

MURDER AT 'THE GRAND GATSBY' SPEAKEASY

(8-15 Guest Electronic Version). Roaring '20s theme.

Created by MyMysteryParty.com
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SYNOPSIS

(This outlines the flow of the party events).

At the height of prohibition in 1920s Chicago, there was a mob war brewing between the South Side Gangsters and the Northern Chicago Mob Outfit. The two ruthless crime leaders Hal Sapone and Beanie O'Dannon reached a mutual agreement on bootlegging practices in Chicago and decided to pull together resources and undergo a collaborative effort with criminal endeavors. This was similar to bailing out a hole-ridden ship with tin cups as it was only a matter of time before one side dropped the anchor and let the ship submerge. To everyone's surprise, gangsters from either side were spotted partying together at various speakeasies but the tension in the air was thick enough to be cut with a knife. However, this newfound relationship between the mob bosses did inhibit gratuitous bloodshed between the two groups as there was only weeks before.

To further aid this new relationship, both crime bosses found new female companions, thereby intertwining more relationships between the two mobs. The two factions decided to meet at the Grand Gatsby Speakeasy to resolve all differences. Will a massive melee break out and rekindle the fatal flames between these two criminal organizations? This is where your story begins...

LIST OF CHARACTERS

CHARACTER NAME AND OCCUPATION	CHARACTER DESCRIPTION	COSTUME SUGGESTIONS
 <p>Zetta Zarbo <i>Silent Film Star</i> REQUIRED Female</p>	<p>The stunning Zetta Zarbo is the quintessential '20s Hollywood silent film star. She is gracious and charming on the big screen and in real life, she's a live wire. As a celebrity, she's no stranger to blackmailers and deceivers, but she hopes her personal life will take a turn as she's recently become the doting girlfriend of the notorious mobster, Hal Sapone.</p>	<p>Flapper Dress, long strand of pearls, long dress gloves, fishnet stockings and '20s style shoes. A sequined headband with a feather and a feather boa as optional accessories.</p>
 <p>Hal Sapone <i>Crime Boss of the South Side Chicago Gang</i> REQUIRED Male</p>	<p>Hal Sapone is the infamous organized crime leader of the South Side Gangsters in Chicago. It's the height of the prohibition era and this mobster is one of the leading bootleggers in the United States. Hal is a smooth operator and owns the popular speakeasy, 'The Grand Gatsby'. This menacing lawbreaker is never seen without his faithful right hand man, Tommy 'Four Gun' Beagle.</p>	<p>A fedora and a zoot suit and wing-tipped shoes. A pocket watch on a chain and a plastic Tommy gun as optional accessories.</p>
 <p>Mona Crawfish <i>Marathon Dancing Champion</i> REQUIRED Female</p>	<p>Mona Crawfish is the national marathon dancing champion in the United States. On the dance floor, nobody can come close to beating her endless supply of energy. Mona is known for her overly active personality but as the new girlfriend of a major crime boss - Beanie O'Dannon - some question whether she uses her extra energy for good or for criminal activity.</p>	<p>Moll suit (gangster girl) fishnet stockings and '20s style shoes. A fedora hat and a plastic Tommy gun as optional accessories.</p>
 <p>Kara Low <i>Nightclub Singer</i> REQUIRED Female</p>	<p>This ultra-flirty flapper is a performer that hits on all sixes at 'The Grand Gatsby' Speakeasy. This dame is a real canary as a sizeable crowd gathers on a regular basis to hear her sing. By the piano, she appears angelic but if you double cross this doll, she's likely to turn into a real bearcat.</p>	<p>Flapper Dress, long strand of pearls, long dress gloves, fishnet stockings and '20s style shoes. A sequined headband with a feather and a feather boa as optional accessories.</p>
 <p>Beanie O'Dannon <i>Crime Boss of the Northern Chicago Mob Outfit</i> REQUIRED Male</p>	<p>Beanie O'Dannon is the ruthless leader of the Northern Chicago Mob Outfit. His organization is known for boot legging as well as running protection rackets and casinos. He is the formidable enemy of Hal Sapone. However, these two crime outfits have recently made an agreement to work together in their boot legging efforts. All involved parties say this agreement won't hold water long and someone will pull first blood...the only question is when and who.</p>	<p>A fedora and a zoot suit and wing-tipped shoes. A pocket watch on a chain and a plastic Tommy gun as optional accessories.</p>
 <p>Haddie Drinx <i>Speakeasy Waitress</i> REQUIRED Female</p>	<p>The over-emotional Haddie Drinx is a long-time waitress at 'The Grand Gatsby' Speakeasy and best friend of Mona Crawfish. Haddie dreams of becoming a night club singer and is deeply envious of Kara Low for stealing her 'would-be' position at 'The Grand Gatsby' speakeasy months ago.</p>	<p>Flapper Dress, long strand of pearls, long dress gloves, fishnet stockings and '20s style shoes. A cloche hat and a flask secured to the thigh with a garter belt as optional accessories.</p>
 <p>Tommy 'Four Guns' Beagle <i>Right hand man to Hal Sapone</i> REQUIRED Male</p>	<p>Tommy 'Four Guns' Beagle is the mysterious right hand man to Hal Sapone. This gangster is keen on making up rhymes about his victims before he bumps them off. So, if you hear Tommy Beagle rhyming, start running!</p>	<p>A fedora and a zoot suit and wing-tipped shoes. A pocket watch on a chain and a plastic Tommy gun as optional accessories.</p>

	<p>'Handsome Sam' McWarthy <i>Right hand man to Beanie O'Dannon</i> REQUIRED Male</p>	<p>Handsome Sam is the ultimate ladies' man and right hand man to Beanie O'Dannon. Sam has not always made the appropriate choices of women, however, and this may land him into a sticky situation if he is not careful.</p>	<p>A fedora and a zoot suit and wing-tipped shoes. A pocket watch on a chain and a plastic Tommy gun as optional accessories.</p>
	<p>Hershey Bar <i>American Baseball League Outfielder & Jazz Musician</i> Optional Male</p>	<p>The multi-talented Hershey Bar is a record breaking American Baseball League Outfielder. He is the brother of Handsome Sam McCarthy and is a part time saxophone player at 'The Grand Gatsby' Speakeasy. He is very talented and performs the sax to fulfill his childhood dreams of becoming a Jazz performer. Hershey is a down to earth gentleman who is loved by all the ladies.</p>	<p>Any vintage-style baseball uniform. A baseball cap as an optional accessory. OR can wear a wild color zoot suit (yellow, purple) and carry a saxophone (real or fake) as a prop.</p>
	<p>Wyleen Black <i>Tabloid Newspaper Reporter</i> Optional Female</p>	<p>This tabloid newspaper reporter is the most scandalous in the history of Chicago. It is hard to find a soul in Chicago that is not stressing under the spell of blackmail by Wyleen Black. Wyleen's nosy and conniving ways will certainly get her into major trouble one day...and it cannot come soon enough for most.</p>	<p>Flapper Dress, long strand of pearls, long dress gloves, fishnet stockings and '20s style shoes. A cloche hat and a long cigarette holder with a fake cigarette as optional accessories.</p>
	<p>Harry Looper <i>Silent Film Actor</i> Optional Male</p>	<p>Harry Looper is the long-time best friend of Zetta Zarbo. These two are preparing for a new silent film, 'The St. Patrick's Day Massacre.' Harry is a sweet and sensitive man who would never hurt a flea. Unfortunately for Harry, Hal Sapone is quickly growing tired of Harry and Zetta's friendship and so he should watch his back if he continues to be Zetta's best friend.</p>	<p>A fedora, 2 piece suit with matching vest and bow tie.</p>
	<p>Jazzy Fringe <i>Flapper & Night Club Singer</i> Optional Female</p>	<p>The egotistical Jazzy Fringe is a regular performer at Beanie O'Dannon's club, 'The Two Aces.' However, this club is not nearly as popular as Hal Sapone's 'The Grand Gatsby' - so Jazzy has been after Kara Low's spot at 'The Grand Gatsby' for months. Jazzy Fringe will stop at nothing to get what she wants and vows to one day take over as the lead performer.</p>	<p>Flapper Dress, long strand of pearls, long dress gloves, fishnet stockings and '20s style shoes. A cloche hat and a long cigarette holder with a fake cigarette as optional accessories.</p>
	<p>Chuck Limberger <i>American Pilot</i> Optional Male</p>	<p>Chuck Limberger is the loveable but air-headed American pilot and brother to Mona Crawfish. He is planning to fly a big solo non-stop Trans-Atlantic mission soon but is being delayed by the skeptics around him. This determined alcohol-loving pilot will try anything to show that he can take to the skies.</p>	<p>Any vintage aviator outfit – leather bomber jacket, leather flight helmet, knee high boots. Goggles and a scarf as optional accessories.</p>
	<p>Marlie Maplin <i>Silent Film Star & Mime</i> Optional Male</p>	<p>Marlie Maplin is the greatest comedic mime of all times. He is the best silent film comedy star in Hollywood and everyone loves to be around him as he is constantly entertaining everyone with his humorous mimes. Just don't get on Marlie's bad side as his mime-mockery sessions can be brutal.</p>	<p>White shirt, black suspenders, oversized pants and a derby hat.</p>
	<p>Fay Stingray <i>American Novelist</i> Optional Female</p>	<p>Fay Stingray is an ultra-quiet and more conservative flapper girl. She is constantly doing research for her new novel on the rival mobster gangs in Chicago. It is impossible to determine what this writer is thinking as she always appears to be soaking in the scene around her.</p>	<p>Flapper Dress, long strand of pearls, long dress gloves, fishnet stockings and '20s style shoes. A sequined headband with a feather and flask secured to the thigh with a garter belt as optional accessories.</p>

***IMPORANT INFORMATION REGARDING CHARACTER ASSIGNMENTS:**

Assign your most definite RSVPs and outgoing guests to the **required** characters and the more tentative, shy/reserved guests for the **optional** characters. To figure out who will be a 'definite RSVP', it is highly suggested to send a 'save the date' email out to your prospective guests way in advance of the party date so you can either eliminate those guests from your list who can't make it (and therefore you will not assign them to a character) or you can change your party date if enough required-character guests simply cannot make it. It's suggested to invite more than the required number of players as any of the 'required' guests could cancel at the last minute and leave you *high & dry*. You can play as many optional players as you wish and in any combination that you choose. The optional players have the same materials and same participation level, but these optional characters are not 'mandatory' for the storyline to play out and therefore for the mystery to be sleuthed appropriately.

What happens if one of your required characters cancels on you at the last minute? First, take a deep breath...it's not the end of the world.

FULL INSTRUCTIONS IN THE PURCHASED GAME

GENERAL INSTRUCTIONS FOR THE HOST

The party pack (this document) needs to be printed in advance of the party. Cut out the clues, slip them into envelopes labeled with the appropriate round and character for each round of the party. It is optimal to choose different colored envelopes for each round and you can purchase the exact amount needed for your game on the www.MyMysteryparty.com site in the **Mystery Prop Emporium** section. For economy's sake, an alternative is to scroll the clues and fasten with a ribbon. Be sure to label the outside of each scroll with the character/round. In these instructions, however, we will assume you are using the envelope method for each character, each round.

During the party, your job as the host player is to make sure the rounds flow properly. As the host, you may choose to play any character you wish – and we encourage our hosts to play the game! The game will unfold as the night goes along. As the game progresses, check on your guests to see if they are implementing the clues on their clue cards and encourage them to mingle with all of the other guests and to take their time and not rush anything. It's all about gossiping! As the host, give the clue card envelopes to the guests at the appropriate times and make sure that everyone is having a blast! You'll need to hide the victim items (i.e.

FULL INSTRUCTIONS IN THE PURCHASED GAME

For a complete surprise, you can elect the pre-printed 'party ready' party pack option from the mymysteryparty.com site, and we will send you the clues in sealed envelopes and the rest of prepared game documents –'ready to go' (this is an additional charge since we utilize our paper, ink, envelopes, labor, etc.). We also offer mystery props on the **My Mystery Party** site in the Prop Emporium including a thunderstorm ambiance 10 minute sound wav to play in the background, authentic crime scene barrier tape, crime scene balloons, mystery investigation pens, white face makeup for the victim, victim t-shirts, and even instrumental rap beats as a downloadable mp3 for the optional but highly suggested bonus game rap contest. There is a 'Do You Think You Can You Dance' mp3 track for the *Do You Think You Can Dance* challenge as well.

The game is organized into four rounds and is structured as follows:

OPTIONAL PRE-GAME TASKS & STARTERS: these optional pre-game starters and task sheets are to be delivered to each guest before the party or give them to the guests as they arrive. All pre-game materials are optional

and do not alter the mystery and are intended to enhance the pre-game build up for the event. These starters and tasks are not vital to solving the mystery and omission of them does not alter the mystery in any way.

APPETIZER (COCKTAILS 4 ADULTS) HOUR / ROUND ONE: Deliver these clues as your guests arrive.

DINNER HOUR / ROUND TWO: Deliver these clues while you serve dinner (optional) to your guests.

DESSERT, AND THE BIG REVEAL/ SOLUTION ROUND THREE: Deliver these clues with coffee/hot cocoa and dessert.

Note: you do NOT have to serve dinner, this is only suggested and the instructions tell you 'when' to serve it and what to do around the time you serve it. You also do not have to serve dessert – again, it is only a suggestion. You can simply skip both without a problem and just serve snacks/appetizers the entire time.

For further questions, check out our FAQ web page at www.mymysteryparty.com/frasqu.html

If your question is not listed in our FAQ, contact us at the email addresses below.

Mystery Questions: <mailto:author@mymysteryparty.com>

Web based Questions: support@mymysteryparty.com

HELPFUL HINTS ON HOW TO PLAY A MYSTERY PARTY

GUEST INSTRUCTIONS

You've been assigned a character and you've come to the party dressed in the most awesome Roaring Twenties attire and have been told to play your role. Now what?

The mystery is divided into three main rounds of party play. During the party, you will receive an envelope that contains the clues necessary for your character for the round. The clues for the characters at the party provide everything that you need to solve the mystery. However, during the investigation segment of the game, you will need to ask the right questions and pay close attention to everyone's clues to get the whole picture of what has happened.

FULL INSTRUCTIONS IN THE PURCHASED GAME

From this point forward, you are to remain in character until the mystery is solved. If you are playing a 'hypocritical police officer,' then that is who you are until the end! Undoubtedly, your host cast you into a character that you are comfortable playing. Some characters are designed to be played more reserved than other characters. Feel free to play your role in any manner that you feel comfortable. Embellish your character's personality if you would like. However, if you are feeling more reserved tonight, you can opt to allow the other guests to approach you or you can simply listen in on others' conversations to get your information.



OPTIONAL PRE-GAME STARTER

Before the party, encourage your guests to view the Your Mystery Party - www.YourMysteryParty.com/1920 website, as it has a character list, a video of the game, a 1920's slang list, and some helpful 1920s videos to get them ready to throw themselves back into the decade. You can also use the free, printable My Mystery Party invitations as they have the character descriptions included and a link (web address) to the Your Mystery Party website. This way, before the party, they can get familiar with the other characters that will be at the party as well! There are also hidden/subtle hints about characters throughout the page so those guests who choose to be 'super sleuths' can spend some time studying the Your Mystery Party site prior to the party. The free, downloadable invitations are located on the item page where you first purchased this game. Scroll to the bottom of the page and click on the link that says 'free, downloadable invitation' to download the pdf file. Fill in your information in the text fields and either print or save to your hard drive. You can email these invites to your guests to save paper costs. This optional pre-game round is to be implemented approximately one week before the party. Please note that this round is designed to generate pre-game excitement and is not necessary to solve the mystery. The ways to deliver these starters are as follows:

- * Print these starters (pre-game task sheets) and send them to your guests via snail mail - USPS.
- * Hand them to your guests at any time before the party if you are to see them. Alternatively, make some delivery rounds in your car. Wear your costume and stay in character during the delivery - why not?
- * You can hand these to your guests as they arrive before you give out the round one envelopes. *(This option is not optimal since it is pre-game task suggestions that are written such that they are done prior to the arrival at the party. However, if you explain that they were intended to be received a week ago – they can still view them, nonetheless).*

ROUND ONE - MEET & MINGLE APPETIZER HOUR

WELCOME TO THE JUICE JOINT!

Round one – appetizer / cocktail hour begins as the guests arrive.

DÉCOR: The party area is supposed to be the Grand Gatsby Speakeasy. This mystery is set in the '20s during prohibition. Speakeasies were illegal saloons where the customers could purchase illegal alcohol. There were often illegal gaming tables available. You can use any room in the house to play the game – just simply call it the Grand Gatsby. Optional for at home: make an incognito sign to put in front of your home out of cardboard and PVC pipe for a fun effect. Optional: make a DVD of pictures of your guests to play like a slideshow during your party on the television / projector screen (if there is one in the room). You can make this as elaborate as you wish by creating an authentic 'entrance' to your home with a sign that says 'Welcome to the Grand Gatsby' or simply decorate the room as if you are having any type of party with balloons, etc.

FULL INSTRUCTIONS IN

THE PURCHASED GAME

PROP LIST: These are props needed for this round. Collect these items in advance and have them ready.

- ▲ If any of the optional games are played, you will need to collect the items needed in advance of the game.
- ▲ Round One Clue cards printed and slipped into envelopes that are labeled and sealed for each character playing the game.

ROUND TWO – DAUNTING DINNER HOUR

PRE-GAME SET UP: In the nearest bathroom, place the following items under the sink - the victim sign, scotch tape, host supplied white non-toxic face makeup (optional but funny and suggested), and also include the victim t-shirt and / or crime scene tape if you have purchased these items (again, optional but funny and suggested). If there is not a cabinet under the sink, place these items in any location that can be concealed within that bathroom. The victim will be instructed in their clue card for round two to look for it if there is not a cabinet under the sink. The victim will be instructed in their round two clue card - after ***the pre-murder clues have been implemented and as the host reads the results of the flappin' event challenge*** - to go to the nearest restroom to become the victim by applying white face makeup on their face (optional), using Scotch tape to adhere the victim sign to their chest and if the optional victim t-shirt is available - to put that on (with the victim sign on top) and if the optional authentic crime scene barrier tape is there - to decorate themselves with it. The victim will re-enter the room with the other guests and it is **hilarious when the guests see the fully decorated victim!**

FULL INSTRUCTIONS IN THE PURCHASED GAME

THE INVESTIGATION BEGINS: Once the victim is discovered and the laughter dies down, read the sign on his/her chest to the group. Pass out the Murder Mystery Party Investigation Sheets (if you haven't done so already) and give each player a pen/pencil. Encourage the guests to implement their 'post-murder reveal clues' and share truthful information and opinions that they have regarding the murder. The guests have most likely already read the post-murder clues on their cards and now they will come together like pieces of a puzzle as they interrogate each other. This is another bonus to having the post-murder clues on the Round Two cards – the super sleuthing guests will have more time to rationalize their clues prior to the investigation. Some games give the pre and post murder clues separately, but by doing this, you don't give enough time for the guests to read over the post murder clues and it will give a 'stop down' time to the investigation period that is supposed to be high energy and interactive. This part of the investigation should take about 15 minutes.

FULL INSTRUCTIONS IN THE PURCHASED GAME

SURPRISING SOLUTION ROUND– DESSERT & 'THE BIG REVEAL'

ACCUSATIONS: After you collect the mystery investigation sheets, allow the guests to one-by-one accuse who they believe the **MURDERER** is and how they did it. Instruct them to also tell the group their guess of the **MURDERER'S** motive. If you are having an awards ceremony using the awards certificates available on the **MY MYSTERY PARTY** site in the mystery props section, you can use this round as the final decision maker on the Best Actor/Actress award.

FINAL SOLUTIONS: After the accusation round, pass out the round three envelopes to your guests and have them sit in a circle or semi-circle in order to be able to see guests as they read their solution cards one at a time to the group. If you are in a large ballroom with a microphone and stage/podium – have each guest with a solution card come to the front of the room and use the microphone to reveal their solution (you can also do it this way for the accusation round if you so choose). At this time, serve dessert and coffee (or hot cocoa/ hot apple cider/ after dinner cocktails) for adults.

**FULL
INSTRUCTIONS IN
THE PURCHASED
GAME**

OPTIONAL PRE-GAME TASKS: Cut the task strips out below and slip them into envelopes. Below on the pre-game task sheets, fill in your guests' preferred contact information (i.e. email, phone) so they will be able to contact each other. With this game, it is preferable to have your guests contact each other by phone since email wasn't available (obviously) in the 1920s. However, that might not be feasible so simply tell your guests to ignore this giant plot hole if you choose to have them email each other with the pre-game tasks. **IMPORTANT: If any of the optional players are not being played in your game, write 'DISREGARD THIS TASK' in the contact information space.** ✕

ZETTA ZARBO

OPTIONAL - for some pre-party fun, you can contact (email, phone, etc.) the following guest in the week leading up to the party:

Contact the guest playing Hal Sapone, your boyfriend, and tell him that he is the best thing that ever happened to you.
(Contact info: _____)

Contact the guest playing Fay Stingray and tell her you can't wait to read her novel when it comes out. Tell her that now you're a gangster's girl, maybe she'll want to interview you for a chapter or two.
(Contact info: _____)

Please note: either contacting the guest or not will not alter the mystery or lead to excitement about the party and will encourage other guests to be prepared for some copacetic '20s fun!

**EACH PLAYER
WILL HAVE AN
OPTIONAL
PREGAME TASK
CARD**

**not alter the mystery or
will lead to excitement about
prepared for some copacetic**

ROUND ONE CLUES – CUT OUT, SLIP INTO ENVELOPES AND LABEL WITH THE CHARACTER AND ROUND. ✕

CHARACTER NAME REMOVED TO PREVENT SPOILERS– ROUND ONE

USE THE FOLLOWING '20s SLANG TRIVIA QUESTIONS AS AN ICE BREAKER

Question: In the '20s, if you were called a 'doll', what did this mean? **Answer:** *****

Question: In the '20s, if you were called a 'flat tire or oilcan', what did this mean? **Answer:** ****

Question: In the '20s, what was a 'flivver'? **Answer:** *****

CLUES TO REVEAL DURING THIS ROUND

During this round, mingle with the other guests to discuss and accomplish the following:

- Watch the two crime bosses - Hal Sapone and Beanie O'Dannon – very closely. You are writing a book about rival gangs in Chicago and that is why everyone believes that you are here...to observe their behavior.
- Watch the two right hand men to the crime bosses – Sam McWarthy and Tommy Beagle – take notes on anything you find unusual or out of the ordinary.

PERSONAL CLUES TO CONCEAL

- You
- Bear
- fall

During the addition to guests.

EACH PLAYER WILL HAVE A ROUND ONE CARD

ROUND 2 CLUES – CUT OUT, SLIP INTO ENVELOPES AND LABEL WITH THE CHARACTER AND ROUND. ✕

CHARACTER NAME HAS BEEN REMOVED TO PREVENT SPOILERS – ROUND TWO. THE MURDER OCCURS DURING THIS ROUND.

PRE-MURDER CLUE:

- Tell your sister, Mona Crawfish, that she needs to not play dangerous games with career criminals. Tell her to find someone nice, for example, like silent film stars - Harry Looper or Marlie Maplin - or someone like that.
- Investigate what the argument was about between Haddie Drinx and Sam McWarthy.

POST MURDER CLUE: It explains what happened with the murder here – information removed to prevent spoilers. Contact us if you need to know about the murder.

✕ You were in
✕ You saw Ka
✕ You did not

**EACH PLAYER
WILL HAVE A
ROUND TWO
CARD**

SOLUTION ROUNDTHREE - CUT OUT THESE SOLUTIONS, STUFF INTO ENVELOPES LABELED WITH THE APPROPRIATE CHARACTER AND ROUND. PASS OUT THESE ENVELOPES TO THE GUESTS TO BEGIN THE FINAL ROUND.

CHARACTER NAME HAS BEEN REMOVED TO PREVENT SPOILERS – FINAL SOLUTION ROUND THREE

READ AFTER CHARACTER NAME HAS BEEN REMOVED

This is the final solution round. Every guest at this party will now tell their story to the group - in a specific order dictated by this final solution clue card - and the murderer will now confess.

Read your solution to the group:

"I can't believe that any of you would believe that I could be a suspect in my own brother's murder. I didn't have the slightest motive. I knew this kind of lifestyle would lead to this and that is why I pleaded with him daily to get out. I blame you, Character's Name has been removed, for the murder of my brother...even if you didn't hold the knife yourself, you are the cause of this...sentence has been removed to prevent soilers... I think I want to be a gangster, yeah, I do."

The following characters are to read to the group (characters that are not guests at this party and go to the next) 1. H
5. Marlie Maplin 6. Fay Stingray

characters that are not guests
Black 4. Chuck Limberger

**EACH PLAYER
WILL HAVE A
ROUND THREE
CARD**

**VICTIM SIGN IN THE PURCHASED
GAME**

ZETTA ZARBO

PLAYED BY:



BEANIE O'DANNON

PLAYED BY:



EACH PLAYER
WILL HAVE A
NAME TAG

SAMPLE

BONUS ACTIVITIES!

FOR 100 MORE PARTY GAMES AND MORE PARTY ADVICE, RECIPES, THEMES, ETIQUETTE AND MORE, PURCHASE **THE OFFICIAL PARTY HOST HANDBOOK** BY DR. BONNIE.



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BONUS GAMES & RECIPES ARE IN
THE PURCHASED GAME

MENU SUGGESTIONS

CAT'S MEOW STUFFED MUSHROOMS

THE TOMMY GUN SALAD

ALL DOLLED UP & STUFFED CHICKEN

CAPONE CASSEROLE

SPEAKEASY CAKE

THE FINGER WAVE

THE FLAPPER'S DAPPER

THE 'IT' COCKTAIL

SAMPLE