesn't quite look right, give everyone dark circles under their eyes. More specific costume suggestions are provided in the full script.*

Sam Disney: The mysterious, reclusive millionaire.

Flora Fauna: A feisty, slightly crazy homeless woman who would do anything to get off the streets. 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). Everyone knows her because they've seen her around town and have, at one time or another, given her money or food.

Cain Able: Arrogant, conceited, obnoxious Hollywood director and producer. His last movie, “Discotheque of Death”, a screenplay of a highly popular P.P. Pimms murder mystery novel - her third novel, was an embarrassing flop. Cain is very close to being a Has-Been - Hollywood is so unforgiving - plus he's being sued by Pimms for defamation of character, fraud and slander *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.

**Don't want to include the gambling addiction, then make it a shopping addiction or anything that requires he spends money uncontrollably (like collecting bobble-head dolls or something).*

Mamie-Eve Dempsey: Cain Able's former girlfriend and P.P. Pimms' former literary agent, having not only been fired by the author but also sued for defamation of character, fraud and slander for the “Discotheque of Death” debacle. She's also a

self-proclaimed psychic. Her so-called spirit guide, with whom she has discussions all the time, is a giant white rabbit named "Aunt Clara". *

*Don't want to use the psychic bit then she can just have an imaginary friend she talks to and who tells her things much like Jimmy Stewart in the movie "Harvey".

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.

Because **Mamie-Eve** is unemployed and being sued, 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. He may have lost the lawsuit but he still brought negative publicity to **P.P. Pimms** which she feels negatively affected her book sales for her fourth novel, *The Jealous Jury*.

Horace is now running for mayor against someone 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. 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. The plan was set in motion.

Detective Mattie Jiggs: She'll only be called in if something evil and dangerous happens.

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 the mystery game 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 "intern". 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 Able's** clumpish, nerdish personal assistant who is treated with no more respect than a slug but that's the way she/he likes it.
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 townspeople 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

0:00 Start time

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

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** (all but **Rebel** have the same "financial gain" motive). **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**).

SERVE SALAD/1ST COURSE. AS SOON AS EVERYONE IS SERVED; HORACE MAKES HIS SPEECH AND THE ACTION CONTINUES.

0:10

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

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.

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!

Soon after, Detective **Mattie Jiggs** arrives, gun drawn, SWAT style, maniacally yelling for everyone to freeze...

----- NARRATOR VERSION -----

Use this version of the game if you don't want your prime suspects to know whodunit. They will simply follow instructions provided by your narrator.

HOW THE NARRATOR VERSION OF THIS MYSTERY GAME WORKS:

- You'll need to cast your prime suspects (see character descriptions below). They'll get their character descriptions and the basic premise of the mystery but that's it. You'll also cast a narrator to be the storyteller. Your prime suspects will act out what the narrator says. They'll have to carry out certain actions (like arguments) and suspicious activities to set themselves up as suspects.
- 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.
- 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).**

Prior to your mystery event/party, you'll send your prime suspects complete character descriptions of all the suspects - which are the same as described above, costume suggestions and the following instructions.

0:10

NARRATOR: Welcome Ladies and Gentlemen. My name is Bert (Berta if female) Beetlejuice and I am here to lead you through this mystery. I hope by now you've met everyone. If you haven't yet had the chance, don't worry you will. And we're of course expecting Mr. Disney's arrival at any moment. *(OPTIONAL) While we're waiting, enjoy your first course of dinner and chat amongst yourselves.*

(OPTIONAL) SERVE SALAD/1ST COURSE. AS SOON AS EVERYONE IS SERVED; HORACE MAKES HIS SPEECH AND THE ACTION CONTINUES.

HORACE'S CUE CARD:

Ladies and Gentlemen, this is the night we've all been waiting for. Mr. Sam 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 close relationship with Mr. Disney and am proud to call him my friend even though we haven't actually met in person and have just communicated via telegram. Yes! telegram! How very quaint! Now, if you'll excuse me for just a moment, let me check and see if my dear friend has arrived.

Horace, please leave the room and meet up with your organizer for further instructions.

Organizer, give Horace a bloody towel and briefcase and these instructions:

He is to rush 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 he 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 on which a letter is taped. He reads to everyone the contents of the loose sheet of paper first and then the contents of the letter taped to the envelope. He does not open the envelope at this time.

NOTE: I've cut and pasted a copy of the 2 items Horace is to read to your guests below just so your narrator knows what it contains and can prompt Horace if necessary. See Organizer instructions and Disney clues for the master copies and all the details of what should be in the sealed envelope.

0:15

Horace enters and does his action as outlined above. He reads this aloud to everyone - it's the contents of the single sheet of paper he'll find in the briefcase:

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. Horace will also read this aloud but will not yet open the envelope:

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.

Once Harold has finished reading...

NARRATOR: My goodness, this is quite a turn of events isn't it? Horace, please put both those notes on our evidence table and please give me the sealed

envelope. (Pause to allow him to do this.) I see that pandemonium is now ensuing 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! (Pause for pandemonium; you may need to prompt the suspects to create said pandemonium by repeating yourself.)

0:20

NARRATOR: Attention everyone, Mamie-Eve has an announcement to make. She claims that something doesn't make sense because she and her clearly invisible Aunt Clara spirit whosey-whatsey did not sense any danger for Mr. Disney yet they should have. (Pause to allow her to say this and embellish on this if she so chooses.) 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 with all her mumbo-jumbo psychic stuff. (Pause to allow him to say this.) Mamie-Eve doesn't like the fact that he, as her ex-loser-boyfriend if I may be so bold to call him that on her behalf, announced to "the world" that she was in a sanitarium nor does she like him mocking her psychic abilities! (Pause to allow her to say this.) They fiercely and loudly argue as only ex's can do. (Pause for this action.)