

Mancy Crew and the Mystery of the Dangerous Secrets.

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

Mancy Crew is a senior at River Peak High School. Due to her natural talents for investigation, she founded the *River Peak High School Forensic Science Club* last year. It has since grown into a serious investigative group that even the River Peak Police Department has needed the assistance from on occasion! All criminal activities that take place in River Peak High are immediately and thoroughly investigated by Mancy’s team according to the investigative procedures that she has outlined with the Principal. Unfortunately, crime rates have been high and Mancy and her Club have been quite busy lately!

Mancy recently received word from a Club member that there is a secret society called the *Sisterhood of the Dangerous Secrets* that has been active since the 1920s at River Peak High. Secret membership has passed down from mother to daughter over the last 80+ years and this happens to be the year that the *Sisterhood* will strike again at River Peak High! So she immediately called an emergency meeting of the Forensic Science Club to discuss the mystery of the *Dangerous Secrets* so that the Forensics Science Club members might be able to put a stop to these so called ‘secrets’ and the harm they might cause to a selected River Peak High student as they had supposedly done in the past.

According to Mancy’s plan, the group assembled in the Teacher’s Lounge of River Peak High. She unveiled the situation and the strategy was discussed. The group played a few fun challenging games first - as they always did to get their minds in the right state for sleuthing and to relieve tension. As Mancy says - *relaxed investigators are effective investigators!* The group deciphered some codes and riddles in order to locate 4 of the dangerous secrets that were hidden in the school. Complications arose as the group figured out that one of the Forensic Club members was also a member of the *Sisterhood of the Dangerous Secrets!* The group had to rally together to figure out who this was before it was too late. Once everyone came clean with their involvement, if any, with the *Sisterhood*, the group had to solve the mystery of the 4 secrets so the final hidden secret could be found and destroyed...before it was too late!

LIST OF SUSPECTS

CHARACTER	CHARACTER DESCRIPTION	COSTUME SUGGESTIONS
 <p>MANCY CREW <i>President and Founder of the Forensic Science Club, River Peak High School</i> required</p>	<p>In light of her exceptional sleuthing skills, Mancy Crew founded the <i>River Peak High School Forensic Science Club</i> just last year. The Club has grown to become a serious investigative group that even the local police department has called upon a time or two for assistance! Mancy is a real go-getter and the extremely respected leader of the group.</p>	<p>Casual teen attire. A magnifying glass, notebook and a pen as optional props.</p>
 <p>AMANDA CHRISTIE <i>Vice President of the Forensic Science Club and Star Volleyball Player, River Peak High School</i> required</p>	<p>Amanda Christie is the long time best friend of Mancy Crew. She is one of the most talented female athletes at River Peak High School and she's an absolute 'technology guru.' If the clues involve anything from computers to cell phones...Amanda will get the job done. When she's not building computers, or solving riddles and crimes, she spends her free time planning hilarious pranks on her friends and family.</p>	<p>Athletic attire. A cellular phone, post it notes and a pen as optional props.</p>
 <p>SHERLEA HOLMES <i>Secretary of the Forensic Science Club and President of the Math Club, River Peak High School</i> required</p>	<p>Originally hailing from the UK, the ultra-serious Sherlea Holmes is the reigning Champion of the <i>National Mathematics League</i>. Typically seen wearing her deerstalker cap and chewing on a straw, Sherlea can crack any numeric code!</p>	<p>Casual teen attire. A calculator, 'chewed' straw and a deerstalker cap as optional props.</p>
 <p>JONI 'DOC' WATSON <i>Treasurer of the Forensic Science Club and Aspiring Physician, River Peak High School</i> required</p>	<p>Joni Watson was nicknamed 'Doc' by her friends since she's aspired to be a physician since the age of three. She currently spends 10 volunteer hours per week training with the doctors at the local family clinic! Doc is Sherlea Holmes' best friend and she's one loud-talking teen that you can hear from down the street! She is the most fun-loving Club member who loves to dance and put together any type of puzzles.</p>	<p>Casual teen attire. A lab coat and examination gloves as optional props.</p>
 <p>ELLA QUEEN <i>Member of the Forensic Science Club and Head Cheerleader, River Peak High School</i> required</p>	<p>The most popular girl at River Peak High School is Ella Queen. An extremely effective communicator and social networker, Ella knows absolutely <i>everything</i> about <i>everyone</i> in the town of River Peak! If you need to reveal anyone's secrets, Ella's your spy as she has the brains, ability and massive popularity to pull it off!</p>	<p>Any cheerleading uniform or warm ups. Or - any attire that shows River Peak High School 'school spirit'. Megaphone and pom poms as optional props.</p>
 <p>SAMMY SPADE <i>Member of the Forensic Science Club and Vice President of the Chemistry Club, River Peak High School</i> required</p>	<p>The cheery Sammy Spade is a competitive skateboarder and aspiring rap artist. More importantly, she's the River Peak High School top chemistry mastermind and <i>National Academic League</i> Science Champion. She loves to make up rap songs about the periodic table of the elements and sometimes even teaches the Freshman Chemistry class for her Chemistry teacher.</p>	<p>Casual teen 'skateboarding' attire. Optional lab coat and fake microphone as an optional prop.</p>



ADRIAN MONK

Member of the Forensic Science Club and Editor of the School Newspaper, River Peak High School
required

Is there a drama queen in the house? Of course! It's Adrian Monk! She's the spunky Editor of the River Peak High School Newspaper that's in serious love with drama! Adrian is the school gossip so never confide in her to keep a secret! Because she's the biggest note writer in school, she's become quite the hand-writing analyst. She's created a database of handwriting samples from everyone in school...including teachers!

Casual teen attire. Notepad, pen, magnifying glass and a digital camera as optional props.



PET COLUMBO

Member of the Forensic Science Club and Aspiring Forensic Profiler, River Peak High School
optional

Pet Colombo is an aspiring forensic psychological profiler. She's getting so good at profiling; she can just about tell you what you're thinking! Known to be a tad wild and extremely hyperactive, this energy hoarder drives her beloved Vespa scooter all over town! She is the most mechanically inclined member of the Forensic Science Club.

Very trendy teen attire.



DOLLY SAYERS

Member of the Forensic Science Club and Future Valedictorian, River Peak High School
optional

Dolly Sayers is the most hard-working academic of the group. She is the top of the class at River Peak High School and is known to sing instead of talk when she is under stress. She is an avid animal lover and works a part time position as an animal groomer at *River Peak Pet Depot*.

Casual teen attire. A stack of educational books as optional props.



MARGO ELLINGHAM

Member of the Forensic Science Club and Debate Club Champion, River Peak High School
optional

The newest student to River Peak High School is Margo Ellingham. She recently moved to River Peak from South Africa with her family and soon after landed a part time job at *Shonac* - the local burger joint. She is known to be a little argumentative and is a constant *one-upper* during conversations. So whatever you tell Margo, she's likely to have done it more and even better.

Casual teen attire. It is optional to wear a fast food uniform.



MISSY MARPELE

Member of the Forensic Science Club and Secretary of the Biology Club, River Peak High School
optional

Originally hailing from France, Missy Marpele is a budding fiber and tool mark specialist. She pays great attention to detail during the investigations of crimes. Missy has one vice, however, and that is her undying love for anything chocolate! She is known to be a tad snooty and meticulous but is probably the most dependable member of the club.

Casual teen attire. Magnifying glass and bag of chocolates as optional props.



DANA SKULLY

Member of the Forensic Science Club and President of the Physics Club, River Peak High School
optional

This cliché-talking Physics Club diva can work out the dynamics of any crime scene in seconds! She'll effortlessly figure out *who was where* and *who went where* while discussing alien life forms and worm holes the entire time!

Casual teen attire. Any physics book or printed article about the universe, worm holes, etc. as optional props.

***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

NAMETAGS ✂ the player nametags are below.

MANCY CREW

PRESIDENT - RIVER PEAK HIGH SCHOOL FORENSIC SCIENCE CLUB

played by:



AMANDA CHRISTIE

VICE PRESIDENT - RIVER PEAK HIGH SCHOOL FORENSIC SCIENCE CLUB

played by:

**EACH PLAYER HAS A NAME
TAG**



Sample game

PARENT HOST INSTRUCTIONS

Thank you for purchasing 'Mancy Crew and the Mystery of the Dangerous Secrets' mystery party game. This mystery is a light-hearted mystery that allows your guests to step into different characters while trying to solve the entertaining mystery. The party can be a huge success as long as everyone relaxes and lets the mystery unravel during each round. There will be additional volumes of Mancy Crew mystery parties released so if your child has a blast at the first party - tell her to tell her friends to hang on to their costumes and you can host a Mancy Crew party every month!

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. You can also either choose to scroll the clues and tie a ribbon around them (be sure to label them with the character and round) or you can simply pass them out to the guests each round.

Full instructions in the purchased game

THE ROUNDS ARE DESIGNED AS FOLLOWS: The following is a suggestion on how to host your mystery, but it is only a suggestion, it can be played in any way that you prefer.

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 cards 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. These are the 'invites' as if the characters were real so these should be given to those guests who have already RSVP'd and are assigned a character. These should not be used as actual invitations. We do offer

free, printable invitations on the web site on the item page - just scroll to the bottom of the page to download the invitation. You can also direct your guests to the corresponding Guest Invite site at <http://yourmysteryparty.com/mancy1>

ROUND ONE: Deliver these clues as your guests arrive. Serve small snacks and mini milkshakes. Make sure the 'Guest Instructions' and the 'List of Characters' are available for your guests to read when they arrive. You can also take the time to review these materials with your guests before starting the game.

INVESTIGATION ROUND / ROUND TWO: Deliver these clues while you serve a light dinner (optional) to your guests.

FINAL SOLUTION ROUND / ROUND THREE: Cake and hot chocolate can be served during this round as the guests read their final solutions.

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: author@mymysteryparty.com
Web based Questions: support@mymysteryparty.com

For more information on how to host, here are some helpful videos and articles for you to view (click on the following links)

If the links aren't working for you, go to our front page of www.MyMysteryParty.com and scroll to the middle of the page to view them. These videos are specific to 'murder' mystery party games, but the general format is very similar to kid and teen games.

- [How to Host a Murder Mystery Party Instructional Video](#)
- [How to Plan a Murder Mystery Party Instructional Video](#)
- [How to Host in Ten Easy Steps Article \(in our FAQ\)](#)
- [How to Host a Phenomenal Event Article \(in our FAQ\)](#)

Optional Pre-Game Starter

Before the party, encourage your guests to view the **Your Mystery Party - YourMysteryParty.com/mancy1** website or use the [free printable My Mystery Party invitations](#) as they have the character descriptions included. This way, before the party, they can get familiar with the other characters that will be at the party! 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. You will need to enter your information in the text field and save one on your hard drive for each player, changing the character to be played on each invitation. Alternatively, either email this link or use any eVite site and simply include the link to the Your Mystery Party guest invite site at <http://YourMysteryParty.com/mancy1>
There are no spoilers on this page for your guests.

Full instructions in the purchased game

Round One - It's Party Time!

When your guests arrive, you are to read the **guest instructions** of how to play a mystery game. Make sure that all of the guests understand how the game will work and then go over the characters (you can introduce them one-by-one and go over their descriptions, or if they've studied their characters, they can certainly introduce themselves to the group).

When the guests are ready to begin, **pass out the round one clues**. You can seal each of them in an envelope or scroll the clues and secure with a small ribbon. Make sure to label each with the appropriate characters' name. Let them know that once everyone opens their envelope, the mystery party officially begins.

Full instructions in

the purchased game

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

- 🔍 Round One cards in labeled envelopes for each player
- 🔍 If the bonus games are played, you will need to collect the materials for the games.

Round Two - Dinner Hour

Pass out the round two envelopes and the Mystery Investigation Sheets and a pen/pencil to each guest. Instruct the guests to mingle and discuss the clues on their clue cards with each other. Explain that they should be gossiping about other characters and the *Sisterhood* and then, they will work as a team on the 4 mysteries once everyone has discussed the information on their clue cards. Explain to the guests that the information in their clue cards should be enough to reveal who the member of the *Sisterhood of the Dangerous Secrets* but that it is equally important to hurry up and find the 4 hidden secrets so the final secret can be found and destroyed so Mancy Crew will not be humiliated at school tomorrow!

Full instructions in

the purchased game

For clarity, since your home is now the pretend 'River Peak High School' - you can create labels for the entrances to the rooms above. For example, to the entrance of the Kitchen, create a sign that says 'River Peak High School Cafeteria.' This is entirely optional.

As they solve a code/riddle, they can leave and hunt for the secret. They can do one at a time or go and hunt for all four at once. The secret should be either contained in a boldly colored envelope or tape ribbons to it to designate each secret as a *secret* and not just random paper in the house (again, this is optional, but suggested). Once all 4 secrets are found, instruct each player to fill out their mystery investigation sheet with their guess of which member of the Forensic Science Club is also a member of the *Sisterhood* if they have not done so already. Also, ask them to guess where the final secret is hidden but do not allow them to say where they think it is and they are not to go and hunt for the final secret yet - instruct them to wait until after round three.

***The finale 'secret'** will need to also be hidden before the party - in or around any bookcase. If you do not own a bookcase, any stack of books will suffice. Just make them relatively obvious as an intentional stack of books somewhere in the house during the hunt. In the room (area) of the bookcase or the stack of books - you can also place a sign somewhere around that says "River Peak High School Library." To not make it too easy/obvious and depending on the age of your group, you can throw them off by adding additional signs around your house that say 'River Peak High School Gymnasium', 'River Peak High School Computer Lab', 'River Peak High School Science Lab', etc. Make sure to put the last secret in an envelope that says '**This is for Mancy Crew to open only when she is told to do so**' on the outside of it.

The bonus games can be played at any time during this round. Explain to the guests that everyone needs a break from the 'stress' of the investigation because Mancy believes '*effective investigators are relaxed investigators.*' Tell the guests to remain in character throughout the games.

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

- 🔍 If the bonus games are played, you will need to collect the materials for the games.
- 🔍 4 codes/ riddles
- 🔍 4 'secrets' - hidden before the party

- 🔍 Bold colored envelopes, ribbons, etc. to designate the secrets as something to find and not just random house clutter (optional, but suggested)
- 🔍 Mystery Investigation Sheets
- 🔍 Reminder: the 5th and final secret for the finale hunt should be hidden in advance of the party in a labeled envelope (see instructions above).

Round Three - Solution Round

Collect the Mystery Investigation Sheets from your guests. Instruct them to sit in a circle before you pass out the round three envelopes to the guest. Allow the guests one at a time to accuse who they believe is the member of the *Sisterhood* and why they think it is her. Once each guest has accused someone, allow them to read their solutions on their clue cards.

Full
instructions in
the purchased
game

AGAIN: *The finale 'secret' will need to be hidden before the party - in or around any bookcase under a stack of books or underneath the books on the shelf of the bookcase. If you do not have a bookcase, any stack of books will suffice. Just make them relatively obvious as an intentional stack of books during the hunt. In the room (area) of the bookcase or by the stack of books - you can also place a sign somewhere around that says "River Peak High School Library." To not make it too easy/obvious and depending on the age of your group, you can throw them off by adding additional signs around your house that say 'River Peak High School Gymnasium', 'River Peak High School Computer Lab', 'River Peak High School Science Lab', etc.

Sample game

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 costume and have been told to play your role. Now what?

The mystery is separated 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. You may be asked to search for things in the general area, which is now "River Peak High School" and solve riddles with the other guests during the game. 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.

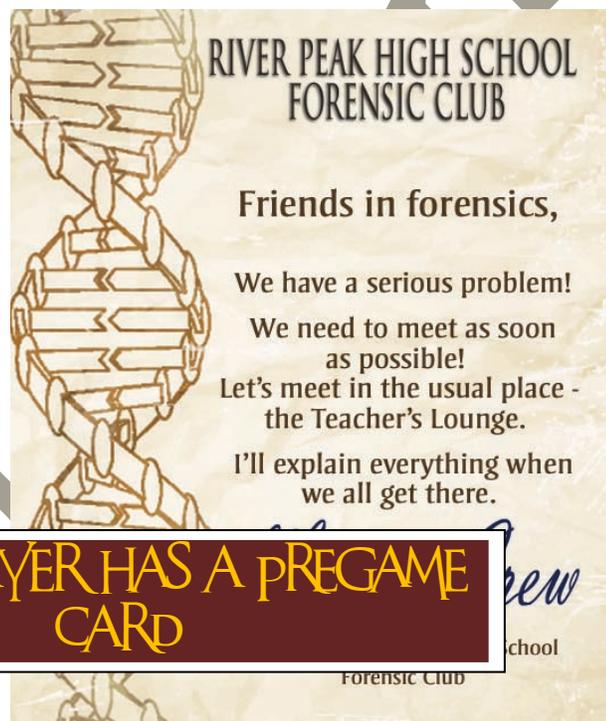
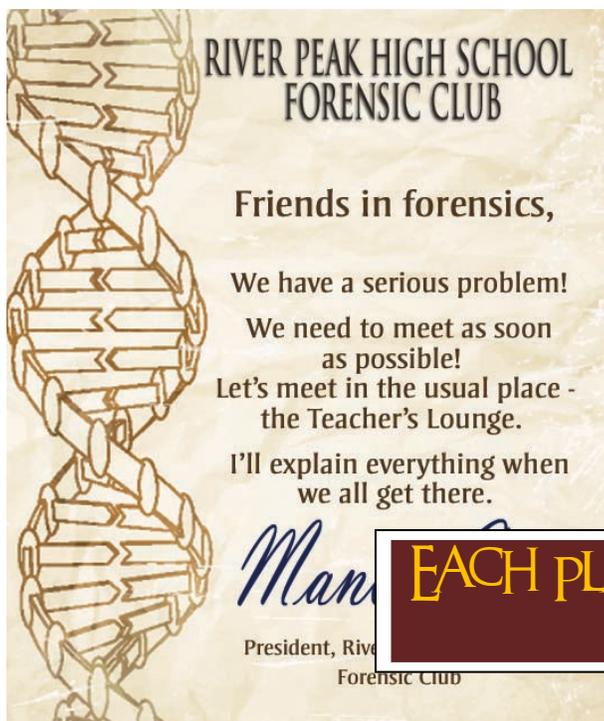
Full instructions in the purchased game

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, 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 CARDS

Cut out the cards below and slip them into envelopes and send / give them to your guests 1 week prior to the party (see host instructions). ✂



**EACH PLAYER HAS A PREGAME
CARD**

Sale

THE FOLLOWING ARE THE 4 SECRETS THAT NEED TO BE HIDDEN BEFORE THE PARTY.

Either tape ribbons to them or put in brightly colored envelopes to designate them as the 'secrets.' Instruct the group what to look for before they go hunting (i.e. bright pink envelopes or green metallic ribbons, etc.)

**Secrets in the
purchased
game**

FINAL SECRET - hide in a challenging enough place for the age range of your group and under a stack of books - either a stand-alone stack of books or books on a bookshelf. This is the final secret and the final hunt. You can put in a colorful envelope or tape ribbons to this to designate it as the item to find.

Final secret in the purchased game

Sample game

ROUND ONE CLUES- CUT OUT, SLIP INTO ENVELOPES AND LABEL WITH THE CHARACTER AND ROUND. ✂

ROUND ONE - MANCY CREW

ANNOUNCE THE FOLLOWING MESSAGE TO THE GROUP:

I've brought you all here today to discuss an anonymous tip given to me late last night. This person told me that the *Sisterhood of the Dangerous Secrets* - a secret society formed at River Peak High School in 1922 by 15 senior girls - is about to strike again at River Peak High School! One student will be *singled out* at River Peak High when the hidden dangerous secret is revealed. This one person, as I was told, is someone in our Forensic Science Club! They told me that there are 4 secrets hidden in various locations at River Peak High that will ultimately lead to the discovery of the secret. That if it is not found by tomorrow morning, this person will know about this *Sisterhood* and see if we can come up with a way to stop them.

EACH PLAYER HAS A ROUND ONE CLUE CARD

- 🔍 You live with your father, the District Attorney of River Peak, and your mother who is a forensic scientist. You have a dog named 'Tee' and your housekeeper's 25 years old and her name is Lanna Jade.
- 🔍 You started the Forensic Science Club last year because your biology teacher told you that you were the best biology student that she had ever had and that you might want to look into a career in forensic science.
- 🔍 Your best friend is Amanda Christie - you've known her your whole life.
- 🔍 As far as the *Sisterhood of Dangerous Secrets* goes, you know there were originally 15 members in 1922.

ROUND TWO

Begins with the mystery investigation sheets, starting on the following page.

Sample game

Codes/riddles to figure out where the 4 hidden secrets are

The following are the 4 code/riddles that when the group solves, it will give them the information as to where to find the 4 hidden secrets (see host instructions for round two) – cut them out and give to the group after the guests have mingled with their round two clues.

Codes/ secrets are in the purchased game

ROUND TWO CLUES – cut out, slip into envelopes and label with the character and round.

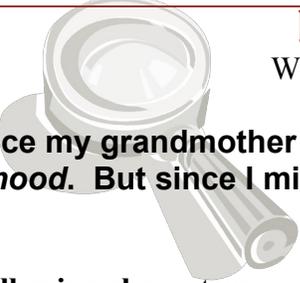
ROUND TWO - DANA SKULLY

Clues to share with other characters:

- ◆ You come from a long line of serious women. You are the first one who has ever had a good sense of humor. It is a long standing joke that women in your family couldn't get a joke or a prank if it was presented to them by a Kindergarten teacher.
- ◆ You don't think any past generation in your family has ever had extra large sums of money. Your family has always done well, but has never had *tons* of money.
- ◆ The 4 secrets need to be found as soon as possible so the final secret can be found...before it is too late. It's important to also know who among you is the spy and member of the *Sisterhood!*
- ◆ Use the following clichés in your conversations with other guests:
 - Go with the flow - Go out on a limb - The Grass is Greener on the other Side - Heard it Through the Grapevine - Home is

EACH PLAYER HAS A ROUND
TWO CLUE CARD

ROUND THREE SOLUTIONS cut out, slip into envelopes and label with the character and round.



FINAL ROUND THREE - PET COLUMBO

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

Since my grandmother moved to River Peak from Egypt - I couldn't be a member of the *Sisterhood*. But since I might be related to Cleopatra - I can walk like an Egyptian (*now mimic an Egyptian for the group*).

The following characters are to read their solution to the group in this order. If any of these characters are not guests, skip them and go to the next.

PET COLUMBO - DOLLY SAYERS - MARCO ELLINCHAM - MISSY MARPELE - DANA SKULLY -

EACH PLAYER HAS A ROUND THREE SOLUTION CARD

Sample

MENU SUGGESTIONS

FUNKY SPUNKY FONDUE

FIT FOR A QUEEN - TEEN CUISINE

MACKIN' CHEESE

EGGS O' MYSTERY

SUPER SLEUTHIN' MUSHROOMS

TURKEYLICIOUS MEAT BALLS

SUPER SNACKERS

ITALIAN DELIGHTS

GNARLY TEEN BARS

SUPER SLEUTH CAKE

IT'S A SHAKE DOWN

MENU RECIPES ARE INCLUDED
IN THE PURCHASED GAME

PROPOSED ESTIMATED PARTY TIMELINE: (about a 3 - 3.5 hour party depending on the optional games played)

1 week prior: Send pre-game clues and link to Your Mystery Party ~1 week prior to the party.

Time O: When the guests arrive, play the *Cracker Smasher* or the *Actors, Writers, Directors and Producers* game (20 min). (If you'd like to play both - save one until the mystery is over).

20 minutes: Go over the game instructions and introduce each character to the group.

30 minutes: Pass out the Round One envelopes. Allow the guests time to mingle (gossip) with their round one clue cards. Serve a light snack.

45 minutes: The optional *Monkey Feet Fandango* game can be played (~15 min).

1 hour: To begin round 2, pass out the envelopes and Mystery Investigation Sheets and allow them to mingle (gossip) and discuss their clues on their clue cards to determine who the member of the *Sisterhood* is.

1 hour, 20 minutes: Serve dinner (or another snack) to the guests.

1 hour, 40 minutes: Play the *Careful Cotton Carry Game*.

2 hours: Pass out the 4 code/riddles and instruct the guests to either as a group decipher the clues/riddles or split them up into groups to solve them separately. When they figure them out, they can go and hunt for the 'secrets' that were hidden before the party in designated areas.

2 hours, 30 minutes: have them complete their Mystery Investigation Sheets and then undergo the round three Accusations - each guest will accuse who they believe is the member of the *Sisterhood*.

2 hours, 40 minutes: The '*So you Think you can Dance*' game is played (approximately 30 minutes).

3 hours, 10 minutes: Continue round three by serving hot chocolate and dessert (birthday cake) to the guests. The solutions are read by the guests one at a time in front of the group (15 min).

3 hours, 25 minutes: Finding the final secret. The boundaries are given to the girls and then they hunt for the secret and then meet back in the party room. Mancy Crew will open and read the final secret envelope to the group.

3 hours, 35 minutes: The optional *Charades Challenge* can be played (20 min).

*The party can be shortened by not playing the optional games or extended by adding all of the optional games.

Sample game

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.

CRAZY CRACKER SMASHER

ACTORS, WRITERS, DIRECTORS AND PRODUCERS

MONKEY FEET FANDANGO

THE CAREFUL COTTON CARRY

SO YOU THINK YOU CAN DANCE CONTEST

FABULOUS CHARADE CHALLENGE **Note: the charade challenge is not included in the boxed set (Party Ready Pack) – it's only in the download version*

BONUS GAME INSTRUCTIONS
ARE INCLUDED IN THE
PURCHASED GAME