



## 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, 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).**

# Thirst For Blood

*Alternate Title: The Mystery of Devil's Gulch*

**HALLOWEEN NIGHT** (*optional*). You can put this in any year you'd like. We happen to like the turn of the century for that Gothic feel.

**THE PLACE:** Devil's Gulch

**EVENT:** The Annual Devil's Gulch Costume Ball (*Optional. The event can be the Annual "Anything": Founder's Day, Groundhog Day, etc. or even someone's anniversary or birthday.*)

**STORY:** One year ago tonight, at the very stroke of midnight, under a full harvest moon, a fire broke out at the Bates Mansion situated next to the historical cemetery at the edge of town. Witnesses to the fire (*the entire cast of suspects*) say they saw the mansion spontaneously combust into a terrifying ball of fire and, as it burned, they saw distraught ghost-like beings fly out of every window, wailing in terror. The mansion's owner, Norman Bates was killed, burned beyond recognition. **Lester** Danvers, Norman and 2 other men were playing cards at the mansion that night. Only **Lester** managed to escape even though he suffered severe smoke inhalation and stress-related amnesia because of the fire. The 2 others, like Norman, were burned beyond recognition. Today the Bates mansion still lay in ruin at the top of that hill - an eerie reminder of that tragic night and the curse that seems to hover over this town.

On every full moon since that tragedy, townsfolk swear they smell acrid smoke and hear mournful wailing & moaning. They swear it comes from the direction of the mansion and the graveyard that sits beside the burned ruins. That graveyard is full of alleged witches that were burned at the stake back in the 1600's. And since the fire, animals have mysteriously disappeared: cows, dogs, chickens - it doesn't matter, they all disappear. No one understands it but everyone considers their once quaint little town cursed.

## **PRIMARY SUSPECTS**

**These are the folks who will have full knowledge of the mystery; you'll give them the complete script ahead of time.**

**LUCY CABOT:** She's become a lonely, embittered woman since the tragedy last year. She was engaged to a fellow named Arthur Salem who perished in the fire. In this past year, she's immersed herself in her job as a journalist (*when we say "journalist" we mean she writes a weekly article on the social events happening in town*) for the local newspaper, "The Probe". SHE LOVES THAT JOB and hopes to move into more interesting front page stories soon! She has been searching for someone to mend her broken heart and thinks perhaps that

**Peter** Parker might be the one to do it. It infuriates her when she finds out she's wrong.

**HELENA WASHINGTON:** She's domineering, powerful and very much a nag to her husband, **George**. She has a nursing background and considers herself the Florence Nightingale of this small town. She once had a theater date with **Peter** but it was a disaster and she married **George** shortly thereafter. She hates the sight of **Peter** because she knows him for the arrogant and cruel womanizer that he is. She's never forgiven him for abandoning her on their first and only date for another woman. She was humiliated in front of her friends and she was the talk of the town for weeks - a further humiliation. Now he's tormenting her once again by wanting to build that awful wax museum and gaming parlor in *HER* town! Will she never be free of him?

**MAYOR GEORGE WASHINGTON:** The insipid wimp who's completely dominated by his wife, **Helena**. Truth be told **Helena** is more of the mayor than he is. In any event, **George** is very proud of the fact that he was named after the United States' first president and considers himself comparable to the man. **George's** twin brother, Jerry, was killed in the fire at the mansion.

**PETER PARKER:** The wealthiest man in Devil's Gulch. He has plans for the unclaimed Bates' property and the old cemetery adjacent to the mansion's property. He wants to buy the land and construct a large gaming parlor. He has every intention of succeeding with this purchase. He does not like to lose.

About 5 years ago, just before **Helena** married **George**, **Helena** invited **Peter** to escort her to the theater. They were attending the play with a group of **Helena's** closest friends. It was an immediate and disastrous mistake for **Peter**. **Helena** never stopped her insipid chatting and had the gall to make suggestions on how he could "change" - on their first and only date, mind you! He dropped her that very same night, quickly and easily finding someone to take her place. Women are so interchangeable.

He's very attracted to **Lucy**. They began a little flirtation last week when **Lucy** tripped and fell right in front of **Peter** as he was exiting the home of one of his many lovers.

**GRACE PEABODY:** Reclusive occultist & witch. She has a deadly premonition that the danger is back and she's come out of hiding to warn the town and to protect them from a dangerous evil being.

**LESTER DANVERS:** He's never been the same since he almost died in that fire. Sadly, it appears the horror of what he witnessed caused this drastic personality change. Yes, he recovered his memory shortly after the fire although he claims he still doesn't remember what really occurred that night, but now he's become rather "simple": he's very shy and insecure, especially with women. Perhaps he even stutters a bit. He's sloppy in appearance and the furthest thing from the man he once was.

**INGRID BATES:** One very strange woman. She looks like death warmed over for one. For another, she acts in a very bizarre, erratic fashion. She appeared in

town just last night and introduced herself as Norman Bates' long-lost aunt who's come to Devil's Gulch to lay claim to the mansion.

**DR. LUDWIG VON HERRING:** He's come to Devil's Gulch because he feels the Bates Mansion is a vortex for some strange otherworldly power and he wants to build his Center For Paranormal Studies there. This center is sure to establish him as the foremost expert on the supernatural. He's also heard about **Grace Peabody** and her occultist powers and wants to interview her to see what she knows about the cursed mansion.

**COSTUMES:** Prime suspect costume suggestions provided in full script.

### **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. Give them their secondary suspect instructions (included) and let them run with it. \*\*\***FOR LARGE GROUP MYSTERIES (75 OR MORE):** I'd definitely suggest you cast your secondary 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. **Clinton Bush:** A slick and smarmy know it all running for mayor against **George**. He enjoys the game he's playing with **George** who he clearly thinks is a weak leader and forgettable sort of human being. **George** needs to prove him wrong. **Helena** hates Bush - she actually knows he could win against **George**.
2. **Penelope Parker:** **Peter's** ex-wife. He hasn't paid her monthly expenses/alimony is 2 months so she's here to make his life miserable and to embarrass him in front of the town.
3. **Winston Cupp:** The editor of "The Probe". Yes this is a social event so **Lucy** is technically covering it but Cupp wants to get the inside scoop on **Ingrid Bates** and her sudden appearance to claim the Bates' mansion. He actually thinks she's very attractive and finds her oddness quite adorable.
4. **Cleo Lane:** **Grace's** apprentice who helps her with her protection ritual.
5. **Renfeld (male or female):** **Ludwig's** enthusiastic assistant who can't do enough for his mentor.

## THE SEQUENCE OF EVENTS

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).

**0:00**

Prime suspects are in character and in the room, mingling - all but **Grace**.

**Peter** immediately flirts with **Lucy**--to pick up where they left off last week. He has a drink. He also has scratch marks across his face and a black eye.

**Lucy** asks what happened and, to gain her sympathy, he relates a story about saving a cat from certain death to gain her sympathy (TO MALE GUESTS, he brags that one of his girlfriends scratched him after finding him on a date with another woman).

**Lucy** is obviously smitten. She can enlist the friendship of female guests as she talks about her dead fiancé, Arthur, and her new hope for a relationship with **Peter**.

**Ingrid** roams about, sneaking up on conversations and muttering, "I'm Norman Bates' aunt, that property is mine and no one can have it", then leaving as quickly as she came. She can certainly engage with the guests but her end of the conversation needs to always be strange. For example, if someone asks if she knows anything about **Peter** and **Lucy**'s relationship she can answer, "buy me some peanuts and Cracker Jacks is what I say - PP (*Peter Parker*) better watch out! Yes sir, watch out he better."

**Ludwig** looks to interview anyone who witnessed the fire amongst your guests. He's also excited about talking to **Grace** Peabody and is disappointed she's not present. And he promotes his Paranormal Center, to be built where the mansion now stands. He orders his assistant (if you're using secondary suspects) to take notes or he takes notes himself about what he learns.

**Helena** dominates any conversation she's having and keeps **George** right by her side. She scoffs at his opinions and insults him. She picks at his clothes and tells him to straighten up, etc. Her favorite thing to do in a social situation is disagree with him. The only thing they do agree on is their dislike for **Peter**. Also, **George** doesn't hesitate to dramatically mention that his twin brother died in the fire.

**Lester** stands about awkwardly, not sure what to do.

Act and speak like a 3-year old **Lester** - and remember, you don't remember anything specific about the fire, only what people have told you.

Anytime **Lucy** sees him standing by himself, she rushes to him and urges him to

talk to people. She also tells folks that she thinks Simple **Lester** has a little crush on her and she thinks it's charming. **Lester** should always be very protective of **Lucy**, despite his diminished capacity.

**0:10**

**George**, with strong urging and constantly prompting from **Helena**, makes short speech regarding surprise appearance of Norman Bates' aunt, **Ingrid**.

**GEORGE:** Uh, fellow townspeople of the good, uh, I mean great city, yes, you're right dearest (*Helena prods him to say 'great city'*), great city of Devil's Gulch. Welcome to our annual Halloween festivities. Some of you may heard about the arrival of **Ingrid** Bates, aunt to Norman Bates, God rest his soul. We, that is, my wife and I hope that she, meaning of course Miss Bates, will restore the mansion to its former beauty, which will surely turn the curse of the mansion around. . .

**Peter** interrupts.

**PETER:** Wait, wait, wait. As you all know I have every intention of buying the mansion and the neighboring cemetery and using the land to build game room and wax museum. It's in the works, practically a done deal and I will not have it undone at any cost. I don't know about anyone else but I'd surely like to see Miss Bates provide documents verifying who she is! Until then she can do nothing to stop the auction of the property and my plans, no one can.

**LUDWIG:** Actually I intend to throw a wrench in your plans Mr. Parker I intend to purchase the mansion and build my Paranormal Center there - a move that would surely bring more prestige to this town than a wax museum. I also intend to leave the cemetery where it is and let the dead rest in peace.

**PETER:** Over my dead body Mr. Von Trapp - if you'll pardon the pun.

**LUDWIG:** It's Von Herring, sir...

**PETER:** Yes, of course it is.

**Peter** takes **Lucy's** hand and walks away. **Lucy** & **Peter** are inseparable now as the suspects once again mingle with the guests.

**Helena** now watches **Lucy** and **Peter** together and expresses her disapproval to those around her. She remarks that's she has to save that poor girl.

**0:20 PRACTICE**

**Helena** approaches **Lucy** and asks her to go for a walk - without **Peter**.

**Lucy** "sweetly" remarks that **Helena** already had her chance with **Peter** and

blew it, now it's her turn.

**Peter** "sweetly" agrees which makes **Helena** furious of course.

**Lucy** kisses **Peter**.

**Helena** physically tries to pull her away.

**Lucy** turns and pushes **Helena** with both hands, telling her to leave her alone.

**Helena** rushes right back at her and forcefully pulls her by the arm away from **Peter**.

As **Lucy** struggles with her, **Peter** loudly comments that he loves it when his girlfriends fight over him!

**Helena** tells him she was never his girlfriend!

**Peter** calls after her: "That's because I dropped you on our first date!" He laughs evilly.

**Helena** marches **Lucy** to the other side of the room. **Lucy** struggles the whole way.

**HELENA:** **Lucy**, my dear girl, have you noticed the scratches on **Peter's** face -- I heard one of his girlfriends caught him on a date with another of his girlfriends and scratched him. He did the same thing to me: just left me for someone else on our very first date! He should be shot dead for the evil, womanizing cad that he is! I, as your friend, am warning you to stay away from **Peter**.

**Lucy** argues back that she can do what she wants and **Helena** can't stop her.

**Ingrid** enters the conversation by saying, "The master likes **Lucy**."

**Lucy** jumps on this, anxious to find out to whom **Ingrid** is referring. She eagerly looks around the room, asking, "Who? Who likes me?"

**Ingrid** suddenly lurches off, apologizing to the air.

**0:25**

**Grace** makes her larger than life entrance (with her assistant if she has one).

**GRACE:** Good people of Devil's Gulch, it is a dark day for us for there is going to be more trouble on this, the anniversary of the Bates fire. I, **Grace Peabody**, sense it and I'm here to stop it for I must make amends for the past...

## NARRATOR VERSION - SAMPLE

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.

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 information:

### 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).

**Narrator:** Welcome Ladies and Gentlemen. My name is Bert (Berta) Beetlejuice. 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. Mayor Washington, I do believe you have a small speech prepared so please come join me. Ahh, yes Helena I would also expect you will join me as well. No sense in giving your husband any breathing room eh?

Note: Please give him the cue card on the following page which your organizer will print out and "remind" him that it's his speech. Let him read through it.

**Note to Organizer: please print and cut along dotted line; give to Narrator at start of the evening.**

Uh, fellow townspeople of the good, uh, I mean great city, yes, Helena told me to be sure I said GREAT city of Devil's Gulch. Welcome to our annual Halloween festivities. Some of you may heard about the arrival of Ingrid Bates, aunt to Norman Bates, God rest his soul. We, that is, my wife and I hope that she, meaning of course Miss Bates, will restore the mansion to its former beauty, which will surely turn the curse of the mansion around. With her um, arrival to town and claim to the mansion it will of course no longer be up for sale to Mr. Parker or anyone else. I, I mean we, meaning my wife and I are very sorry about that of course although we didn't want a gaming room or wax museum there anyway. Oh, goodness I wasn't supposed to say that. I'm sorry Helena! Um, well, anyway, may the curse be over! Please have fun tonight.

**Narrator:** Mr. Parker and Mr. Von Herring perhaps you'd like to comment on the turn of events. Ingrid Bates arrival throws a wrench in both your plans to purchase the property I do believe.

Note: If they've already started to comment you don't need to prompt them.

**0:20**

**Organizer**, please give Grace her cue card a few minutes before she's to enter so she can read through it and be prepared for her grand entrance which will happen right after this scene between Helena, Lucy and Peter.

**Narrator:** Ladies and Gentlemen, it appears that Helena cannot take it any longer. Something must be done and once again it is up to her. She marches over to Lucy and insists that she must warn her about getting involved with Peter. (Pause to allow the action) Lucy is furious at her gall insisting that the busy body is just jealous now that she's blown her chance with Peter and is married to the very silly George. (Pause) Peter is relishing this and doesn't hesitate to comment. (Pause) Much to Helena's dismay, the details of her theater date with Peter are revealed and revisited by both Peter and Lucy despite Helena's insistence that they stop it. (Pause) Suddenly, Ingrid shouts out, "The master likes Lucy." (Pause) Just as suddenly she cringes as if being struck by some invisible being and apologizes profusely to someone - or perhaps some thing?

END NARRATOR VERSION SCRIPT SAMPLE

## ----- 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.

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