



**Medieval Madness**  
**Presenter's Handbook**  
Use with "The Full Story"



## Introduction

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

This game is a world class murder mystery party game pack. The pack contains everything you need to run a fantastic murder mystery party. These parties are a full night of entertainment and are the perfect way to have the party guests mingling and having a great time together!

### What are the different game sizes?

These games are available as follows:

- **2 to 15 person game** – If you have less than 15 guests you will need to give some of your guests a 2nd or 3rd character until all characters are allocated. This is the best option but if you don't want to do this you can use the character allocation sheet.
- **2 to 60 person game** – This is the standard size.
- **2 to 120 person game** – You make the activities manageable by using representatives instead of the whole group. When announcing the result, rather than hearing each team's theories you may have each team write their team name and the murderer's name on a slip of paper and hand it in. You can then draw answers like a raffle and the first correct answer is the winner.
- **Downloadable game** - This is where the game has been downloaded from the internet and the client has printed their own materials. It suits 2 to 120 people.

### What is a murder mystery party?

Murder mystery parties are a fabulous night of mystery and intrigue where your guests each play a character and try to work out 'whodunit!' The party involves using a series of clues to piece together a murder story.

### How does a Premium Edition Murder Mystery Party work?

- There are three main groups of people involved in a Premium party:
  - **The Party Organiser** - This is the person who is organising the whole event, from the catering to the invites.
  - **The Party Presenter** - This is the person that will actually present and run the game.
  - **The Party Guests**
- The party organiser decides on which theme they would like to have for their party and then purchases a murder mystery game pack.
- The venue, food and other details are organised.
- The guests are sent invitations that include costume ideas.
- The party organiser arranges to have a presenter (this is where you come in).
  - The presenter can be a friend or family member.
  - Someone hired from a local public speaking or drama club etc.
  - The [murdermystery.com.au](http://murdermystery.com.au) website has a list of experienced people that are available for hire as the party presenter.
- The venue is set up.
- The guests and presenter arrive.
- The presenter runs the party.
- The guests have a great time.
- The presenter wraps up, tells the story of the murder and concludes the game.

## The Presenter

### Does the party presenter have to be an actor?

**No!** There are no acting skills required. However, the ideal presenter is organised, confident, good with people and has a loud voice.

### What is the job of the presenter?

You are the presenter and it is your job to keep things running smoothly, lead the action and help people to have a great time.

There are two main things you need to do:

- **Be prepared** - Spend at least two to three hours preparing for your murder mystery party. It is important to read these notes thoroughly and make notes or **highlight** important points.
- **Run the party** - Following this handbook, you need to present the opening, coordinate and explain the activities and wind it up at the end.

## Party Overview

### Invitations

Invitations are sent to the guests a couple of weeks or so before the event. They inform guests of the basic details of the party and provide costume suggestions. Guests will not know which group they are in or what character they will play. The invites are in electronic form on our website [murdermystery.com.au/myparty](http://murdermystery.com.au/myparty).

### Groups

Your guests will enjoy playing this game more if they work in groups. Don't pre-allocate groups before the night and have 3 to 8 people per group.

**Never have less than 3 groups!** The groups will be identified as numbers e.g. one to five **or you could have the groups come up with their own fun name.**

### Characters

Each guest will be playing a specific character and gets a name badge. Generally, guests will arrive dressed as per their party invites. What the guest wears does not change how the game is played. When guests arrive, allocate character badges and safety pins.

Unknown to the guests, the story includes 15 "central" characters. Central characters **MUST** be allocated. If you have less than 15 guests, give out 2 or more characters to each guest (perhaps you could make a joke about having a split personality) or pin any unused characters to teddy bears but keep them visible. If you play 2 or more characters this does not change how you play the game. You will do everything the same way no matter how many characters you play. If a Teddy can wear a badge you will see what I mean.

If you have 16 or more guests, allocate the remaining characters making sure **no central characters are forgotten.**

As guests arrive, banter with them and help them to get in a fun loving mood as you give out the name badges and safety pins. Remember to give out **ALL** central characters.

## Order of Events

Feel free to keep this page open on your table.

- 1) Name badges
- 2) Hide prop 1 - The Order from Sir Osis of the Liver
- 3) Opening address
- 4) Game - Noodle Jousting
- 5) The murder
- 6) Get into teams
- 7) Team directions
- 8) Quiz (if required)
- 9) Round 1 clues
- 10) Trade clues
- 11) Round 1 revelation
- 12) Find Prop 1 hidden item - The Order from Sir Osis of the Liver
- 13) Extra dramatic fun event - A Gruesome Torture
- 14) Round 2 clues and Prop 3 - The Feast Guest List  
(only use Prop 3 for larger games)
- 15) Trade clues
- 16) Round 2 revelation
- 17) Prop 2 - Appointment of an Heir
- 18) Round 3 clues
- 19) Trade clues
- 20) If you have more than 6 teams, consider using the ballots to collect answers
- 21) Final story from each team (or a sample of teams for big groups)
- 22) Presenter tells the real story
- 23) Murderer arrested with handcuffs
- 24) Presenter announces the result or draws the ballot
- 25) Certificates handed out
- 26) Game ends

### **Your 15 central characters are:**

Madge Estee	Jess Terr	Maid Mybed
Anne Tiquity	Carrie Disease	Cath Olic-Guilt
Mona Stery	Maddi Eval	Lance Aboil
Sir Osis of the Liver	Shane Mail	Knight Mare
Mace Myhead	Mal Nutrition	Fryer Sausage

### **The Deceased Victim is:**

Central Character 1 - Madge Estee.

## Main Party Stages

### Opening

You will give an Opening Presentation that welcomes people and gets things off to a big start. In addition, you will play a themed opening game.

### Announce the murder!

The presenter announces that a body has been found! Shock horror! We resolve to get to the bottom of this horrible mystery (see page 10 for a suggestion of what to say).

### Explain how the night works

Explain to the guests about the rounds of clues and how to solve the mystery. This is also a good time to give out the team direction sheets and the sleuthing notes and pens.

### Distributing clues

The story of what actually happened to the victim is provided on 3 rounds of clue cards. Each clue has snippets of information that can be pieced together to solve the mystery. At the start of each round, the presenter distributes the clues, then people sleuth, eavesdrop, theorise and trade information.

### Revelation session

After each round and some sleuthing, the presenter calls everyone together to hear theories and let the accusations fly!

If people correctly identify the murderer **SAY NOTHING!** People may have a lucky guess but they don't really know. They certainly won't know the story of what happened. If the murderer is identified early, it doesn't change anything as the same team may change their mind later.

### Dramatic event

After the revelation session, the presenter facilitates a 'dramatic event' which adds fun, drama and mystery!

### Rounds two and three

The sequence then repeats itself for each of the next two rounds i.e.:

Distribute Clues ➡ Trade Clues ➡ Revelation Session ➡ Dramatic Event

### Whodunit

After round 3 clues have been given out, the groups will have their final chance to work out what has happened and decide whodunit. After round 3 is finished, each group puts together their version of events. They then explain their story one group at a time. The presenter listens carefully to each group's story. The presenter then tells the real story and ties up all the loose ends and arrests the murderer with handcuffs.

### Wrap Up

Finally, the presenter **gives out certificates** and prizes and announces which team are the best sleuths and gives out any other awards.

## Managing Different Size Groups

### Small groups of 2 to 15 people

- Make sure you read "Planning a Fantastic Party" that came with your game.
- Give out all central name badges (if possible).
- Some people may end up with 2 or 3 characters (this is funny).
- This does not change how the game is played but you can pin left over characters to a teddy bear or stick them to the wall if you don't want people to have more than 1 badge.
- Wearing more name badges does not make it harder to play the game.
- Because guests are detectives and not acting, having an extra name badge does not change anything.
- **Have at least 3 teams** but 4 or 5 is better.
- Good team combinations:
  - 3 or 4 teams of 2
  - 3, 4 or 5 teams of 3
  - 3 teams of 4 and 1 of 3
- Games with small groups tend to go quicker and 2 to 2.5 hours is normal.



### **Special Note:**

If you have less than 15 people playing and don't want to allocate more than one badge per person then your download page or invoice has a document that identifies the high priority central characters and those that can be left out.

Give out the high priority central characters first. You can put the other badges on a teddy, stick them to a wall, or your host can wear them all if you don't wish for your guests to wear 2 name badges.

### Medium groups of 15 to 60 people

- Make sure you read "Planning a Fantastic Party" that came with your game.
- For groups bigger than 40 consider a roving microphone.
- Give out all central name badges.
- Prepare 5 more name badges than you need as some people will want to change.
- Estimate the numbers of boys and girls and prepare an appropriate number of name badges.
- Use generic boy/girl characters where possible.
- Try and distribute central characters evenly so they don't all end up in one group.
- If possible, give central name badges to the more gregarious people.
- If possible, try and match character names to the guest's costumes.
- If you have 40 guests, walk around with 35 name badges so you know all the central characters will get given out.
- Try and aim for a maximum of 8 people per team.
- Good team combinations:
  - 4 teams of 4, 5 or 6
  - 5 or 6 teams of 4, 5, 6 or 7
  - 7 or 8 teams of 7 or 8
- Games with medium groups tend to take 2 to 3 hours.

# Murder In A Box - Presenter's Handbook

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## Large groups of 60 to 120 people

- Make sure you read "Planning a Fantastic Party" that came with your game.
- For large groups consider a roving microphone.
- Give out all central name badges.
- Prepare 10 more name badges than you need as some people will want to change.
- Estimate the numbers of boys and girls and prepare an appropriate number of name badges.
- Use generic boy/girl characters where possible.
- Try and distribute central characters evenly so they don't all end up in one group.
- If possible, give central name badges to the more gregarious people.
- If possible, try and match character names to the guests costumes.
- If you have 80 guests, walk around with 70 name badges so you know all the central characters will get given out.
- Try and aim for a **maximum of 8 people per team**.
- Good team combinations
  - 8 to 10 teams of 6, 7 or 8
  - 11 to 18 teams of 6 to 8
- It is best to provide the appropriate number of tables and chairs so that groups have a set base to work from.
- For the opening game, ask for volunteers from each group.
- For the round 1 revelation, only have half the teams make an accusation.
- For the round 2 revelation, have the other half of the teams make an accusation.
- Make sure you explain at the start how you will determine the winner.
- With big groups you can't hear all the theories.
- Instead, use the ballot on the last page of the sleuthing notes that came with the game.
- How to determine the winner(s):
  - Tell the groups there is a ballot at the bottom of the final page of the sleuthing notes.
  - After round 3, have them write a team name and the murderer's name on the ballot.
  - Each team tears off the ballot with the answer and hands it to the presenter.
  - Check each ballot as they hand them to you to make sure they only have one killer.
  - Make sure at least 1 team has the correct answer.
  - If no team has the correct answer, go around and drop a few hints.
  - Keep collecting ballots until you have them all i.e. 1 from each team.
  - Try and get 2 to 4 volunteers to tell the story of what happened.
  - Go through all the ballots and identify who each team said was the killer.
  - You now tell the full story and reveal the murderer.
  - If you only want one winner:
    - Have someone prominent from the group come out e.g. Santa.
    - This person draws the ballots 1 by 1.
    - The first correct ballot drawn is the winner.
  - If you want multiple winners then all the correct answers are winners.
- Games with large groups tend to take longer at about 2.5 to 3.5 hours.

## On Arrival Of The Presenter

### Arrival

As the presenter, you should arrive at least 10 to 20 minutes early but normally when all the guests are at the party.

### Check the venue

This is your chance to check that everything is in place and ready to go. The party organiser should have set up your 'Presenter's Table'.

### Check the equipment

Use the content's sheet to ensure you have everything you need to present your party.

### The hidden item - Prop 1 - The Order from Sir Osis of the Liver

Your game has an item that is to be hidden and found after the round 1 revelation session. Hide this now but make sure no one sees where you put it.

### Welcome guests

As guests arrive, 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!)

Greet them in theme specific character. Words in "quotes" are things you could say:

- "Majesty, how is the army looking this year?"
- You should make comments that complement your theme and joke about the middle ages.

Encourage people to mix and mingle and get into character while you are waiting for everyone to arrive.

### Distribute name badges

As people arrive, give them an appropriate name badge and safety pin. It does not matter who gets what badge as long as you **distribute ALL the central characters**.

Remember name badges are separated into:

- **1 to 15 are Central Characters.**
- **16 to 60 are Remaining Characters.**
- **61 to 120 are Remaining Characters.**



### **Special Note!**

Keep quiet about the existence of the central characters! This is one of your "little secrets" as the presenter. Since all the badges look the same, guests do **NOT** need to know that central characters exist. This way nobody knows who is involved and everyone remains a suspect.



## Opening Address

When all guests have arrived, call everyone together and start things off! In the opening, explain the following in your best themed style. The lines in "quotes" are suggestions of things you could actually say. Do not feel that you have to memorise this.

"Ladies and Gentlemen if I could have your attention please."

"Now there are just a few things you need to know before we can all relax and discuss our latest gossip."

"My name is \_\_\_ and I will be your presenter tonight and I'm here to help!"

"I have a question for you all. Why are we here tonight?" (Get answers from the group).

"That is right, a celebration after a hard day of battle."

Banter with the audience and react to what they say.

"Welcome to the amazing people of the Rottingham Empire. I am glad that everyone has survived today's battle and have been able to make it here to this feast."

"You have all fought bravely and your Queen thanks you. To those from Rustiarmour County, the Queen forgives you and welcomes you to her empire."

"Queen Madge Estee can you please stand and give us your royal wave. Can we have a round of applause for our triumphant Queen."

"As you know we have our traditions here in the Rottingham Empire. What is our favourite thing to do?"

No matter what the response is say, "That is right we like to kill people."

Banter with the audience and react to what they say.

"The Queen has ordered that before the feast we have a jousting tournament to find the bravest knight still alive."

## Opening Game - Noodle Jousting

This opening game is a great way to get everyone involved at the start. We have put words in "quotes" as a suggestion of what you can actually say.

Ask 2 physically fit volunteers from each group to come up the front.

"The Queen has ordered that we are to find the most talented knight and horse."

"In your teams of two, one of you will be the horse and one the knight."

"The horse will go down on all fours and the knight will ride on your back holding a foam jousting stick under their arm."

"Two teams will face off at either end of the jousting arena."

"When I say go, the two horses will charge."

"Knights, you must lift your feet off the ground and can only touch your opponent with the noodle. No hands allowed."

"The first rider knocked off their horse will be out."

"However, if a knight puts their foot down on the floor they are also out."

"We will eliminate knights and horses until the grand final which will then identify the champion pair."

When you start for real you are the judge. You eliminate the people that are knocked to the floor first or that put their feet down. Do not let guests argue with you. This is a monarchy not a democracy!

Keep going until you get down to the final two pairs.

Have the final joust.

Have the Queen Madge Estee come forward and knight the knight and horse with the foam noodle.

## The Murder

### Announce the murder

When the opening game ends, pretend that you have to answer the phone or have another reason to leave the room. When you come back, explain that a murder has just occurred. We have put words in "quotes" as suggestions of what to say.

"Oh my god, nobody panic but I have some terrible news, where is Madge Estee?"

Call Madge Estee out the front with you.

"How are you doing Madge Estee?" React to what they say.

"That is great, even though what I heard (on the phone) is that Madge Estee has been poisoned and is dead."

(Acting frantically!) Encourage lots of screams and gasps! Have Madge Estee fall dead to the floor.

"Did anyone else hear or see anything just now?"

Finally realise that Madge Estee has been murdered. Have lots of fun with this and ask Madge Estee questions like, "did it hurt?" and, "what do you remember?" (of course anything they say they are making up).

It is fun to call out another guest to do CPR or something to try and save Madge Estee but of course nothing works, Madge Estee is definitely dead.

Then go on to say:

"Everyone, this changes things. We were going to celebrate, but now we have to solve this horrible murder."

"Madge Estee, the maybe innocent, maybe guilty guest at this party has died, presumed murdered!"

"Furthermore, since everything has been completely sealed since we all arrived, the murderer must be here among us! Does anyone have any early suspicions about who the murderer is?"

"One thing is certain, the murderer is someone here at the party. The only person that is far too innocent to be a murderer is myself, the presenter."

Remember to have fun with this! Encourage lots of dramatic gasps, heartbroken sobbing and melodrama. If people are not sad enough, make them do it again and this time we want to see the most tragic outpouring of emotion ever!

# Boo-Hoo!

## Explain How The Game Works

Now that this shocking murder of Madge Estee has occurred, explain to your guests how the murder mystery works. Again, words in “quotes” are things you can actually say.

Start by breaking everyone up into groups of no more than 8 people (see the guide on page 6 and 7). While people move to groups, have Madge Estee rise from the dead and join a group just like everyone else. A round of applause is a great idea to thank Madge Estee for dying.

Once in groups, ask each group to select a group leader. Hand each team leader a copy of the team directions and a pen.

## Team Directions and Sleuthing Notes

The Team Directions are a set of instructions that help to explain how the murder mystery works. Have a volunteer from each team read the instructions to the rest of the group. On the reverse side of the team directions are sleuthing notes. This is where the team can write down their information and keep a track of their theories.

## Explain the Rules Again

Once the teams have finished reading, call for silence and wait for a dramatic hush to fall. Then explain the following, remembering to ‘banter’ (ask questions and react) with your audience and give examples.

“With this tragic turn of fate, everything changes! We must abandon our plans for the evening and solve this horrible mystery together. We are counting on your help to find out how this happened to our dear, wonderful friend Madge Estee.”

“This is a competition and you want your team to win. Your team will have the chance to earn cryptic clues throughout the game and these clues contain snippets of the story. However, if you just rely on the clues I give you, then you will not have enough information to solve this crime. You need to gather as much information as you can by swapping clues with other teams, eavesdropping, bribing and swindling your way to more information. The only rule is you **cannot** steal clues.”

“Once you have gathered some clues, you will then have the chance to discuss them with your team to try and work out what happened.”

“When you have done a bit of sleuthing, we will come together as a group. Each group will nominate a spokesperson who will make accusations and generally sling mud at the others. Use the clues to identify the naughty things other characters have done. Making others look guilty is the name of the game.”

“Our winner tonight will be the team that gets the closest to working out the true story and picks the correct murderer”.

**NOTE: Make sure the deceased victim joins a team! They are not dead in real life and so can play the game just like anyone else.  
Ask them to help find their killer.**

## Round One Distributing Clues

### **Select the round one clues**

In your murder mystery pack you will find 3 sets of clues. Now is the time to distribute the Round 1 Clues and show them to your guests. Explain that these are the first set of clues that will help to solve the mystery.

Since guests will value the clues more if they have to work for them, each set of clues must be earned in some way.

For round 1, explain that there will be a quiz. The people that are first to have the correct answer will win a clue.

Feel free to award clues to anyone that does anything funny, gives a stupid or random answer etc. Remember this is not a serious quiz it is meant to be fun.

You can even give clues to well dressed people or the first boy to you wearing lipstick etc.

**Ensure all clues are distributed and each team ends up with at least two or three.**

It is often best to only give out half the clues in the quiz, you can then go around and give out the other half after the quiz to make sure all teams get some clues.

## The Quiz

Your game includes a quiz. You can use this any way you like. The quiz is a great way to give out the round 1 clues.

Use this quiz to award prizes or clues. You can do the quiz verbally or give out the quiz sheets. If guests do the quiz sheets it will take a while so go around and distribute the clues while they are doing it.

You can ask a question or use the true false format.

You can use the true and false questions to play heads and tails. If people think the answer is true they put hands on their head, false on their backside. You say the real answer and the people that were right stay standing and the others sit down.

See the next page.

## Medieval Madness Quiz

<u>Question</u>	<u>Answer</u>
King Arthur had a round table so there was no head of the table.	True.
The court jester was an entertainer employed by a Noble or Monarch.	True.
In the middle ages, the title "maid" was given to a cleaner.	False, a Maid is the eldest daughter of a Noble family.
Cirrhosis of the liver is commonly caused by drinking too much.	True.
The medieval period ran from 476 AD to 1450 AD.	True.
The black death, which killed a third of the population of Europe was passed on by rat bites.	False, fleas on the rats.
Catholicism was the major religion in medieval England.	True.
Sherwood Forest is not real, it was made up for the story of Robin Hood.	False, it is in Nottinghamshire.
A full chain mail shirt could weigh as much as 5kg.	False, around 27kg.
The mace is a long weapon held under the arm when jousting.	False, that is a lance, a mace is a ball with spikes.
You can become malnourished and die if you eat nothing but rabbit meat.	True.
A Catholic friar achieves a bald head by shaving it.	False, rubbing it with a pumice stone.
The Anglo-Saxons established what we now call England.	True.
King Arthur's sword was called Expedition.	False, Excalibur.
The Catherine wheel was a punishment where people were tied to a wheel and had their bones broken.	True.

## Medieval Madness Quiz Continued

<u>Question</u>	<u>Answer</u>
The Iron Maiden (metal coffin with spikes) is a myth and was never really used.	True.
A large castle would take around 2 years to build.	False, around 10 years.
The Hundred Years War actually lasted 116 years.	True.
In medieval times animals could be convicted of crimes and executed.	True.
The Magna Carta was signed at Runnymede in 1215.	True.
The average peasant's diet in Medieval times consisted largely of barley.	True.
In the 1400s life expectancy was approximately 41.	False, 24.
Medieval women had an average of 13 children.	False, 6.
Henry VIII had a servant to wipe his bottom.	True.
Henry VIII beheaded 6 of his wives.	False, 2.
Henry VIII had approximately 57,000 people executed.	True.
The Battle of Hasting's was fought in 1066.	True.
Queen Elizabeth I was the first Queen of England.	False, Mary I.
Henry VIII's dad was Henry VII.	True.
The period of antiquity ran from 284 AD to 700 AD.	True.

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The medieval period ran from 476 AD to 1450 AD.	
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In medieval times animals could be convicted of crimes and executed.	
The Magna Carta was signed at Runnymede in 1215.	
The average peasant's diet in Medieval times consisted largely of barley.	
In the 1400s life expectancy was approximately 41.	
Medieval women had an average of 13 children.	
Henry VIII had a servant to wipe his bottom.	
Henry VIII beheaded 6 of his wives.	
Henry VIII had approximately 57,000 people executed.	
The Battle of Hasting's was fought in 1066.	
Queen Elizabeth I was the first Queen of England.	
Henry VIII's dad was Henry VII.	
The period of antiquity ran from 284 AD to 700 AD.	

## Discuss Information and Trade Clues

Once all the clues have been distributed for the round, send people to their groups to discuss the clues they have earned. During this group time, circulate between the groups offering a helping hand. While their goal is to work together in their own group and use their own clues, remind them to send people out to visit other groups to eavesdrop and swap clues with other teams.

Sometime guests don't get the concept of swapping clues. It means to physically trade, i.e. you hand over a paper clue and get one in return.

Encourage everyone to write down their theories and remind them that at the end of this session they will need to have a spokesperson with some revelations or accusations to share with everyone. If the groups are going ok with their own sleuthing, review The Full Story in your murder mystery pack to refresh your memory.

## Revelation Session

### Round one revelation session

The goal of this session is for teams to start throwing accusations around and slinging mud at other characters. Teams may find this a little tricky at first so help them with lots of ideas on what to say. We really want teams to let us know some of the details they have discovered but lies and red herrings are fun too.

It works like this:

- After the groups have had five to ten minutes of puzzling over the round 1 clues and formulating their theories, it is time to find your spokesperson.
- Check in with each group and ask for a volunteer to make accusations.
- An accusation could be like, "We think Mary is the murderer because she...".
- Prepare your spokespeople before hand by having a quiet word and make sure they have something to say. Give ideas if necessary.
- The spokespeople do not have to reveal everything on their clues just some embarrassing details or some information that makes another guest look guilty. A few red herrings (lies or misleading information) are ok as well.
- When all the spokespeople are ready, facilitate a session where some of the round 1 information is revealed and the speakers have fun making accusations.
- After everyone has spoken, you should find that the first part of the story has started to take shape. However, if the spokespeople really held back and did not say much, ask for more contributions, being specific if necessary e.g. "Does anyone know what Madge Estee was doing at the time of the murder?"



### Special Note!

If someone guesses who the murderer is at this stage **do not say anything** to give it away. The guest does not actually know the true result, they have just had a lucky guess and will probably change their mind as they go on.

## Dramatic Event One - The Hidden Item

### The Hidden Item Prop 1 - The Order from Sir Osis of the Liver

It's important to understand Prop 1 the hidden item. Please view a copy of the hidden item. Again words in "quotes" are things you could say.

"A very valuable document has found its way here tonight. It has been well hidden by someone who didn't want us to read it, so it must be juicy!"

"It was found on Stu Darabbit's wounded body by Mal Nutrition and hidden in the castle."

Everyone must help search for it right away, clues will be awarded for the person that finds it!"

**(Give venue-specific clues/warnings to ensure nothing is damaged).**

When the hidden item is found, gather everyone together and let someone with a big voice read 'the hidden item' aloud!

"The information contained in this document is very important and forms part of the background of what happened to Madge Estee. What could this be? Where did it come from? Could this be the very thing that people were telling us about a few minutes ago?"

Make this BIG! Make sure you refer back to anything which came out of the previous announcements.

## Ways To Give Out Clues

### Fun event - A Gruesome Torture

This fun event is a spare activity that you can keep up your sleeve or you can use it now. After dramatic event 1, only 1 team will find the hidden item and so you may like to give that team some clues as a reward. However, you will need a way to give the other teams the round 2 clues. This activity is a great way to award clues.

"To earn extra clues for your team, we will need to get one person from each group to come forward and tell me the most painful, the slowest and most gruesome way to torture someone without killing them."

"If your method is blood curdling and original you will get bonus clues."

"Alternatively, you could make up your own dumb way to determine the truth e.g. trial by ordeal."

"Anything is possible and once we have heard all the groups I will identify our best torturers."

"I may even consider turning this into a little competition so that you can earn extra clues."

## Extra Games

### **No arm shuffle**

Put the clues on the ground, and the teams can have as many clues as they can get to the other side of the room without using their hands.

### **First person to me with a ...**

Say to your group "the first person who can come up to me with..." or "the first man wearing woman's lipstick" or "the first woman to get to me in a man's shoes" or "the person who can best convince me that they need this clue". The best results should be rewarded with clues!

### **The Sing Off**

Have each team sing a short song or sea shanty. Ideally something related to the theme. You can award prizes to the loudest team, the team that gets the words right the most creative team. The sky is the limit.

### **Limbo**

Using a broom or other appropriate Limbo device, run a limbo competition.

### **Down the cake hole**

Have one person from each group sit in a chair blind folded. Have a partner from each group stand two metres away, facing them but also blind folded. Have the standing partner hold a piece of cake in their hand. All the groups set off together. Using nothing more than directions from their team must get the cake into the partners mouth. The winner is the first team to have their cake completely eaten.

### **Full of hot air**

Give a volunteer from each group a balloon. When you say go the winner is the first person that can blow the balloon up until it bursts.

### **Balloon hockey**

Give each group a long skinny snake balloon and a small round ball balloon. Each group has to use the long balloon as a stick to hit the small balloon around a marker and back to the team. This makes a great relay.

### **Bears are dancing**

You say "bears are dancing" and everyone dances. You say "bears are sleeping" and everyone freezes. Anyone who still moves is out. Try and get people out by saying the wrong thing.

### **Along The Line**

Put a long line of masking tape on the floor and one smaller piece (step) on either side. Guests line up on the tape in random order. Tell the group the ground is electrified. They must rearrange themselves into height or alphabetical or birthday order without stepping off the tape.

Any other kids games you know will be heaps of fun! Use them to award clues.

## Round Two

### **Distribute round two clues**

Give out the round 2 clues to the participants from dramatic event 1 and if completed, the extra dramatic event. If there are teams that didn't get clues make sure each team gets at least 2 or 3 clues.

### **Give out Prop 3 - The Feast Guest List**

When giving each team their round 2 clues, also give them a copy of prop 3. Prop 3 includes the names of all characters present plus those that aren't. The idea of Prop 3 is to help the non central characters feel included in the story line.

### **Round 2 discuss information and trade clues**

Like round 1, you will distribute all the clues then give groups time to discuss information and formulate theories. Remind people again to go and trade clues (this is very important). Take time to read through the full story again to remind yourself of what to expect.

### **Round 2 revelation session**

As for round 1, you need to facilitate a session where the second part of the storyline is revealed and more mud is thrown. As before, guide the process and make sure the volunteers from each group get really enthusiastic about their accusations.

### **Dramatic event 2 - Prop 2 - Appointment of an Heir**

It is important to understand Prop 2. Please view a copy before the party. Although this is mostly for entertainment, it does have an impact on the story. You can also use the volunteers for this dramatic event to award the round 3 clues.

Please act out or have guests read Prop 2.

"The royal scribe has passed to me a transcript of the speech the Queen made earlier tonight, just before she died."

"If the ghost of the queen could read it out it may help us to work out what happened to her."

"Can I please have the ghost of the Queen come forward and read out his note."

After the Queen has finished reading it out (or another volunteer), banter with the audience and anyone implicated about the ramifications of what we have just heard.

## Round Three

### **Distribute round 3 clues**

Give out the round 3 clues to any participants from dramatic event 2. In addition, if there are teams that didn't get clues make sure each team gets 2 or 3 clues. It is vital here that you explain that this is the **last round of clues**. At the end of this round, each group will put forward their **final theory** of what happened and finally identify whodunit.

### **Round 3 discuss information and trade clues**

Like round 2, give groups time to discuss information, trade and formulate theories. Take the time to remind yourself of the full story. It is also a good idea to explain that as this is the final round, no team should protect their own members. If the murderer is on their team and they do not accuse them of being the murderer, then their team will not be able to win the game.

### **Round 3 (final) revelation session**

This is the final round, there are no more. In the final revelation session, there won't be a couple of accusations thrown around but the teams will do their best to explain the story. Each team needs to pick a spokesperson or two that will come out the front to tell the story the team has decided on and identify who the team thinks is the killer.

### **Check in with the teams**

As the game draws to a close check in with each team ask ask them if they have selected a murderer.

### **Make sure that at least one team has the correct killer!**

If no teams have the correct answer then go around and drop some hints to help the teams along.

Make sure that each team has picked a killer and have selected a spokesperson to tell the story. If teams take too long, you may need to put them under a bit of pressure and say, "you have 5 minutes to wrap it up and have your best guess".

## Solving Whodunit

### **Select the best sleuthing team and team with no clue**

After the teams have had time with the round 3 clues, you need to ask all the spokespeople from each team to come out the front and present their team's final version of events and finally identify who killed Madge Estee.

As each of the groups present, make a mental note of what each group says and form an opinion in your mind of which team has the closest story as well as the correct murderer. Also, make a note of which team told the least accurate story. Do not be afraid to write down your results if need be. Don't announce the result yet, you will announce the result after you tell the real story.

If you have a large group of 50 or more you may choose to use the ballot system (see page 6).

### **Summarise the story**

It is important that the mystery is complete and people are left feeling that they have a reasonable grasp on what happened. So, after the last team reveals their version of the story, you need to summarise the storyline for everyone from start to end.

Ask people to be seated and dramatically announce that we are ready to clear up what happened once and for all! It is now up to you to take them through the full story step-by-step, summarising the events and filling in any gaps that may have been missed.

Work your way through The Full Story. Ask lots of questions i.e. do not just say "the murderer did this" ask the group "what happened when Madge Estee..."? If you are a bit nervous, feel free to read straight off The Full Story sheet. If you are feeling more adventurous, do it from memory. As you tell the story, build the suspense, speak louder and speak faster as you reach the end.

### **Winding up!**

In winding up, be sure to firmly point the finger at the murderer!

So long as your murderer is happy to take it in the spirit of fun, now is the time to use a set of handcuffs! With great flourish, call them forward, handcuff them and ideally, lead them off to prison!

## **Award the certificates!**

Award the certificates or any other prizes you have. Lots of small prizes are best.

Finish by announcing the winning (best sleuth) team and give them their award.

Thank everyone for their participation, wishing them all the best for their future life of fame, fortune or perhaps murder.



## Hints For The Presenter

### **Relax, have fun and prepare!**

This is **SO** important. If you have fun, so will the guests. If you are stressed then your guests will be too. Smile and laugh as much as you can. The better prepared you are, the more fun you will have. Remember to read through this handbook several times, making notes or highlighting the most important parts and rehearse what you will say on the night.

### **Don't reveal the answer until the end**

Guests will often have a lucky guess at the murderer and get it right. Until it is time for the big reveal, don't say anything. Just say "it could be them or it could be you!"

### **Keep going if you make a mistake**

Remember, the guests have not got a script and will not notice any errors!

### **Be in character the whole time**

Remember you are pretending to be from the middle ages. Dress up and do your best to speak with an appropriate accent and punctuate your speech with plenty of theme specific words and phrases.

### **Presentation area**

Establish yourself in the best presentation area and always speak from there. Stand up to present and if possible, use some sort of stage or you could even stand on a chair.

### **Gaining attention**

Gather everyone together and have people sit down before you speak. Turn the music up and then off to get people's attention and leave it off while you speak. Always wait for quiet before you speak. Use a loud, clear voice and keep it short, sharp and entertaining and don't ramble. With a large or rowdy group you may need to use a whistle.

If commotion or laughter erupts while you're speaking, do not compete! Let people enjoy it, get it out of their system and then settle down again!

Involve the audience when you present. Rather than making a speech, be interactive, banter with your audience and use humour, questions and theatrics to keep it exciting.

### **Do not worry if your guests are a little reluctant at first**

Most guests take a little time to warm up. If they are a bit quiet, you need to generate extra energy. Enthusiasm is contagious!

Try to remain in character, even if some guests choose not to. Leading by example is the best way to encourage guests to play their role.

# Murder In A Box - Presenter's Handbook

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## **Time management**

Your whole party should only take 2 to 3 hours. Keep things moving at a good pace and be willing to shorten something, or throw in an extra game if need be.

If a revelation session is dragging on, do not be afraid to start the clapping, thank the speaker for a great effort and move things on! The Golden Rule: it is much better to leave people wanting a bit more than wishing it would finish.

It is also a good idea to give people a two minute warning before ending the group time for discussing information.

## **Help individuals**

Be sure to approach anyone who looks left out or confused and offer assistance and encouragement.

## **Use your clues!**

The clues are a fantastic presenter's tool and you may find people are surprisingly competitive. Apart from the formal session, award them constantly (at your discretion) to encourage and involve people.

## **Did you like being a presenter?**

Gozone Murder Mysteries are always looking for new people to run our client's murder mystery parties and yes, wait for it, you get paid! That is right! You can go to people's parties, have fun and get paid at the same time.

Our clients, from all parts of Australia and the world want to hire presenters to come and run their murder mystery party. This both makes life easier for the organiser and can improve the party by taking advantage of the experience a presenter builds when they run a number of murder mystery parties.

If you think you have what it takes to be a murder mystery presenter simply go to our website ([murdermystery.com.au](http://murdermystery.com.au)) and get in touch.

Thank you for all your efforts.

Have a fantastic time!