

'MURDER AT THE OLD CADBURY MANSION.'
8-16 (EXPANDABLE TO OVER 25) GUESTS TEEN ELECTRONIC VERSION.

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SYNOPSIS (THIS OUTLINES THE FLOW OF THE PARTY EVENTS).

THE GUESTS RECEIVED THEIR INVITATIONS TO THE DINNER PARTY IN HONOR OF THE GOLDEN GROVE HISTORICAL SOCIETY AT THE CADBURY MANSION. MOST OF THE GUESTS HAD NEVER BEEN INVITED TO SUCH AN EVENT, BUT THEY PUT ON THEIR BEST DINNER PARTY ATTIRE AND ARRIVED IN STYLE AT THE MANSION. THE GUESTS WERE GREETED WITH DELECTABLE APPETIZERS AND THEY ENJOYED A FUN TIME WITH THEIR GHOSTLY ICE-BREAKING TRIVIA QUESTIONS. THEN, THEY MINGLED WITH THE OTHER GUESTS TO GET TO KNOW EACH OTHER A LITTLE BETTER. SOME OF THE GUESTS DID NOT HAVE SUCH STELLAR BACKGROUNDS TOGETHER, SO THEIR ATTENTION NEEDED TO BE DIVERTED WITH AN EXCITING GAME OF 'HOW'D I DIE' AND THEN A CHALLENGING MYSTERY SCRAMBLE WAS PLAYED OVER A DELICIOUS DINNER. THEN, TO EVERYONE'S HORROR...A MURDER OCCURRED. THE GUESTS HAD TO RALLY TOGETHER TO FIGURE OUT WHODUNIT BEFORE THE MURDERER COULD STRIKE AGAIN. THE GUESTS TOOK A BREAK TO PLAY CATCH ME IF YOU CAN BEFORE HUNTING FOR EVIDENCE AT THE CRIME SCENE. THEN, THEY ENDURED AN AMUSING AND INFORMATIVE FINGERPRINT CHALLENGE. BELIEVING THEY HAD THE MURDER SOLVED, THE GUESTS TOOK TURNS ACCUSING WHO THEY BELIEVED WAS THE MURDERER. THEN, OVER HOT CHOCOLATE AND DESSERT, THE MURDERER CONFESSED! THE GUESTS WERE ASTONISHED...TO SAY THE LEAST. AFTER THE GUESTS RECOVERED FROM THE SHOCK, THEY PLAYED A HILARIOUS GAME OF MYSTERY CHARADES. OVERALL THE NIGHT WAS A COMPLETE SUCCESS...MURDER AND ALL.

LIST OF CHARACTERS

CHARACTER NAME AND OCCUPATION	CHARACTER DESCRIPTION	COSTUME SUGGESTIONS	
	<p>Victoria Anne Cadbury <i>Heiress of the Cadbury Estate</i> REQUIRED Female</p>	<p>The beautiful Victoria Anne Cadbury is a prim and proper lady and heiress of the Cadbury Estate. Victoria has a slightly mysterious quality but is a gracious and welcoming hostess.</p>	<p>Elegant Victorian dress. Hair in an intricate up-do style.</p>
	<p>Dustin Prince <i>Forensic Investigator at the Golden Grove Crime Lab</i> REQUIRED Male</p>	<p>Dustin Prince is a very handsome and charismatic gentleman. He's ideal in every way – someone you'd love to rush home to meet your parents. But once he's home, he is nothing but a lazy couch potato with the most outrageous and appalling manners you've ever seen. Ladies, this is one package you don't want to open!</p>	<p>CSI outfit. Fingerprint brush and powder as an optional prop.</p>
	<p>Helmsley Grantington <i>Butler of the Cadbury Mansion</i> REQUIRED Male</p>	<p>If you looked up sarcasm in the dictionary, Helmsley Grantington's picture would be next to the description. Helmsley is the self-loving butler with a slight over-exaggeration problem.</p>	<p>Butler's uniform. A serving tray as an optional prop.</p>
	<p>Chance Luminol <i>Director of the Golden Grove Crime Lab</i> REQUIRED Male</p>	<p>Chance Luminol, an infamous Forensic Scientist from New York City, is new to Golden Grove as he just accepted a position as the Director of the Golden Grove Crime lab. Egotistical is the one word that sums up this celebrity doc.</p>	<p>Forensic investigator uniform. Any type of scientific equipment (i.e. test tubes, etc.) as optional props.</p>
	<p>George Thomas Cadbury, III <i>Son of Victoria Anne Cadbury</i> REQUIRED Male</p>	<p>George Thomas Cadbury is the son of Victoria Anne Cadbury. Known as the strong and silent backbone of the Cadbury Mansion, this high society gent is the one to go to if you need anything from the Cadburys.</p>	<p>Cutaway knee length frock coat, bowler hat and high collar with bow tie. A monocle as an optional prop.</p>
	<p>Sara Aupare <i>Nursemaid of the Cadbury Children</i> REQUIRED Female</p>	<p>Sara Aupare is the quiet and demure caretaker of Cadbury children. She has been a faithful and devoted nursemaid to the Cadburys for many, many years.</p>	<p>Conservative long dress. A stocked diaper bag as an optional prop.</p>
	<p>Appolonia Spectrals <i>Paranormal Investigator at Golden University</i> REQUIRED Female</p>	<p>Appolonia Spectrals is the mysterious paranormal investigator from the local university. Given her field of choice, Appolonia Spectral has a rather unpredictable sort of behavior. She is a graduate student that is very young and very broke.</p>	<p>Strange clothing. Any type of strange 'measuring devices' (can be made out of cardboard) as optional props.</p>
	<p>Tracy Fibers <i>Forensic Lab Tech at the Golden Grove Crime Lab</i> REQUIRED Female</p>	<p>Ms. Tracy Fibers is the leading trace evidence technician in the field of forensic science. She is extremely talkative and is known to go on wild tangents about random events when she is engaged in conversations with others. It is probably because she's more used to hanging out with microscopes than actual people.</p>	<p>Lab coat with glasses and forceps and baggies as optional props.</p>
	<p>Elizabeth Cadbury <i>Wife of George Cadbury, III</i> Optional Female</p>	<p>Elizabeth Cadbury is the daughter in law of Victoria Anne Cadbury and the wife of George Cadbury, III. She has led a pampered life and is easily incensed if she doesn't get her way.</p>	<p>Elegant Victorian dress. Hair in an intricate up-do style.</p>

CHARACTER NAME AND OCCUPATION	CHARACTER DESCRIPTION	COSTUME SUGGESTIONS	
	<p>Miss Beatrice Marmson <i>Teacher at Golden Grove Elementary School</i> Optional Female</p>	<p>Miss Beatrice Marmson is the no-nonsense school teacher at Golden Grove Elementary. She teaches a strict curriculum in her kindergarten class and doesn't put up with a shred of nonsense in the classroom or out!</p>	<p>Conservative long dress. An apple and a ruler as optional props.</p>
	<p>Sheriff Andrew Fife <i>Sheriff of Golden Grove County</i> Optional Male</p>	<p>You would never guess that such a meager self-questioning man could climb his way into such a high ranking position as Sheriff of Golden Grove! Sheriff Andrew Fife is a kind hearted gentleman, but with a self esteem approaching absolute zero!</p>	<p>Sheriff's uniform. Sheriff's badge and toy gun as a prop.</p>
	<p>Watson Sherlock <i>Homicide Detective of Golden Grove Police Department</i> Optional Male</p>	<p>Watson Sherlock is a tiger at the scene of a crime, but off the scene, he's a total pushover. He's shy and reserved but his English accent is more than enough to win over the ladies...that is, until he does one of his annoying yet infamous impersonations of Norman Bates from the movie <i>Psycho</i>.</p>	<p>Detective clothing. A magnifying glass and notepad as optional props.</p>
	<p>Dr. Newton Albert <i>Physicist at Golden University</i> Optional Male</p>	<p>Dr. Newton Albert is an outstanding member of the high IQ society – Mensa International. He is the leading researcher in the field of the quantum effects of ESP and Telekinesis. He is out to prove that a human mind is a much more powerful organ than previously believed.</p>	<p>A nerdy professor outfit with unkempt hair. Optional props are pocket protectors filled with pens, taped glasses, and physics journal articles sticking out of the pockets.</p>
	<p>Ima Gudsweeper <i>Chambermaid of the Cadbury Mansion</i> Optional Female</p>	<p>Ima Gudsweeper is a woman of many personalities. Some say that Ima suffers from schizophrenia but insiders say her multiple personalities are due to boredom and loneliness from her position as the chambermaid at the Cadbury mansion.</p>	<p>Maid uniform. A feather duster as an optional prop.</p>
	<p>Tele N. Ewe <i>Investigative Field Reporter for CBC News</i> Optional Female- Expandable (Can have multiple players in this role)</p>	<p>Tele N. Ewe is always on top of the latest story... sometimes before they even happen! She's an ultra-ambitious investigative reporter for the television station CBC and will stop at nothing to be the first to get the scoop.</p>	<p>Business casual attire for a reporter. A microphone (real/fake) and / or a notepad and pen as additional props.</p>
	<p>Cooper Anderson <i>Investigative Field Reporter for RBC News</i> Optional Male- Expandable (Can have multiple players in this role)</p>	<p>Cooper Anderson is always on top of the latest story... sometimes before they even happen! He's an ultra-ambitious investigative reporter for the television station RBC and will stop at nothing to be the first to get the scoop.</p>	<p>Business casual attire for a reporter. A microphone (real/fake) and / or a notepad and pen as additional props.</p>

HOST DIRECTIVES

Get ready for a spooky time with the **'MURDER AT THE OLD CADBURY MANSION'** game from mymysteryparty.com! This light-hearted game is a moderate sleuthing mystery where the players will act out a fun character while they solve the entertaining and slightly challenging mystery with a fun twist at the end! The party can be a huge success as long as you and your guests relax and let the mystery unravel during each round.

The party pack (this document) needs to be printed in advance of the party. Cut out the clues and 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.

During the party, your job as the host is to ensure that the envelopes are given to the guests at the appropriate times and most of all – that you and your guest are having a blast!! There are a few props you will need to collect in advance and plant at certain places and times during the party (see below for the list). Make sure to **read the host instructions for each round prior to the party** to ensure that you have everything in place for the big day!



- **OPTIONAL:** slips of paper with the topics for the charades game (page 59) written on them, folded and put into a container.
- **OPTIONAL:** host supplied prizes for the winners of the challenges and for the winners - who guess the murderer, motive and weapon correctly. My Mystery Party has Award Certificates for sale on the www.MyMysteryParty.com site.

If you do not want to know the solution, do not view the final round of clues. 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). We also offer murder mystery props on the [My Mystery Party](http://MyMysteryParty.com) site.

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

OPTIONAL PRE-GAME STARTER: these pre-game starters are to be delivered to each guest before the party or give them to the guests as they arrive. All pre-game starters are optional and do not alter the mystery and are intended to enhance the pre-game build up for the event. These clues are not vital to solving the mystery.

APPETIZER HOUR / ROUND ONE: Deliver these clues as your guests arrive.

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

DESSERT, HOT CHOCOLATE AND THE BIG REVEAL/ SOLUTION ROUND THREE: Deliver these clues with hot chocolate and dessert.

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

sample game

HELPFUL HINTS ON HOW TO PLAY A MURDER MYSTERY - GUEST INSTRUCTIONS

So you've been assigned a character and you've come to the party dressed in the most fabulous costume for your assigned character and have been told to play your role. So now what?

The mystery is separated into 3 main rounds of party play. During the party, you will be handed an envelope that contains the clues necessary for your character for the round. The clues for all



FULL DIRECTIVES IN THE
PURCHASED GAME 😊

motive and the murderer! Read your clue cards thoroughly and take your time discussing issues with other guests. Make sure you speak to all guests in each round. Any guests who you feel might be hiding something...make sure to ask them loads of questions! You will be asked to submit a guess of 'whodunit' and why they did it at the end of round two.

From this point forward, you are to remain in character until the mystery is solved. If you are playing a 'green alien from Mars', then that is who you are until the end! Undoubtedly, your host has cast you into a character that you are comfortable playing. There are some characters that are designed to be played more reserved than other characters that should be played more boisterous. Feel free to play your role however 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 characters to approach you or you can simply listen in on others' conversations to get your information.

OPTIONAL PRE-GAME STARTER

HOST INSTRUCTIONS: Before the party, encourage your guests to view this mystery on the www.mymysteryparty.com website or use the free printable **My Mystery Party** invitations as they have the character list and the game synopsis included. This way, before the party, they can get familiar with the characters that will be at the party.

FULL DIRECTIVES IN THE PURCHASED GAME 😊

- * You can hand these to your guests as they arrive before you give the round one envelopes.

PRE GAME STARTERS: (The following starters can be emailed or cut out and put into sealed envelopes and labeled with the appropriate character and round.)

EACH CHARACTER WILL
HAVE A PRE-GAME STARTER
IN THE PURCHASED GAME

Helmsey Grantington,

*Get ready to host the
VIP Dining Experience*

In honor of

The Golden Grove Historical Society

At the Cadbury Mansion

RSVP: 555-1313

*On the side: I guarantee the rumors of the mansion being haunted are totally
unfounded.*

*Respectfully yours,
Victoria Anne Cadbury*



Remember: your character is the sarcastic, self-loving butler of the Cadbury Estate.

www.MyMysteryParty.com

APPETIZER HOUR - DINNER GUESTS HAVE ARRIVED!

HOST INSTRUCTIONS: Round one – appetizer hour begins as the guests arrive. Create a haunted mansion ambiance with classical music playing softly, low level lighting and formal, Gothic or Victorian décor in the party room. Appetizers should be served and the round one envelope should be handed out to each guest. Make sure a copy of the guests' instructions (page 6) and a list of character descriptions (www.mymysteryparty.com)

OPTIONAL: At the conclusion of this round, the "HOW'D I DIE?" (pages 16-17) game can be played.

FULL DIRECTIVES IN THE PURCHASED GAME 😊

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

- 'How'd I die' is played, the causes of death sheets (page 16) will need to be printed, cut out, and tape will need to be affixed to the back side of them.

OPTIONAL ACTIVITY AT THE CONCLUSION OF ROUND ONE: THE 'HOW'D I DIE?' GAME!

AVAILABLE IN THE PURCHASED GAMES

HOW DID I DIE GAME CARDS AVAILABLE IN THE PURCHASED GAME

sample

ROUND ONE CLUES - CUT OUT, STUFF INTO ENVELOPES AND LABEL WITH THE APPROPRIATE ROUND AND CHARACTER X Hand the clue envelopes to the guests to start round one.



HELMSLEY GRANTINGTON - ROUND ONE. *Remember that you are very sensitive and you tend to overreact.
USE THE FOLLOWING GHOSTLY TRIVIA QUESTIONS AS AN ICE BREAKER

Question: _____ the friendly ghost. **Answer:** Casper.

Question: The Hollywood Roosevelt Hotel is home to two famous ghosts, who are they? **Answer:** Marilyn Monroe and Montgomery Cliff.

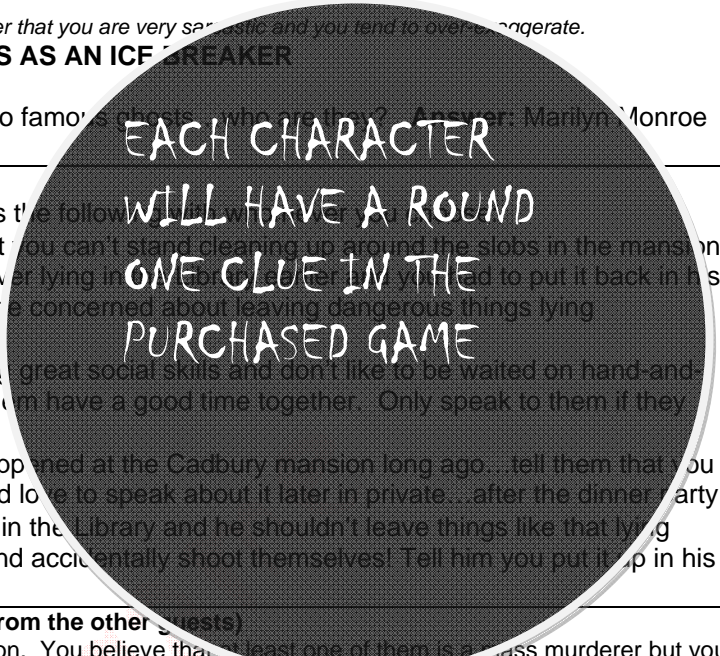
CLUES TO REVEAL DURING THIS ROUND

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

- Tell Victoria Anne Cadbury and Sara Aupare that you can't stand cleaning up around the slob in the mansion. For example, you found George Cadbury's revolver lying in the library and you had to put it back in his room as the guests arrived! Say that he should be concerned about leaving dangerous things lying around...especially with children in the house!
- You know that scientists are not known for having great social skills and don't like to be waited on hand-and-foot...so keep your distance from them and let them have a good time together. Only speak to them if they speak to you first.
- If anyone wants to talk about the tragedy that happened at the Cadbury mansion long ago...tell them that you are not comfortable talking about it here but you'd love to speak about it later in private...after the dinner party.
- Tell George Cadbury that you found his revolver in the library and he shouldn't leave things like that lying around. Say his children could find it one day and accidentally shoot themselves! Tell him you put it up in his nightstand where it belongs.

PERSONAL INFORMATION (You can conceal these clues from the other guests)

- You despise some of the other residents of the mansion. You believe that at least one of them is a mass murderer but you are not certain which one of them that it is. You are the one invited the investigators and scientists to the mansion. You want them to investigate what is going on in the mansion. You can't tell them what you are feeling because you fear for your own life. However, you feel that this group will uncover things on their own without your help. **During the mystery, your character must be honest and not make up any potentially mystery-altering clues in addition to those provided to you. You do not, however, have to share any clues that you collect with the other guests.**



DINNER HOUR - Watch your back!

HOST INSTRUCTIONS: In the nearest bathroom, place the following items under the sink - the victim sign (page 39) and non-toxic white face makeup (host supplied - *optional but funny*). If there is not a cabinet under the sink, place it in any location that can be concealed within the bathroom. The murder victim will be instructed in their clue for this round to look for it if there is not a cabinet under the sink. My Mystery Party at www.mymysteryparty.com also has victim t-shirts, mystery pencils and crime scene barrier tape available for sale as fun props for the victim / crime scene.

Pair your guests into teams of 2-3. **Facilitate the 'Mystery Scramble'** (page 28+) game while you serve dinner (*dinner is optional*).

FULL DIRECTIVES IN THE PURCHASED GAME.

sheets and foredo the scavenger hunt for the prints and explain that they were collected from the Piano Lounge. At the conclusion of this round, give the guests a time period in which to fill in their final guesses as to whodunit on the **'Murder Mystery Investigation Sheets'** (pages 40-55).

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

- The victim sign (page 39).
- The Mystery Investigation Sheets (page 40-55).
- The 'Mystery Scramble Challenge sheets – one for each team of 2-3 guests' (page 29-32).

ROUND TWO REQUIRED ACTIVITY 'MYSTERY SCRAMBLE CHALLENGE!'

Instructions in the purchased game

MYSTERY SCRAMBLE ANSWER KEY:

Answer Key and Game Cards are in the Purchased
Game

ROUND TWO CLUES: ✂ Cut out and slip these clues into sealed and labeled (i.e. round two, character name) envelopes and hand to your guests after the 'Mystery Scramble Challenge' to officially begin round two.

GEORGE THOMAS CADBURY, III – ROUND TWO The murder will occur during this round.

PRE-MURDER:

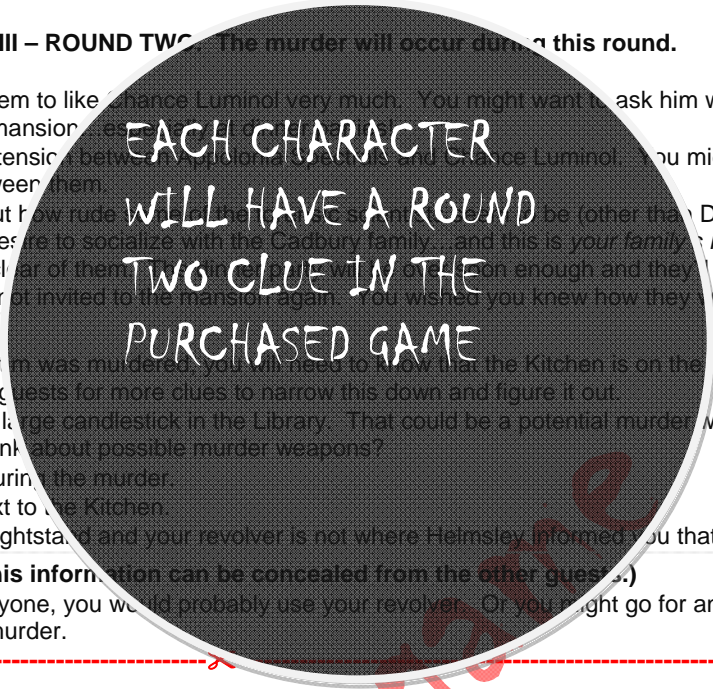
- Dustin Prince doesn't seem to like Chance Luminol very much. You might want to ask him what the problem is as you don't like tension in the mansion.
- There also seems to be tension between Chance Luminol and your mother. You might want to ask her what is causing the tension between them.
- Talk to your mother about how rude the other guests might be (other than Dustin Prince). Say that they don't appear to have a desire to socialize with the Cadbury family... and this is *your family's mansion!* Tell your mother that you all should stay clear of them... but you know how to be on enough and they'll leave the mansion. You'll make sure that they are not invited to the mansion again. You wished you knew how they were invited in the first place.

POST-MURDER:

- To find out where the victim was murdered, you'll need to know that the Kitchen is on the west end of the Golden Grove Manor. Try asking other guests for more clues to narrow this down and figure it out.
- You know that there is a large candlestick in the Library. That could be a potential murder weapon. Why don't you see what the other guests think about possible murder weapons?
- You were in the Foyer during the murder.
- The Piano Lounge is next to the Kitchen.
- You just checked your nightstand and your revolver is not where Helmsley informed you that he put it earlier.

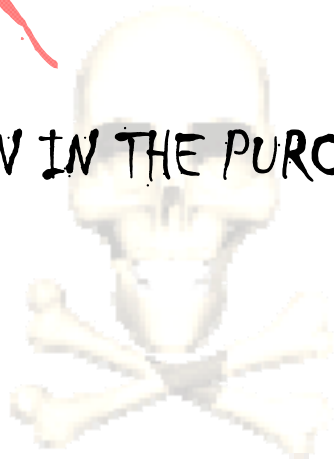
PERSONAL INFORMATION: (This information can be concealed from the other guests...)

- If you were to murder anyone, you would probably use your revolver. Or you might go for anything in the room that was convenient...murder is murder.



THE VICTIM SIGN. Cut it out and place it under the sink during this round with the other evidence.

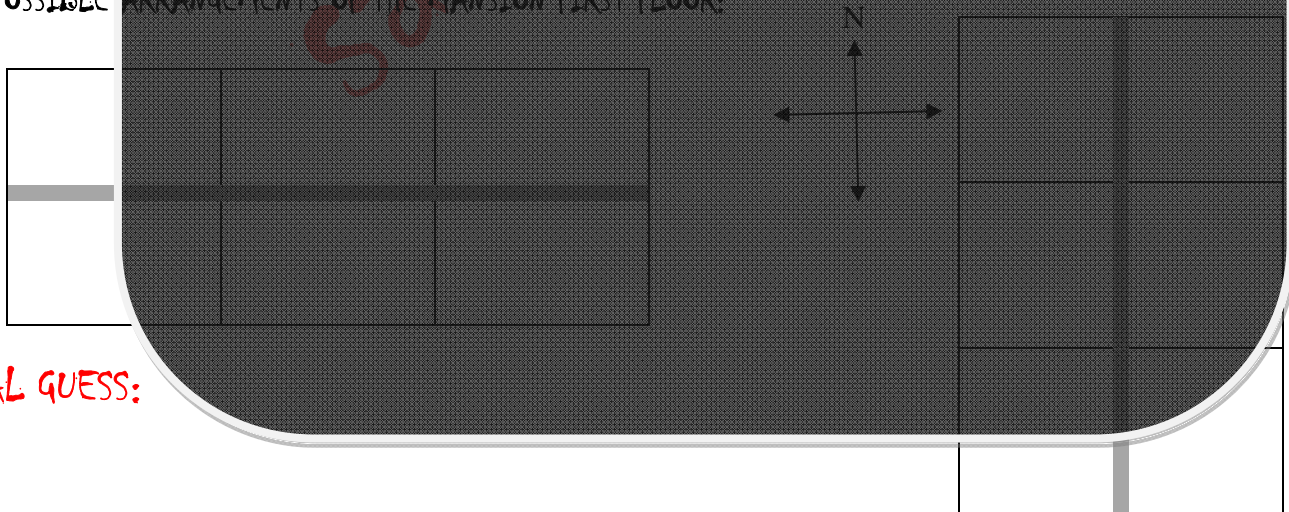
FULL VICTIM SIGN IN THE PURCHASED GAME.



MURDER MYSTERY INVESTIGATION SHEET - DETECTIVE NAME **Victoria Anne Cadbury**

SUSPECT	MOTIVE	LOCATION DURING THE MURDER	COMMENTS
<p>EACH CHARACTER WILL HAVE A MYSTERY INVESTIGATION SHEET IN THE PURCHASED GAME.</p>			

TWO POSSIBLE ARRANGEMENTS OF THE MANSION FIRST FLOOR:



FINAL GUESS:

WHODUNIT _____

MOTIVE _____

ROUND TWO OPTIONAL ACTIVITY

CATCH ME IF YOU CAN!

Available in the purchased game. Game sheets are in the purchased game.

sample game

ROUND TWO - REQUIRED ACTIVITY

FINGERPRINT CHALLENGE:

Available in the purchased game.

ROUND THREE - DESSERT, HOT CHOCOLATE AND 'THE BIG REVEAL'

HOST INSTRUCTIONS: This is the final solution round.

After you collect the Murder Mystery Investigation Sheets, allow the guests to one-by-one accuse who they believe is the murderer. Instruct them to point at the accused and say their motive. After the accusations have

FULL DIRECTIVES AVAILABLE IN THE PURCHASED GAME.

round card one at a time in the exact order that is directed by the solution round cards.

There following is an optional activity, 'THE MYSTERIOUS CHARADE CHALLENGE' that can be played at the conclusion of this round.

ROUND THREE - OPTIONAL ACTIVITY

'THE MYSTERIOUS CHARADE CHALLENGE'

INSTRUCTIONS AND TOPICS AVAILABLE IN THE PURCHASED GAME.

VICTORIA ANNE CADBURY- FINAL SOLUTION ROUND THREE - READ FIRST

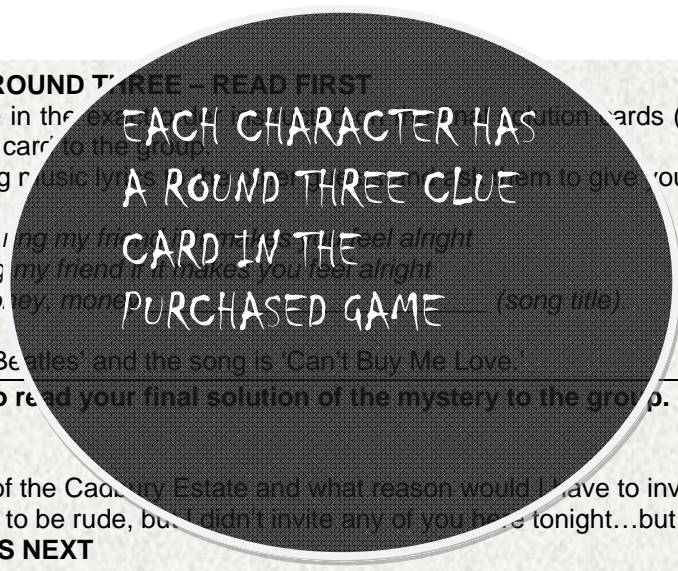
The final solutions will be now be read. One by one in the order of the solution cards (starting with you) - each guest is to read their final solution round card to the group.
Before you read your final solution, read the following music lyrics to give you the band and name of the song:

I'll buy you a diamond ring my friend if it makes you feel alright
I'll get you anything my friend if it makes you feel alright
'Cause I don't care too much for money, money money (song title)

Answer: The artist is 'The Beatles' and the song is 'Can't Buy Me Love.'

You are not the murderer! You are the first one to read your final solution of the mystery to the group. Say the following to the group:

"I am obviously not the murderer. I am the Heiress of the Cadbury Estate and what reason would I have to invite this man here and murder him. No reason! And I don't mean to be rude, but I didn't invite any of you here tonight...but I have a steaming good idea of who did!" **DUSTIN PRINCE IS NEXT**



NAMETAGS



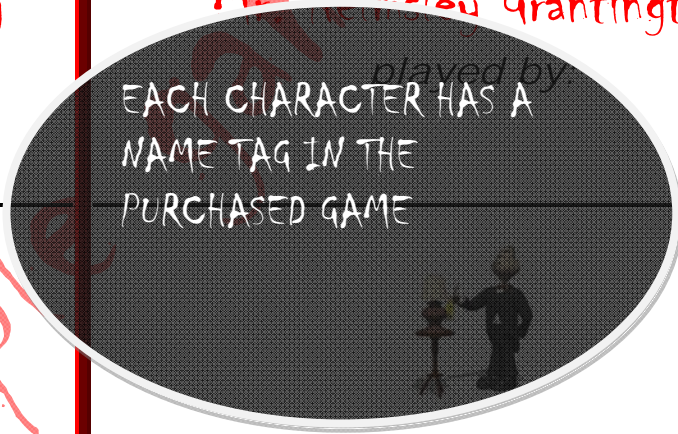
Heiress Victoria Anne Cadbury

played by:



Mrs. Melou Grantington

played by:



MENU SUGGESTIONS

AVAILABLE IN THE PURCHASED GAME