

Theme *Superheroes - Modern Times*

Mystery Name *The Assassination at the Annual Superhero Assembly  
(6-10 Guest Electronic Version)*

**Created by [mymysteryparty.com](http://mymysteryparty.com) and Dr. Bon**

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**Synopsis (This outlines the flow of the party events).**

The superheroes received their summons to the Annual Superhero Assembly with the primary discussion topic on the agenda of how to apprehend the notorious villain ‘Da Bomb.’ This league of heroes was well aware that ‘Da Bomb’ was assembling an army of robotic bombs that he planned on using to take over the world. The Justice Confederation of superheroes had to come up with a plan to stop ‘Da Bomb’...and fast! The superheroes all arrived safely in a hidden cave inside of Mount Super and the meeting convened. Before getting down to important business, the superheroes enjoyed cocktails, appetizers, and challenging ice-breaking superhero trivia questions while mingling around to say hello to their fellow superheroes. The super colleagues participated in a hilarious superhero dance contest before starting the discussions. After some business was deliberated, a scrumptious dinner was served and the superheroes teamed up to compete in a fun superhero movie challenge. Then, to everyone’s horror, a victim suddenly collapsed to the floor...dead. The superheroes joined forces to figure out whodunit as there’s nothing more dangerous than a traitorous superhero! After deciphering codes, uncovering motives and figuring out the locations of everyone during the murder, the investigative teams turned in their best guesses of whodunit to Electra before taking a break to play the fun ‘What super thing am I’ game. Then, over coffee and dessert, the super group took turns explaining their involvement, if any, with the murder...and the murderer confessed! The heroes capped off the meeting with a super entertaining game of superhero charades. Overall, the meeting was a great success as the location of ‘Da Bomb’ was uncovered and the Justice Confederation immediately went to his hideout and apprehended him and saved the world...at least for now.

# LIST OF HEROES

CHARACTER NAME AND OCCUPATION		CHARACTER DESCRIPTION	COSTUME SUGGESTIONS
	<p><b>Electra</b></p> <p><i>Electrical powers</i></p> <p><b>REQUIRED</b> Female <b>HOST</b></p>	<p>Electra is a medical doctor by day and a super hero by night. This healer is able to draw upon electrical energy to fight her foes. Electra is one of the preeminent superheroes in the Justice Confederation and some say she is the unspoken leader.</p>	<p>Any type of superhero costume with lightning bolts affixed to it.</p>
	<p><b>Shiver</b></p> <p><i>Powers of ice</i></p> <p><b>REQUIRED</b> Female</p>	<p>This cold hearted hero is rumored to be in the superhero realm for purely selfish reasons...attention. There have been many recent reports in the news of Shiver not coming to the aid of victims around the city because she is out shopping, getting Botox or doing self-centered things. However, when Shiver does come to help damsels in distress, her rescue rate is 100%.</p>	<p>Light blue or white clothing with a matching cape. A crown and staff as optional props.</p>
	<p><b>Stingmata</b></p> <p><i>Powers of poison</i></p> <p><b>REQUIRED</b> Either</p>	<p>Stingmata's toxic personality can be rather annoying to those around her/him. S/he is full of energy and sometimes loses him/herself in the moment. However, s/he is typically the first superhero on the scene of a crime and does her/his job with vigor and integrity.</p>	<p>An insect costume (any) with a matching cape.</p>
	<p><b>Blue Blaze</b></p> <p><i>Powers of fire</i></p> <p><b>REQUIRED</b> Female</p>	<p>Blue Blaze is known for her fiery personality. An attorney by day, she is outspoken and can be quite callous on occasion. She is one of the most powerful superheroes in the Justice Confederation and sometimes she walks a fine line on what side of the law she is truly on.</p>	<p>Any superhero costume with flames affixed to it.</p>
	<p><b>Nerdon</b></p> <p><i>Powers of all things nerdy</i></p> <p><b>REQUIRED</b> Either</p>	<p>Nerdon is the quintessential nerd with amazing but nerdy super powers. Nerdon is able to draw upon all things nerdy to battle enemies. So watch out for Nerdon's flying protractorangs, robotic monkeys and his/her ergonomically created sword.</p>	<p>Nerdy clothing with a matching cape. A fake sword as an optional prop.</p>

CHARACTER NAME AND OCCUPATION		CHARACTER DESCRIPTION	COSTUME SUGGESTIONS
	<p><b>The Red Wonder</b></p> <p><i>Magical rap lyric powers</i></p> <p><b>REQUIRED</b> Either</p>	<p>The Red Wonder is a famous rap artist by day and super rapper by night! His/her lyrics of iron will counteract any evil villain's attacks. The Red Wonder is a force to be reckoned with...especially with his/her faithful microphone.</p>	<p>Any red superhero costume with a fake microphone as an optional prop.</p>
	<p><b>The Wisher</b></p> <p><i>Powers of wishes</i></p> <p><b>Optional</b> Either</p>	<p>The Wisher is one of the most caring and accommodating superheroes in the Justice Confederation. However, watch out for his/her sneaky side if s/he tricks you into making three wishes.</p>	<p>A genie costume with a matching cape. A genie's lamp as an optional prop.</p>
	<p><b>The Jester</b></p> <p><i>Powers of humor</i></p> <p><b>Optional</b> Either</p>	<p>This comedian (comedienne) is a hoot to be around and was once voted everyone's favorite super hero in the Justice Confederation. The Jester uses the power of humor to defeat villains. Criminals don't know what's hit them when the jokes start flying!</p>	<p>A jester costume – multicolored spandex unitard with a jester hat.</p>
	<p><b>Mr. Fabulous</b></p> <p><i>Powers of being completely fabulous</i></p> <p><b>Optional</b> Male</p>	<p>Mr. Fabulous is...well...he's completely fabulous! His perfect body, perfect hair, charismatic personality and trusty hand-held mirror are all that he needs to bring the criminals to justice. The lawbreakers stop in awe at the sight of Mr. Fabulous... just in time for the other superheroes to take control of the scene.</p>	<p>Any muscled superhero costume. An optional hand held mirror as a prop.</p>
	<p><b>Vampo Man</b></p> <p><i>Powers of the dark side</i></p> <p><b>Optional</b> Male</p>	<p>Vampo Man draws upon the dark side for super powers. This makes some of the other superheroes uneasy as they can't trust this superhero is truly in the Justice Confederation for good intentions. Nothing to date has proven otherwise, so Vampo Man is still ranked as an upstanding member!</p>	<p>A vampire costume with a vampire cape.</p>

# GENERAL INSTRUCTIONS FOR THE HOST

Thank you for purchasing the 'Assassination at the Annual Superhero Assembly' game from [mymysteryparty.com](http://mymysteryparty.com)! This mystery is a light-hearted mystery that allows you and your guests to step into a different character while trying to solve the entertaining mystery. 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 stuff 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!! Depending on the mystery, there might be a few props you will need to collect in advance and plant at certain places and times during the party. **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! Please note -the host instructions for each round do not disclose who the murderer or the victim is.

**Full instructions are in  
the purchased game.**

Pre-game: these pre-game clues are to be delivered to each guest before the party or give them to the guests as they arrive. All pre-game clues 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. In this game, there are also pre-game tasks for the characters to perform. These pre-game tasks are optional and the omission of them does not alter the mystery in any way.

COCKTAIL 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, COFFEE AND THE BIG REVEAL/ SOLUTION ROUND THREE: Deliver these clues with coffee and dessert.

**For further** questions, check out our FAQ web page at [www.mymysteryparty.com/frasqu.html](http://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](mailto:support@mymysteryparty.com)

# HOW TO PLAY A MURDER MYSTERY

## Guest Instructions

Professional actors are great for mysteries but do not worry because you do not have to be a good actor – or an actor at all – to play a murder mystery! The only quality that you need to possess is the ability to have a blast!

The mystery party is separated into 3 rounds. During the party, you will be handed an envelope that contains the clues necessary for your character for the round. The clues will provide everything that you will 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 other guests' clues to be able to get the whole picture of what has happened.

**Full instructions are in  
the purchased game.**

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. Feel free to 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. Not everyone needs to or should have the spotlight!

# OPTIONAL PRE-GAME ROUND

**Host Instructions:** Before the party, encourage your guests to view this mystery on the [www.mymysteryparty.com](http://www.mymysteryparty.com) website or use the 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 other characters that will be at the party.

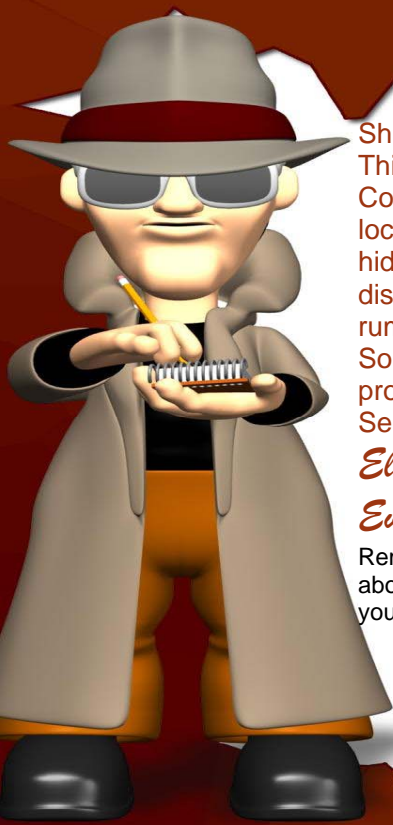
This optional pre-game round is to be implemented approximately one week before the party. Please note that this round is to generate pre-game excitement and is not necessary to solve the mystery. The ways to deliver these clues are as follows:

- ✦ Cut and paste the clues from the PDF file into an email and send them to your guests.
- ✦ Print these clues and send them to your guests via snail mail - USPS.
- ✦ You can hand these to your guests as they arrive before you give the round one envelopes.

There are also optional 'pre-game tasks' included in this game. These 'pre-game tasks' include instructions to contact other party guests with random clues to build pre-game excitement. The exclusion of these 'pre-game tasks' **in no way** will affect the mystery. However, it will lead to extra pre-game enthusiasm! You can send the 'pre-game tasks' with the pre-game clues in any method you choose from the options above.

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**PRE GAME CLUES:** (The following clues can be emailed or need to be cut out and put into sealed envelopes and labeled with the appropriate character and round.)



Shiver,  
This is your official summons to the Annual Superhero Assembly of the Justice Confederation. Hold on to this document as it will guide you to the secret locale of the event. When it is time, it will activate and navigate you to the hidden cave inside of Mount Super. This year, number one on our agenda is to discuss the upcoming capture of 'Da Bomb' – the notorious villain who is rumored to be assembling an army of robotic bombs to hold the world ransom. So, get your superhero gear in check and get ready to solve some worldwide problems!  
See you soon,

*Electra*  
*Event Chairman of the Justice Confederation*

Remember: your character is the cold-hearted superhero about yourself and your looks than saving the innocent. When your schedule, you will do your heroic duties and fight e

**Each character will have a pre game starter card in the purchased game.**





## OPTIONAL ACTIVITY AT THE CONCLUSION OF ROUND ONE:

### The Marvelous Superhero Dance Contest

Full instructions are in the purchased game.

**ROUND ONE CLUES** – CUT OUT, STUFF INTO ENVELOPES AND LABEL WITH THE APPROPRIATE ROUND AND CHARACTER ✂ Pass these out to the guests to begin round one.

#### THE JESTER – ROUND ONE

#### USE THE FOLLOWING SUPERHERO TRIVIA QUESTIONS AS AN ICE BREAKER

**Question:** What superhero's altered ego is named Matt Murdock? **Answer:** Daredevil

**Question:** Who was the antagonist in Batman Returns? **Answer:** The Penguin

**Question:** Who played Batman in Batman Forever? **Answer:** Val Kilmer

#### CLUES TO REVEAL DURING THIS ROUND

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

- Tell everyone as many jokes as you can think of. Remember...you're the Jester!
- Tell everyone that you find it odd that superheroes sometimes have weird names, such as Electra and Shiver and Stingmata and Nerdon. Try to make a name for your hatchet.
- Tell everyone that there should be a leader of the Justice Confederation group. Right now, there is nobody to break a tie and the group always has a tie!

#### PERSONAL CLUES TO CONCEAL

- You went to school with 'Da Bomb' - the notorious evil villain - before he got his head and threatened the world. You know that his cousin had super powers, but they were!

During the mystery, your character must be honest and not make up any personal information provided to you. You do not, however, have to share the clues that you collect with other guests.

Each character will have a round one clue card in the purchased game.

## ROUND TWO – DINNER HOUR

### Host Instructions:

In the nearest bathroom, place the following items under the sink - the victim sign (page 30), the evidence (list of codes – page 30) and host supplied white non-toxic face powder / paint (or non-toxic clown makeup). If there is not a cabinet under the sink, place it in any location that can be concealed within that bathroom. The murder victim will be instructed in their clue to look for it if there is not a cabinet under the sink.

Pair your guests into teams of 2-3. Facilitate the 'Super Movie Challenge' (page 22) game while you serve dinner (optional).

After about 15 minutes, take up the Super Movie Challenge Guess Sheets from your guests and score them using the Super Movie Challenge Answer Sheet (page 23).

**Full instructions are in the purchased game.**

use. Collect the guess sheets from your guests at the conclusion of this round.

At the conclusion of round two, the 'What super thing am I?' game can be played (page 24). Print out the superhero items sheet (page 25), cut them out and affix tape to the back of them.

**Prop list:** These are props needed for this round. Collect these items in advance and have them ready!

- The 'Super Movie Challenge' (page 22)
- Answer sheet for the 'Super Movie Challenge' (page 23).
- If the optional 'What super thing am I?' game is played, the superhero item sheets (page 25) need to be cut out and tape needs to be affixed to the back of them.
- The victim sign for the victim's clue in round 2 (page 30).
- The coded evidence (page 30).
- The Mystery Investigation Sheets (pages 31-40).
- Non-toxic white face powder / paint for the victim (the victim's clue will describe what to do with it; host supplied).

**ROUND TWO REQUIRED ACTIVITY**  
**Super Movie Challenge**

**Full instructions and game cards are in the purchased game.**

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**Super Movie Challenge**

**Answer Sheet**

**Answer sheet is in the purchased game.**

**OPTIONAL ACTIVITY AT THE CONCLUSION OF ROUND TWO:**

**The 'What super thing am I?' Game!**

**Full instructions and game cards are in the purchased game.**

**ROUND 2 CLUES** – ✂CUT OUT, STUFF INTO LABELED ENVELOPES WITH THE APPROPRIATE CHARACTER AND ROUND. TO BEGIN ROUND 2, PASS OUT THESE ENVELOPES TO THE GUESTS.

**VAMPO MAN – ROUND TWO**

The murder will occur during this round.

**PRE-MURDER:**

- Find a way to creep every member of the Justice Federation out. You loathe all of them and want nothing more than to cause each one of them misery. If they are miserable, this helps your cause. They are so blind to see that anyone pulling powers from the dark side would not be using them for good. And they call themselves superheroes?
- You know that 'Da Bomb' has a close relative in the Justice Confederation. You are trying to figure out which one of them it is. You know it is not you. You desperately want to

**POST-MURDER**

- ☠ You were a few feet north of Electra when the victim died. You were there. Maybe you can take the credit for it with your villainous friends, though you know they are not like you.
- ☠ You should try to figure out who did it so you can befriend them and get their hands like this.

Each character will have a round two clue card in the purchased game.

**THE VICTIM SIGN.** Cut it out and place it under the sink during this round with the other evidence and the white face powder/paint.



Victim sign is in the purchased game.

✂ EVIDENCE: Cut out and plant on the victim – in a pocket, etc.

**Evidence is in the  
purchased game.**

*sample game*



## ROUND THREE– DESSERT, COFFEE AND ‘THE BIG REVEAL’

### Host Instructions:

This is the final solution round. Serve dessert and coffee to the guests.

After you collect the Murder Mystery Investigation Sheets (or other ballots) announce the guesses to the group.

**Full instructions are in the purchased game.**

The optional activity, ‘Superhero Charade Challenge’ can be played at the conclusion of this round.

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## ROUND THREE OPTIONAL ACTIVITY

### SUPERHERO CHARADE CHALLENGE

**Full instructions are in the purchased game.**

Playing time ~30 minutes

**SOLUTION ROUND - ✂ 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.**

**THE JESTER – FINAL SOLUTION ROUND THREE. READ WHEN YOU ARE TOLD TO DO SO.**

You have submitted your guess of whodunit to Electra. She will now read the guesses from all guests to the group. 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:**

“First, before I tell you if I did it or not, I want to try out a new joke on you. Here it goes:

*Batman and Robin were camping in the desert. After a struggle setting up their bat tent, they fell fast asleep.*

*Some hours later, Batman wakes up. He looks at his faithful buddy and says:*

*"Robin, you were up all night. What were you doing?"*

*Robin replies, "I was up all night setting up the tent."*

*Robin ponds for a moment and then says, "I was up all night setting up the tent."*

*Meteorologically, it was a perfect storm for tomorrow.*

*Astronomically, it tells me that the constellation Leo will be there for us to one day discover.*

*Astrologically, it tells me that the constellation Leo will be there for us to one day discover.*

*Chronologically, it tells me that the constellation Leo will be there for us to one day discover.*

*Batman is silent for a moment and then says, "I was up all night setting up the tent."*

*"Robin, you were up all night setting up the tent. Why didn't you tell me?"*

*(Stops and looks at the camera.)*

So, what do you folks think about my joke? Funny, isn't it? Alright, maybe not. I tried. I may not be that funny...but I'm not the murderer!"

**The following characters are to read their solutions next in this order: (Skip over characters that are not guests at this party and go to the next).**

1. Vampo Man
2. Mr. Fabulous
3. The Red Wonder

**Each character  
will have a  
Round Three  
Solution Card in  
the purchased  
game.**

sample

## NAMETAGS



Electra  
*played by:*

Blue Blaze  
*played by:*



Each character  
will have a name  
tag in the  
purchased game.



## MENU SUGGESTIONS

Menu suggestions are  
in the purchased game.