

MURDER ON THE BOARDWALK: A 1920'S MURDER MYSTERY PARTY

(8-12 Guests Electronic Version, Ages 16+.)

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

In the late '20s, the underground mob scene was prospering in most major cities in the United States with rum running, loan sharking, protection rackets, speakeasies, and gaming halls. In order for the underground to reach supremacy as a unified crime faction, crime bosses from Atlantic City, New York City and Chicago agreed to come together to establish *The Commission* at the Atlantic City Conference. *The Commission* would be a governing body to oversee all mob organizations in the United States. Various opinions were made known on how *The Commission* should be run, who would be the boss of all bosses, and if it should even be created. This led to some preemptive hostility, but the crime bosses agreed to conduct themselves with integrity at the conference and a truce was put into effect.

Nuggy Jones from Atlantic City agreed to host the conference at his residence and place of business, the Karlton Ritz Hotel on the Boardwalk. Mobsters from the biggest families started to arrive in Atlantic City and tension started building in the air. This is where the story begins...

LIST OF CHARACTERS

(6 female, 6 male)

CHARACTER NAME AND OCCUPATION	CHARACTER DESCRIPTION	COSTUME SUGGESTIONS
 <p>MARGIE GORMAN <i>Miss America</i></p> <p>REQUIRED Female</p>	<p>Margie Gorman is a tenacious beauty pageant queen. She's Nuggy Jones' dame and best gal pal of Isabella Gorge. Margie uses her sweet personality to get whatever she desires. On the surface, she seems to be a loyal friend.</p>	<p>Flapper dress, long strand of pearls, long dress gloves, fishnet stockings and '20s style shoes. A feather boa as optional accessories. It is optional to wear a Miss America pageant sash.</p>
 <p>NUGGY JONES <i>Crime Boss, Atlantic City Mob</i></p> <p>REQUIRED Male</p>	<p>Nuggy Jones is the ruthless leader of the Atlantic City Mob. A former sheriff, the powerful Nuggy is quickly rising to be a formidable enemy of Johnny Torrior from Chicago. Rumor has it that the federal government is currently investigating Nuggy for tax evasion.</p>	<p>A fedora, zoot suit, and wing-tipped shoes. A pocket watch on a chain and a plastic Tommy gun as optional accessories.</p>
 <p>MICKEY THE FISH <i>Gangster, Atlantic City Mob</i></p> <p>REQUIRED Male</p>	<p>Mickey the Fish is the mysterious right hand man to Nuggy Jones. This gangster is keen on making up poems about his victims before he bumps them off. If you hear Mickey start to recite a poem, start running!</p>	<p>An outrageous fedora, a zoot suit, and wing-tipped shoes. A pocket watch on a chain and a plastic Tommy gun as optional accessories.</p>
 <p>ISABELLA GORGE <i>Owner, Izzy's Couture</i></p> <p>REQUIRED Female</p>	<p>The over-emotional Isabella Gorge is the owner of a boutique called <i>Izzy's Couture</i>. <i>Izzy's Couture</i> is the Boardwalk's hot spot to buy glad rags in Atlantic City. This fanatical diva is the daughter of the Sheriff of Atlantic City and the best gal pal of Margie Gorman. Isabella dreams of becoming a nightclub singer and is deeply envious of any doll who can sing like a canary.</p>	<p>Ultra-trendy 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>JOHNNY 'THE FOX' TORRIOR <i>Crime Boss, Chicago Crime Faction</i></p> <p>REQUIRED Male</p>	<p>Johnny Torrior is the infamous organized crime leader of the Chicago Crime Faction. It's the height of the prohibition era and this mobster is one of the leading boot leggers in the United States. This menacing lawbreaker is usually seen with his faithful right hand man, Hal Sapone.</p>	<p>A fedora, a zoot suit, and wing-tipped shoes. A pocket watch on a chain and a plastic Tommy gun as optional accessories.</p>
 <p>EMMA SOLITARE <i>Gun Moll, Chicago Crime Faction</i></p> <p>REQUIRED Female</p>	<p>Emma Solitare is the hardnosed girlfriend of Johnny 'The Fox' Torrior of the Chicago Crime Faction. She will stop at nothing to get what she wants and will stand by her man and the Chicago Mob at all costs. This is one gun-toting diva to stay clear of in any volatile situation.</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>CHARLIE 'LUCKY BOY' LEGIANO <i>Crime Boss, New York Mafia</i></p> <p>REQUIRED Male</p>	<p>Charlie 'Lucky Boy' Legiano is the merciless mobster from the New York Mafia. He is one of the most unpredictable gangsters in New York, and his intolerance is legendary. He is quick to put an end a fight, but it's usually with his trusty Tommy gun.</p>	<p>A fedora, a zoot suit and wing-tipped shoes. A pocket watch on a chain and a plastic Tommy gun as optional accessories.</p>



LUCY LEGIANO
Gun Moll, New York Mafia

REQUIRED
Female

Lucy is the cold, callous gun moll who runs with the gangsters of the New York Mafia. Her motto is *take no prisoners*, and if there is trouble, she's typically the cause of it all. She's married to Charlie Legiano, but some say that her loyalty to Charlie should be in question, as there have been late night sightings of her speaking to rival mafia members.

Moll suit (gangster girl) fishnet stockings and '20s style shoes. A fedora hat and a plastic Tommy gun as optional accessories.



HAL SAPONE
Gangster, Chicago Crime Faction

Optional Male

Hal Sapone is the coldblooded mobster and right hand man to Johnny Torrior, the crime boss of Chicago. Hal is an extremely hard worker and one day, plans to be the *boss of all bosses* and rule the underground. Johnny Torrior might be in his way, however.

A fedora, a zoot suit, and wing-tipped shoes. A pocket watch on a chain and a plastic Tommy gun as optional accessories.



MABLE SAPONE
Upcoming Silent Film Star

Optional Female

Mable Sapone is a beautiful and talented silent film actress. She's recently broken the surface of the Hollywood scene, as she just finished filming her first silent film. She's desperately awaiting her turn at becoming one of Hollywood's icons. Her husband Hal has other plans for Mable. He wants her at home taking care of the family and doesn't support her film career one bit!

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.



DUCKY SHULTZ
Gangster, New York Mafia

Optional Male

Ducky Shultz is the hands down, number one rumrunner for the New York Mafia and right hand man to Charlie 'Lucky Boy' Legiano. Ducky is the nephew of Charlie Legiano and will do anything for his New York mobsters. Ducky's loyalty seems to be unsurpassed and unbreakable.

A fedora, a zoot suit, and wing-tipped shoes. A pocket watch on a chain and a plastic Tommy gun as optional accessories.



BETTY 'FUN GUNS' HEART
Gun Moll, New York Mafia

Optional Female

Betty Heart, or more commonly known as *Fun Guns*, is known for her ostentatious lifestyle. She earned the nickname *Fun Guns* because she stows up to eight guns on her body at any given time. Betty's loyalties lie with the New York Mafia.

Flashy gun moll suit (gangster girl) fishnet stockings and '20s style shoes. A fedora hat and up to eight plastic guns as optional accessories.

***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.

1. If you have an extra **optional** player that is coming to the party - give them a call and tell them they'll need to switch characters. Hopefully, this isn't the day of the party because no doubt, this player has his/her costume ready. However, you can allow them to wear the costume that they purchased or

created, as their nametag will let the other guests know whom they are playing during the party. This is a th

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FULL HOST INSTRUCTIONS ARE IN THE GAME FILE

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switch one required character over to play the *no-snow* murderer (or victim). If you do this, do as described in #2 and post the missing character's clue cards on the wall during each round. You can add comedy to this situation and make a stuffed dummy of this character. Post the clues to where the chest would be or in the hands! You'll be surprised as your guests might start to 'mingle' with this effigy in good humor.

NAMETAGS ✂ the player nametags are on the following pages.

Margie Gorman

Miss America



Nuggy Jones

Crime Boss, Atlantic City

Mob



EACH PLAYER WILL HAVE A NAME TAG IN THE PURCHASED GAME

BOARDWALK HOST DIRECTIVES

Get ready for a fun time on the **Boardwalk** with your purchase of the **Murder on the Boardwalk: a 1920's Murder Mystery Party** game from mymysteryparty.com! This party is an exciting murder mystery where the players are wrong with the party envelope different the www alternative character character During the choose t

**FULL HOST
INSTRUCTIONS ARE IN
THE GAME FILE**

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

OPTIONAL PRE-GAME STARTER

Before the party, encourage your guests to view the **Your Mystery Party -**

www>YourMysteryParty.com/boardwalk website or 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 as the history of the town and more! There are also hidden/subtle hints about characters throughout the page so those guests who choose to be 'super sleuthers' can spend some time studying the **Your Mystery Party** site prior to the party.

ROUND ONE - MEET & MINGLE APPETIZER HOUR

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

DÉCOR:

GUEST ARRIVAL:

GAME PLAY:

OPTIONAL BUT FUN:

PROP LIST:

ROUND TWO – DAUNTING DINNER HOUR

PRE-GAME SET UP:

PRE-ROUND TWO:

PRE-MURDER ROUND TWO: PASS OUT THE ROUND TWO CLUE CARDS:

POST MURDER ROUND TWO:

THE INVESTIGATION BEGINS:

FINGERPRINT ANALYSIS:

CONCLUSION OF THE ROUND:

PROP LIST:

SURPRIZING SOLUTION ROUND– DESSERT & 'THE BIG REVEAL'

ACCUSATIONS:

FINAL SOLUTIONS:

**FULL HOST
INSTRUCTIONS ARE IN
THE GAME FILE**

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 Guest
Instructions
are in the
Game File**



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.** ✕

Character name is here

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

Contact the guest playing **Grandma Jones** and say that you are going to open a billiards hall on the Boardwalk. You think it would be great if she could help. (Contact info : _____)

Contact the guest playing **Pete Wensick** and ask her if it is safe to tell Torrion. Her secret is safe with you. (Contact info : _____)

Contact the guest playing **Hank Betros** and say that you have a relationship with him. You are trying to find out if it is true. (Contact info : _____)

Please note: either contacting the guests above or deciding to skip these tasks will not alter the mystery or anyone's ability to solve the mystery in anyway. However, contacting other guests will lead to excitement about the party and will encourage other guests to read about the other characters and be prepared for serious fun!

Each character will have a pregame task sheet in the game file

to open a
ntic City.
)
Johnny
)
off the
)

ROUND ONE CLUES

CHARACTER NAME IS HERE – ROUND ONE

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

Question: What does bootleg refer to? **Answer:** Illegal liquor

Question: In the '20s, what would it mean if you were bumped off? **Answer:** You were murdered

Question: What was a jitney in the '20s? **Answer:** A car employed as a private bus costing a fare of five cents, a cab

CLUES TO REVEAL DURING THIS ROUND

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

-  Tell a few people that you don't like living in New York and being part of the New York Mafia. They are a very dysfunctional organization and you would rather be part of the Chicago Mob.
-  Tell Ace Frezel that you know he doesn't want to allow you to join his mob, but he should at least give it a little consideration. You are an excellent sharpshooter, and you will put your skills to the test any day so he can see how good you are as a gun moll.
-  See what the gun molls think about a woman's place in a mob organization. Maybe when *The Commission* is created at this conference, you can push a woman to be one of the leaders.

PERSONAL CLUES TO CONCEAL

Each character will have a round one clue cards in the game file

female.
Chicago as
ddition to

CHARACTER'S NAME IS HERE - ROUND TWO

Pre-Murder Clues

▲ Talk to Spike Neselson about how long he plans to be the crime boss of Chicago. You want to know when he plans to be the boss. Ask him if he plans to start a unit in Atlantic City when he goes to Atlantic City. If he does, ask if you will be the leader of the faction in Atlantic City. Ask him if he has been behind the scenes with some people at this event. Try to figure out

Each character will have a round two clue cards in the game file

g investigated by the feds for tax evasion.

Commission. See if she is supporting her man in his decision to go to Atlantic City world.

Murder Evidence & Alibi

murder weapon. If your fingerprints are found on it, you'll have no alibi.

hotel on the second floor during the time of the murder. You were not in the

☠ You heard that Jenny Lee wasn't in the ballroom at the time of the murder.

LATENT FINGERPRINT REPORT FOR ROUND TWO.

The latent fingerprint report is included in the game file

OPTIONAL BULLET HOLES:

The bullet holes are included in the game file

MURDER WEAPON:

**The murder
weapon is
included in the
game file**

VICTIM SIGN:

**The victim sign
is included in
the game file**

ROUND 3 SOLUTIONS – cut out these solutions, slip into envelopes labeled with the appropriate character and round. Pass out these envelopes to the guests to begin the final round.

Character Name is Here

FINAL SOLUTION ROUND THREE – READ WHEN YOU ARE TOLD IT IS YOUR TURN.

Before you read your final solution, read the following movie quote to the other guests and ask them to name the movie and the character that said the line:

“MOVIE QUOTE IS GIVEN HERE”

Answer: The movie is *given here* and it was said by: actor's name is here

When it is your turn, say the following to the group:

“I did want my husband to take over as the crime boss of the Chicago mob. Hal, you’re the bee’s knees and I think it is the cat’s pajamas that I’m
I did want the Chicago boys to open
I’m not a murderer! I maybe wanted my husband
now and then to give me some space so

The following character
(Skip over character name)
Ducky

**Each character
will have a
Round Three
solution card.**

MENU SUGGESTIONS

STUFFED FULL O’ ANYTHING BUT LEAD MUSHROOMS
BOARDWALK SALAD
STUFFED CHICKEN TO DIE FOR
CHEESY KARLTON CASSEROLE
ATLANTIC CITY CAKE
THE CHICAGO DIRTY (HOT CHOCOLATE)
DIRTSTORM SHAKE
RUM RUNNIN’ TONIC *(DISREGARD FOR TEENS)*
EXTRAORDINARY EGGNOG *(DISREGARD FOR TEENS)*

**Recipes are
given for the
dishes listed in
this section.**

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.



NOW AVAILABLE AT MY MYSTERY PARTY'S PROP EMPORIUM, BARNES & NOBLE AND AMAZON.COM AS WELL AS OTHER ONLINE BOOK RETAILERS.

ROUND TWO **REQUIRED** ACTIVITY BOARDWALK SCRAMBLE CHALLENGE!

OPTIONAL BONUS GAME
SASSY SILENT FILM FESTIVAL

OPTIONAL BONUS GAME
THE MAGNIFICENT MEMORY GAME

OPTIONAL BONUS GAME
DO YOU THINK YOU CAN DANCE?

This is the bonus game section. The instructions and materials (when applicable) for the games are included in this section.

OPTIONAL BONUS GAME
DARING TOMMY GUN CHALLENGE

OPTIONAL BONUS GAME
1920'S GANGSTER RAP CONTEST

WARNING: IN ADDITION TO THE SOLUTION BEING GIVEN WITH THE ROUND THREE SOLUTION CARDS, AN ADDITIONAL ANSWER KEY AND BACKGROUND INFORMATION TO THE FINAL STORY OF THE MURDER MYSTERY IS ON THE NEXT PAGE. DO NOT READ IT OR LOOK AT IT IF YOU WANT TO KEEP IT A SURPRISE. At the very end of this document is a list to read the final solution round. This is not necessary to see, however, since the order is given on the individual characters' Round Three solution cards. Start Round Three with Margie Gorman and it will play out fine.



Do not read if you do not want to know the solution!

THE ANSWERS LIE WITHIN:

CLUES NEEDED TO GUESS WHODUNIT – DO NOT READ IF YOU DON'T WANT TO KNOW THE OUTCOME:

Only the required characters are discussed below. The optional players have multiple pieces of evidence that rule them out as suspects.

Here you are given the answers to the mystery and how they are pieced together from the clues. The host can use this to prepare for the mystery (if you don't want to keep it a surprise) or use it after the mystery to go over the correct solution.

IN ROUND ONE:

e. Each character has a motive that you can classify from a 1- follows:

IN ROUND TWO:

ment of Round Two

the 8 required characters:

The following is the order in which the characters are to read their final solutions during the solution round. Please note that if you are using the expansion pack(s), you will need to refer to the expansion pack instructions to determine the new order in which the characters read the solutions. Rule of thumb is that the expansion pack characters will read first and then the main game characters will go in this order below.

The order of the characters to read their Round Three solution card is given here.