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## 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 optional breaks for 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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**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:** \$24.95US/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.



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, 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).**

# THE MAFIA MURDERS

## MAFIA ADAPTATION FOR YOUR CORPORATE EVENT:

The Godfather has taken over your business ("bought" may not be the right word here; he may have bribed or coerced your current CEO or they've become "partners" - remember, everything is done tongue-in-cheek here). The Godfather is throwing a party at his speakeasy to welcome his new lieutenants, capos, etc. to the family and to introduce them to the new way of doing business - his way. If you can parallel your type of business into the Mafia business, that's great. For example, a telecommunications business will no longer be "communicating" in any way seeing as that's not the "family" way. "Customer service" will take on a whole new meaning once you implement the cement shoe or sleeping with the fishes policy. Get the idea?

**PLACE:** The Library, the Godfather's speakeasy.

**YEAR:** 1930

### PRIMARY SUSPECTS

These are the folks who will have full knowledge of the mystery; you'll give them this complete script and the costume examples we've provided (*separate document*) ASAP.

**Costume suggestions and illustrations provided in full script.**

**More detailed character descriptions are also provided in the full script.**

### DONATO "Babyface" Brundizzi:

The Godfather, **Donato** became the head of the family after his brother-in-law, Don **Dominic Scallopini** (and his wife **Olympia**) died in a car explosion in March of 1924. He is everything you'd expect in a man of such power: ruthless, self-centered, calculating but with a deceptively approachable side to him.

### WALDO "The Sneak" Brundizzi:

**Donato's** boob of an older brother. The family chose **Donato** to be the new Godfather after **Dominic Scallopini** was killed because they felt he had what it took to be the head of the family. **Waldo** resents this and is out to prove to the family and everyone else that he should have been the chosen one.

### "CRUSHER" JOE GENELLI:

Before **Crusher** came to work for **Donato** as his bodyguard, he was Don **Dominic Scallopini's** driver for going on 10 years. **Crusher** wanted more responsibilities from **Scallopini** but **Dominic** never seemed to trust him enough. **Crusher** was fed up because he couldn't move up the Mafia ladder. **Donato** promised him that move.

### **RITA "THE ROSE" SCALLOPINI:**

**Donato** and **Waldo's** niece; daughter to the deceased **Don Scallopini** and his wife **Olympia**. **Rita** is excellent at playing the "I'm just a girl" or "I'm just an orphan" game. She has the men wrapped around her little finger as a result.

### **"DAPPER DAN" JOHNSON:**

He has been **Donato's** accountant since April of 1927. He met up with and was subsequently hired by the Don in Chicago. He is very good at what he does but he hasn't quite gained **Donato's** complete trust. That simple fact gets to him: how often does he have to prove himself loyal and trustworthy? After all, he told **Donato** about the hit Capone had out against him in Chicago (*yes, Donato was supposed to perish in that fateful St. Valentine's Day Massacre in February of 1929*).

### **JIMMY "THE GYP" JOHNSON:**

A good for nothing bum who happens to be **Dapper's** twin brother. Because **Dapper** saved his life in Chicago, **Donato** has tolerated **Jimmy** being the major pest that he is.

**NOTE: JIMMY AND DAPPER CAN BE PLAYED BY THE SAME PERSON BECAUSE JIMMY IS KILLED VERY EARLY IN THE MYSTERY. IT IS VERY IMPORTANT THAT THERE ARE DISTINCT PHYSICAL DIFFERENCES BETWEEN HE AND DAPPER SO YOUR GUESTS DON'T GET SO OBSESSED WITH JIMMY REALLY BEING DAPPER. I WOULD SUGGEST PUTTING A MUSTACHE ON JIMMY AND USING A SMALL PILLOW TO GIVE HIM A GUT.**

### **CONNIE NONNI:**

**Donato** and **Waldo's** aunt (on their mother's side). She's a Mafia widow and a crazy one at that (although she is an excellent cook which balances things out): she never asks questions, nor does she care about what her nephews do so long as she's taken care of as the grieving widow she is. Beating her breast and lamenting the loss of her husband is a specialty of hers as is getting people to prostrate themselves and wail in grief (especially as the events unfold tonight).

### **FIFI LA TRICK (A.K.A. GWENDOLYN GOODBODY):**

She is the Don's moll--"girlfriend" but she used to be **Waldo's**. She was a torch singer at a speakeasy called Poodlehead's where she met **Waldo**. It was apparently love or at least lust at first sight but then somehow she became **Donato's** girl instead.

### **TIMELINE SUMMARY:**

1914-1924	<b>Crusher</b> works for <b>Don Dominic Scallopini</b> as his driver.
March 20, 1924	The <b>Scallopinis</b> die in a mysterious car explosion; the Great War with the McCormicks ( <i>Irish Mafia blamed for the bomb</i> ) begins.
April, 1924	<b>Donato Brundizzi</b> chosen as the new Godfather.

April, 1927	<b>Donato</b> moves the enclave to Chicago where the real action is; hires <b>Dapper Dan</b> as his accountant.
January, 1929	<b>Donato</b> makes some bad territorial moves against Al Capone; <b>Dapper Dan</b> informs <b>Donato</b> of a hit against him due to take place on Valentine's Day, 1929. Hasty move to wherever this show takes place.
September, 1929	<b>Waldo</b> meets <b>Fifi</b> at Poodlehead's.

## 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.

### "Fast Hands"

**The Godfather, Donato Brundizzi's** advisor/consigliore. Unfortunately for **Fast Hands**, **Donato** is not happy with him and is looking to find a new consigliere. **Fast Hands** knows his parting gift will be a pair of cement shoes so it makes him very nervous and overly helpful to the Don. **Motive:** **Fast Hands** has set this whole thing up in revenge for being cast aside as consigliere.

### "Dollface"

Her brother, "Knuckles", was a bruglione but he's gone missing. She's been running operations since his disappearance a month ago - a fact **the Godfather, Donato Brundizzi** just found out about earlier today. He's not thrilled at all that a woman would be running his territories even though she's been clearly doing a better job than her brother. **Dollface** is here today to ask to be made bruglione and to prove herself. **Donato**, despite her obvious talents, will have none of it. THEREIN LIES HER MOTIVE. She is wickedly attracted to **Dapper Dan**.

### "The Maul Man"

Bodyguard wannabe under **Crusher's** tutelage. Maybe he even wants **Crusher's** job so he's setting up the attempts on **Donato's** life to make **Crusher** look bad?

### **"The Hammer"**

Mayor of the Rigatoni enclave. **Donato** is anxious to work with **The Hammer**, whose special area of interest is gambling and casinos. **Donato** wants a cut of his action, so he's invited **The Hammer** here tonight to show him a good time. **The Hammer** has no intention of working with **Donato** but he does want **Donato's** territory and his people. **Donato** has informed his niece **Rita** that she's to be "nice" to **The Hammer** and show him a good time to help close the deal. He will have no problem with that.

### **Angela "The Cannoli" Scallopini**

**Rita Scallopini's** psychotic older sister. She knows her uncles, **Donato** and **Waldo**, favor **Rita** so, over the years and still to this day, she tries too hard to make them like her better. **MOTIVE:** She's an ignored psychopath who demands to have her day, her moment of glory, against the man who most ignores and hates her—Uncle **Donato**. She is wickedly attracted to **Crusher**.

### **OTHER SECONDARY CHARACTER SUGGESTIONS (as suggested by one of my "repeat offender" customers):**

1. A singer at the speakeasy who likes to drink as much as she likes to sing. She sings during dinner but then, as the vendetta against the Godfather unfolds, she interrupts or blurts out songs at random, and at the most inappropriate times, clearly irritating the Don. You should dispose of her at the end of course!
2. Floozies to "ooh and ahh" over the men.
3. A cigarette girl.
4. A crooked cop or two.

In the Organizer guide we provide a list of Flapper and Mafia nicknames. Select a fun name for any of these characters from that list or make up your own.

### **THE SEQUENCE OF EVENTS**

1. \*Remember to **slow down** – you're nervous so you'll want to rush the sequence but **DON'T**.
2. Be sure to involve your guests!!!! Play with them, talk with them – they'll love you for it.
3. If you need to leave the room to check your script – do it.
4. **Synchronize your watches.** 0:00 hour is whatever time you start the performance. I would recommend that if you start at 6:20, reset your watches to 6:00, that way you're literally at the zero hour and can easily figure out the time from there.
5. Anything underlined in this sequence is very important to the progression (and solving) of the mystery. Anything in **RED** is a definitive clue to whodunit.

6. I provide some dialogue but it's **not necessary to memorize** it verbatim; it's mostly to give you an overall idea of what should be said.
7. Make sure you **run through this script** sometime before the performance date.
8. Your organizer will set up a table as the evidence (clue) table. **PUT ALL CLUES AND EVIDENCE ON THIS TABLE** as they are revealed. Encourage your guests to examine them to help them solve the case.
9. **\*\*REMEMBER, EVEN IF YOU'RE NOT THE KILLER, YOU DO HAVE MOTIVE AND YOU STILL HAVE TO LOOK SUSPECT.**

**ORGANIZOR NOTES:**

Give **Crusher** the envelope of money he will "find" on Jimmy.

Give Jimmy a gun.

Give **Rita** the newspaper article (see Organizer Instructions document to print the article out).

**0:00**

(*OPTIONAL.*) To start the evening, place **Crusher** (and **The Maul Man** if you're using **secondary suspects**) at the entrance, asking for a password into the speakeasy (*whatever the guest says is the right password or give them a password in your invitations*). He should not be afraid to frisk for guns.

All suspects, but **Dapper/Jimmy – WHO ARE NOT YET IN THE ROOM** - mingle and introduce yourselves to your guests.

**0:10 PRACTICE**

**Waldo** makes a welcoming speech and brings up the following, in his own words:

1. The guests are very special loyal friends and family to the Godfather, that's why they've been invited to his party. **He can make a comment about how we're all gonna miss Fast Hands when he goes (remember Donato is looking for another consigliere).**
2. Later on this evening, there will be a gambling excursion aboard the Godfather's yacht, The Prohibition, which is moored beyond the 12-mile limit since both gambling and imbibing alcohol are illegal.

**Waldo** then introduces his brother, **Donato**. Just as **Donato** starts to speak, **Jimmy The Gyp**, who has been hiding from view, throws himself into the room, gun drawn, yelling, "Die, **Donato Brundizzi**, die" and fires away only to realize that he forgot to load said gun with bullets. At the same time this is happening, **Crusher** pushes **Donato** out of the line of fire and **Waldo** drops to his knees and hides under a table or behind the

legs of his guests. *MAKE THIS BIG WALDO – LOOK AS COWARDLY AS POSSIBLE.*

Realizing that **Jimmy** is indeed a moron who forgot to put bullets in his gun, **Crusher** now strolls toward him, teasing him about his stupidity. **Jimmy** looks like a cornered animal as he searches desperately for an escape route. He makes a run for it but **Crusher** easily catches him and drags him out of the room. **Jimmy** loudly begs for his life and puts up a fight. As the men struggle, **Donato** tells **Crusher** to break the man's neck for his betrayal.

**Crusher** drags **Jimmy** from the room. Next, a very loud, very long, very girly, very painful scream is heard and then dead silence. **Crusher** comes in wiping his hands clean of the job.

\*NOTE: If you have props guns that actually "fire", you can simply have **Crusher** shoot him in front of everyone. It's more dramatic.

**CRUSHER:** Jimmy The Gyp is dead. They don't call me **Crusher** for nothing. I can break a neck like nobody's business! Hey boss, this fell out of Jimmy's pocket when he went down for the count.

**Crusher** holds up a thick envelope of money on which is written, "*Jimmy, ½ now, ½ when the job is done.*" He reads it aloud to everyone then tosses it on the evidence table.

**Donato** angrily orders **Waldo** to help **Crusher** dispose of the body and to call **Jimmy's** brother, **Dapper**, to inform him of his brother's demise. **Waldo** informs **Donato** that it's not his job to remove bodies or to call the hired help. **Donato** grabs him by the lapels of his jacket and tells him to do what he's told! He pushes **Waldo** away in disgust. **Waldo** scurries off to do what he's told grumbling the whole time about "getting his brother".

**IMPORTANT:** Meanwhile the rest of the cast must fill everyone in to the fact that the man killed was **Jimmy The Gyp**, brother to the Don's accountant and it appears from that envelope full of money that someone was paying him off to try and kill the Godfather. Direct your guest to look at the envelope on the evidence table.

OPTIONAL: SERVE SALAD/1<sup>ST</sup> COURSE.

## ----- 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.

## THE NARRATOR

This character will narrate the action in the mystery game.

As a prime suspect, your instructions are very easy. Your job will be to act out what this narrator says and follow his instructions (*feeling free to ad lib if you are so inspired*). You also need to react - as your character - to what's going in the mystery so listen well to your narrator and don't hesitate to interact with your fellow suspects and the audience. Have fun, let loose, and ham it up!

### PRIME SUSPECTS, WHEN THE MYSTERY STARTS HERE'S WHAT YOU'LL NEED TO DO:

- Mingle and introduce yourself. Work the room! Get into the fun of playing your character.
- Use the character bio we've provided to tell your story and to gossip about your fellow suspects.
- Engage in conversations with guests and answer their questions. Any time the narrator is not narrating the story you should be mingling and playing up the story as it unfolds.
- *Any additional character notes/actions are inserted here in the full Narrator version.*

**YOUR PRIME SUSPECTS WON'T GET THE FOLLOWING INFORMATION; ONLY YOU AND YOUR NARRATOR WILL. This is what he/she will read during the mystery:**

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).

**ORGANIZOR NOTES:**

1. During the mingling time, take Rita offstage and give her the newspaper article (see Organizer Instructions document to print out this article). Instruct her to start showing it to a few people – not everyone, just a few\* -- and talk about her parents' deaths. She should do this AFTER the opening welcome speech by Donato. \* You want some people to see it and the others that don't ask about it. This creates participation.
2. During the mingle time, please take Crusher off stage and give him the following instructions. Jimmy should also be present.

**INSTRUCTIONS:** After the Narrator's opening comments and as soon as Waldo introduces Donato to the group, Jimmy will rush into the room screaming, "Die Donato Brundizzi die!" and fire a gun at Donato. Crusher, standing right beside or slightly behind him, will push Donato out of the line of fire - only Jimmy's gun is empty. Realizing that Jimmy is indeed a moron who forgot to put bullets in his gun, Crusher will stroll toward him, teasing him about his stupidity. Jimmy will be momentarily paralyzed with fear. He will then make a run for it but Crusher will easily catch him and drag him out of the room telling Donato that he'll take care of Jimmy. Jimmy loudly begs for his life and puts up a fight. Outside the room, Jimmy will let out a very loud, very long, very girly, very painful scream and then dead silence. Crusher will come in wiping his hands clean of the job stating the traitor is dead. He will also hold up a sealed envelope on which is written, "*Jimmy, ½ now, ½ when the job is done.*" He will read it aloud to everyone then toss it on the evidence table.

**0:10 Welcome**

**Narrator:** Welcome Ladies and Gentlemen. **My name is Bert (Berta) Beppo** 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. You are of course all very special loyal friends and family to the Godfather, that's why you've been invited to his party. As a special treat, later on this evening, there will be a gambling excursion aboard the Godfather's yacht, The Prohibition, which is moored beyond the 12-mile limit since both gambling and imbibing alcohol are illegal. Now without further ado, Don Donato Brundizzi's brother Waldo would like to say a few words about his brother and introduce the man of the hour.

*Action: Waldo will introduce Donato and say whatever he wants here. As soon as Donato is introduced, Jimmy the Gyp will try to kill him. Crusher will get Jimmy out of the room to break his neck. He'll return with a clue: an envelope of money with a cryptic note written on it. See organizer note above for details.*

**Narrator:** The man Crusher disposed of was Jimmy the Gyp, brother to the Don's accountant, Dapper Dan Johnson and it appears from the envelope full of money Crusher found on Jimmy that someone was paying him off to try and kill the Godfather. Said envelope is on the evidence table conveniently set up for you if you want to take a look. Such excitement and drama and the night has barely begun! Donato now angrily orders Waldo to call Jimmy's brother, Dapper Dan, to inform him of his brother's demise. (Remember to pause to allow the suspects to carry out the action). Waldo retorts that it's not his job to call the hired help (pause for Waldo's retort). Donato grabs him by the lapels of his jacket and tells him to do what he's told! He pushes Waldo away in disgust (pause). Waldo scurries out of the room grumbling the whole time about "getting his brother" whatever that means (pause). While waiting for Dapper Dan to arrive now would be a good time to chat with the family and to thank the loyal Crusher Joe for taking care of business so we can still enjoy ourselves. I know the Don is always saying how much he appreciates Crusher's loyalty and his, uh, skills. Isn't that right Godfather? ...