

## **Virtual Murder Mystery Presenter's Handbook Supplement**

This is a supplement to use with the Premium Edition  
Presenter's Handbook used for face to face parties.



## Introduction

### What is a Virtual Edition murder mystery game?

This game is a world class virtual murder mystery party game pack. The pack contains everything you need to run a fantastic online murder mystery party. These parties will bring your friends together from around the globe and ensure they have a great time online!

A virtual party works by having all of your guests on a video platform like Zoom and they join together in virtual teams.

**Read page 1 of the Premium Edition Presenter's Handbook.**

## The Presenter

### What skills does the party presenter need?

There are no acting skills required just confidence and technology skills. The ideal presenter has to be organised, confident, good with people and especially good with technology.

Make sure that you have practiced and know the technology you will be using well.

**Read page 2 of the Premium Edition Presenter's Handbook.**

## Preparation Before the Event

You will need to have an electronic copy of a number of PDF documents from the game. Check with the game owner and make sure they have sent you:

- This Virtual Presenter's Handbook supplement
- The link to your presenter's page
- The original Presenter's Handbook
- The Full Story
- The name badges
- Team Directions
- Prop 1
- Prop 2
- Prop 3
- Certificates

## Order of Events

**Read page 3 of the Premium Edition Presenter's Handbook.**

It is a good idea to print this page and write notes on it so you know how you will run things.

**Read page 4 of the Premium Edition Presenter's Handbook.**

## Managing Different Size Groups

### **2 to 15 players**

Most virtual murder mystery games are played with a group of this size. With this size, the players can all be involved directly.

Always have a **minimum of three teams** and you can have up to 15 teams.

All 15 Central Characters must be allocated. If you have less than 15 players you can add the same guest to more than one character. This will not change anything and they will play the game in exactly the same way.

Please ensure that if you double up a name that all uses of their name is in the same team.

Check in with your party organiser and make sure that the guests have been sent the name badges to print and wear.

Please make sure you know what breakout rooms are and how they work with your video software.

### **16 to 60 players**

With this size, it is difficult for all the players to be involved directly so you need team leaders. As the presenter, you communicate with the team leaders and the team leaders then communicate with their teams. This communication will probably occur via breakout rooms in your online video software.

Always have a minimum of three teams and you can have up to 15 teams.

Check in with your party organiser and make sure that the guests have been sent the name badges to print and wear.

**Read page 5 and 6 of the Premium Edition Presenter's Handbook.**

## The Online System

### Setting up the game owner page

This is the first step where the purchaser of the game adds the names of their guests against the game's characters.

This page requires a login and so only the game purchaser will have access to it.

All Central Characters must have a guest name allocated but people can be added more than once. **Adding a guest's name more than once does not change how they play the game.**

Once names are added, guests are allocated to teams 1, 2, 3 etc. as required.

Clicking "Update Game" will save the data.

There is a link called, "Host Management Page" on the right. This is where the presenter manages the virtual game.

The screenshot shows the 'VIRTUAL GAME EDIT' page on the Murder Mystery Games website. The page title is 'VIRTUAL GAME EDIT' with the author 'Murder Mystery' and date '09 October 2021'. There are social media share buttons for Facebook, Twitter, and Email. The 'STORY' section has a dropdown menu set to 'Tracy Gang 1920s' and an 'Update Game' button. Below this is a welcome message: 'Welcome to the great Tracy Gang 1920s virtual game for 2 to 15 people.' The 'CHARACTER' section lists five characters with their names, team assignments, and genders:

Character	Name	Team	Gender
Travis Dec*	Bob	Team 2	Male (I'm the murdered victim!)
Justin Time*	Bob	Team 2	Male
Jim Nasium*	Paul	Team 1	Male
Vick Taurus*	John	Team 1	Male
Con-Troversy*	Bill	Team 2	Male

On the right side of the page, there is a box titled 'TO USE AT THE PARTY' containing a link to the 'Host Management Page' and a note that the murder mystery host will use this page. Below that is a section titled 'TO USE BEFORE THE PARTY' with a link to the 'Full Download Page' for game materials.

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## The presenter management page

Make sure that the game owner has sent you a link to this page.

On the left of this page, the host can see all clues for round 1, 2 and 3 but **no one else** can see these clues. **This page does not require a login and you need the game owner to email you the URL (address) of the page.**

On the right, the host can see all the teams, their guests actual names and their characters.

Take some time to look at how the game owner has allocated characters, guests and teams. If you think there are any issues, let the game owner know and ask them to make the changes.

Make sure the genders make sense, ensure that you have **at least three teams** and that each team has approximately the same number of players.

Each team also gets a unique link to their team space.

At the beginning of the game, the host sends the unique team link to each team leader to share with their team. This can be done via email or with your software's breakout rooms.

These links allow each team to view their own clues as well as share clues with other teams.

murdermystery.com.au Cart: 0 Cost: \$0.00 AUD | View Cart | Logout

Home | FAQ | Murder Mystery Games | Hire A Murder Mystery Host | Photo Gallery | Contact Us

### VIRTUAL GAME HOST PAGE

Author: Murder Mystery | Date: 27 October 2021

#### ALLOCATE CLUES

1. The teams each have a unique link.
2. You need to supply each team with their link so that they can access the only their clues.
3. Do not allow teams to access another team's link.
4. This page is where you can first allocate clues to teams.
5. Next to a clue, select the team number and when you are ready click the "Allocate Clues" button.
6. The page will refresh and the teams can now see their clues.

Allocate Clues | Refresh to Check for Clues

Tracy Gang 1920s Round 2 Clue 15 - Team

Laura Norda, Dana Badthing and Justin Time are the Tracy Gang bosses who are responsible for recruitment. They allowed Travis Dee, Ali Bye and Fleur Ting to join but said there was something familiar about Travis.

**PHOTOS** Go to facebook.com/killerpuzzles OR search @killerpuzzles on FB. Find the screaming girl, click "Like", go to posts & upload a photo to win.

**TEAM 1**

<https://murdermystery.com.au/virtual-game-team-OTFoZZYxbzlsaF4xXjlxMjjeMQ==>

Tracy Gang 1920s Round 1 Clue 3

Aiden Abet (a former Tracy Gang boss who passed away) proposed that he play a final card game with his guests. If they won, the guests would receive his letters. If Aiden won, they would give him all the

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## The unique team page

Each team gets a unique link to their team space. **This page does not require a login.**

At the beginning of the game, the host sends the unique team link to each team leader to share with their team.

These links allow each team to view their own clues as well as share clues with other teams.

On the left the players can see their clues. They can then select other teams and click the "Allocate Clues" button to send the clues to other teams.

On the right, you can see who is in your team as well as the members of all the other teams.

During the virtual game, teams negotiate to swap clues and then share them directly from their page.

The screenshot shows a web browser window with the URL [murdermystery.com.au](http://murdermystery.com.au). The page title is "VIRTUAL GAME TEAM PAGE" with the author "Murder Mystery" and date "27 October 2021". The navigation menu includes "Home", "FAQ", "Murder Mystery Games", "Hire A Murder Mystery Host", "Photo Gallery", and "Contact Us".

Instructions for the team page:

1. On this page you can see all the teams and all of your clues.
2. If you negotiate a swap with a team, use the drop down to select their team number.
3. Click "Allocate Clues" to send the clues to them.
4. If you are waiting for clues, click the "Refresh" button to check.

Buttons: [Allocate Clues](#) [Refresh to Check for Clues](#)

**TEAM 1**

Tracy Gang 1920s Round 1 Clue 3 - Team 1

**Clue Card:** Aiden Abet (a former Tracy Gang boss who passed away) proposed that he play a final card game with his guests. If they won, the guests would receive his letters. If Aiden won, they would give him all the money on the table. Dr Flo Chart smiled quietly.  
**SECRET CLUE:** Read other people's name badges.

**TEAM 1 Members:**

- Cameron - Con Descending
- John - Vick Taurius
- Kim - Ruth Less
- Kim - Fleur Ting
- Mary - Pearl E. Whytes
- Mary - Ali Bye
- Paul - Jim Nasium
- Sarah - Dr Flo Chart

**TEAM 2**

## Logon of the Presenter

### Logon

As the presenter, you should login at least 10 to 20 minutes early.

### Check your software

This is your chance to check that everything is in place and ready to go. You need all required PDF documents ready to share online.

### Prop 1

In our physical games this document is hidden and found by guests. This can't be done online but you can play one of the Prop 1 game suggestions to allocate it to a group.

### Welcome guests

As guests logon, welcome them to your theme specific location! Make sure you are in character (even if your guests are not. They'll get the idea eventually!)

Encourage people to talk online with voice or text and mingle and get into character while you are waiting for everyone to logon.

**Read page 7 of the Premium Edition Presenter's Handbook.**

### Distribute name badges

Your guests should have already had their name badges sent to them. They should have printed and pinned them on.

If they don't have a name badge send them one. You can also ask them to create their own with any resources they have available e.g. a blank card.

**Extra idea:** Ask each player to reset their onscreen display name.

Something like - Candy Cayne (Mary Smith) - would work well.

**Read page 7 of the Premium Edition Presenter's Handbook.**

### Opening Address

Once everyone is logged on, mute their microphones and deliver your opening address.

**Read page 8 of the Premium Edition Presenter's Handbook.**

Because you are online you may wish to change your opening address to reflect that fact. For example, with the Caribbean Cruise game you could say:

"There has been an outbreak of gastro and everyone has been confined to their cabins. Don't worry, we have provided all cabins with internet connected computers so we can still have this celebration."

With the 1920s Tracy Gang game you could say:

"We have asked Charlie Chaplin to set up film cameras and projectors in each of your rooms so that we can still meet today."

It is important that we are all in the "same" physical location e.g. on the same ship.

## Opening Game

The opening game is a great way to get everyone involved at the start. Playing games online presents some challenges.

**Read page 9 of the Premium Edition Presenter's Handbook.**

If you can develop a way to play the existing game or a game of your own then by all means go for it.

Here are some suggestions:

**Drawing Competition** - "Draw a gangster in concrete shoes and the best one wins."

**Funny Pictures** - "Find a funny picture of a knight online and post it in the comments. Best picture wins."

**Funny Joke** - "Find a funny joke about the Titanic and post it in the comments. Best joke wins."

**Scavenger Hunt** - "First person that can hold up a green sock wins."

**Heads and Tails** - Use the True/False quiz on page 13 of the Presenter's Handbook. You ask the True/False questions and then everyone types True or False in the comments. You give the answer. You can just ask questions for fun or you can eliminate people that have the wrong answer and end up with a winner.

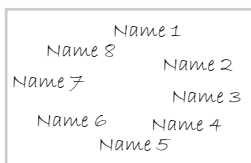
**Read page 13 of the Premium Edition Presenter's Handbook.**

**Bang** - Many of our murder mystery games have a version of "Bang" a shooting game. If you have less than 15 people you can use everyone otherwise select about 10 volunteers.

**Read page 9 of the Premium Edition Presenter's Handbook.**

You write the 10 names in a circle on a piece of paper. Ask all your game participants to do the same. Check in that everyone has the 10 names in the same order on their sheet.

For example:



As per the game you call the names out one at a time in random order. The person you call out must say "duck" and the other two say the phrase from the game stated in the Presenter's Handbook. Eliminate people as you go, you as the host and all players cross off the names as people are eliminated.

You can play this game either using voice or by typing comments.



## The Murder and the Game

### **Announce the murder**

Because you are online, you will need a suitable way for the murder to occur.

**Read page 10 of the Premium Edition Presenter's Handbook.**

You could fake a mobile call or pretend that someone has just come to give you a message. Saying something like, "Excuse me everyone, I have been expecting a call from my agent. I have been waiting on a big role in a Hollywood blockbuster. Excuse me a moment."

When you return, act frantic and announce the murder as per the handbook.

### **Explain the game**

Explain that this is now a murder mystery and that we must all work together to solve this crime. Furthermore, since we were all online when the murder occurred, one of you is the killer!

### **Team directions**

There is a PDF document called the Team Directions. Upload a copy of this document using your software so everyone can access it. Share page 1 on your screen and select a volunteer to read the instructions to everyone.

### **Recap the rules**

Cover the key rules and explain how the online system works.

- This is a murder investigation
- Everyone is a suspect
- You are working in teams
- Each team gets a unique code (share the unique codes now via breakout rooms)
- Make sure you know who is in your team
- Make sure you can access your team's breakout room
- Your team's breakout room is where your team will come up with its theories
- Soon I will allocate you clues
- To view your clues press the refresh button on your team page
- Everyone in your team can see your clues but no one else can
- You will negotiate with others to share clues
- You can use the drop down list next to each clue to allocate it to a team
- When you click the allocate button, the clue leaves your page and goes to the other team
- Click "Refresh" to see the clues sent back to you
- There are 3 rounds of clues
- In between each round I want lots of theories and accusations
- Don't be afraid to accuse other characters of nasty things they have done
- At the end of the game, each team will present their final theory
- The team whose theory is closest to the real story and whose murderer is correct will be deemed the winners

## Round One

### **Distribute the round one clues**

On your online host page you will see all the green round 1 clues. Only you can see these until you allocate them to teams.

### **Read page 12 of the Premium Edition Presenter's Handbook.**

Select team numbers in the drop down next to each clue.

Consider using an activity to give away approximately half the clues. The Quiz on page 13 of the handbook is a great way to give out clues. You can also give away clues for the best hat, first person that logged on or any way you like.

### **Read page 13 of the Premium Edition Presenter's Handbook.**

Once you have allocated clues using a fun activity you should allocated any remaining clues. Using the drop down select team 1, then 2, then 3 etc. and repeat as necessary to ensure all teams get some clues.

Don't forget to click the "Allocate Clues" button.

You can see which clues each team has by refreshing your host page.

### **Teams discuss and trade clues**

Ask all of your players to go to their break-out rooms. They should read and discuss their clues.

### **Read page 17 of the Premium Edition Presenter's Handbook.**

When teams are ready, they come back to the main room and negotiate to swap clues. This can be done verbally or with the chat feature.

Teams use the clue system to swap their clues.

### **Revelation session one**

When teams have shared their clues you need to bring them back for the first revelation.

### **Read page 17 of the Premium Edition Presenter's Handbook.**

## Dramatic Events

### **The Hidden Item Prop 1**

It's important to understand Prop 1 the hidden item. Please view a copy of Prop 1 the hidden item and have the PDF ready to share.

**Read page 18 of the Premium Edition Presenter's Handbook.**

Offer a bonus clue for round 2 to motivate the teams. Of course you can't physically hide it for a virtual game so here are some suggestions:

- Ask for a volunteer to read Prop 1.
- Put each team name in a hat and the first team drawn gets to read Prop 1 and gets a bonus clue.
- Look at Prop 1 and select someone mentioned to read it.
- Think of a number between 0 and 10 including 0 and 10 and then each team has a go at guessing until a team gets it right.

Upload Prop 1 to the chat or share it on your screen.

### **Extra dramatic events**

Your Presenter's Handbook has fun activities to give out the Round 2 Clues.

**Read page 19 and 20 of the Premium Edition Presenter's Handbook.**

## Round Two and Three

### **Give out Prop 3**

Prop 3 is an optional extra.

**Read page 21 of the Premium Edition Presenter's Handbook.**

### **Repeat the process for the Round 2 Clues**

Using the Extra Dramatic Event give out the Round 2 Clues. Teams discuss, trade and have a revelation session.

### **Dramatic event two - Prop 2**

It is important to understand Prop 2. Please view a copy before the party and have the PDF ready to share.

**Read page 21 of the Premium Edition Presenter's Handbook.**

### **Round 3 clues**

Round 3 follows the same process as Round 1 and 2 with one difference. Round 3 won't have a simple revelation session but the final reveal.

**Read page 22 of the Premium Edition Presenter's Handbook.**

After you have heard each team's version of the story you tell the real story using The Full Story PDF. Don't share this on screen but tell the story. You can either tell the quick "Nutshell" version to save time or the full version.

### **Final wind-up**

**Read page 22 to 24 of the Premium Edition Presenter's Handbook.**

### **Would you like to be a murder mystery host?**

We are always looking for new hosts. Please go to [murdermystery.com.au](http://murdermystery.com.au) and get in touch.