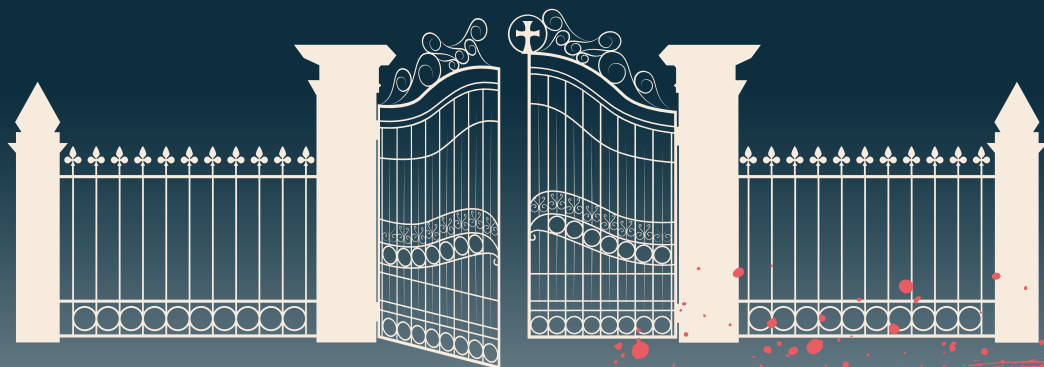


MURDER

AT
WESTCOTT MANOR

HOST GUIDE



PRESENTED BY
amazing6



WELCOME!

This guide includes everything you need to host your very own murder mystery party. We've designed it to be easy to host, tricky to solve, and fun to play.

All murder mysteries are set up differently. This one is structured so the murderer will know that they are the murderer before the party begins. They will find out when they read their character bio prior to the event. They are strongly encouraged to keep this information a secret. The victim is already dead when the party starts so is not a character played by any of your guests.

Coming up is a list of things you need to do for the party to run smoothly. Once you have everything in place, you will be amazed at how involved your guests get. It will be the talking point of the season!

Let's begin.

How to host without knowing who the murderer is...

Hosting a party doesn't mean you have to miss out on all the fun! If you wish to play along and be a character, then follow these instructions in order to avoid seeing who the murderer is.

You will not find the murderer's name in this Host Guide document, so rest assured, you can safely read this file in full.

The murderer's name is revealed in the The Guilty File and the character's profile. For this reason, don't look into anyone's character profile online or in the Printing Pack. When assigning characters, simply send each person a link to their character.

Each section of the Printing Pack has an informational page letting you know what the section contains. The sections with information specific for the day of is flagged with a warning NOT to read on if you're playing. This means that the murderer's name is within the text.

General Structure & Assigning Characters



Start by assigning all your guests a character. The character profiles can be found on your [Experience Dashboard](#). This link also includes tips on how to assign the characters. It is best to send the character profiles as soon as you can, so guests can read through their profiles and organise their costumes. Costumes are a must! They help guests get into character and identify each other.

Your guests will arrive on the night and will immediately have a set of tasks and goals to complete whilst mingling and having a few drinks. The tasks keep the game from being scripted, but at the same time, give each character things to find out about other players, or to reveal about themselves.

Each guest will have a motive for killing the victim which they will discover through the night. As well as trying to find out who committed the crime, they also have to protect their innocence.

The murderer knows who they are, and will be encouraged to lie or place blame on others during the event.

Next up is everything we think you'll need to have a memorable night, of 1920's intrigue, suspense and murder...



Murder Mystery Preparation

Once you have sent your guests their character profiles, it's time to organise the event! There is a lot of printing to do, so make sure your printer has plenty of ink and paper! You'll also need an envelope for each player, including yourself, plus two extra.

- Read through this guide thoroughly.
- Print out everything in the Printing Pack and The Guilty File.
- Without reading it, put everything from The Guilty File into an envelope marked "Who Dunit" and set it aside.
- Next, set up the character envelopes. Place each character's printed page in a separate envelope. Clearly label each one with the characters' names.
- Add 10 House Point tokens (print as many sheets as you need) to all of the character envelopes. During the game, players can gamble, blackmail, and bribe using these House Points (for example, a character may choose to only reveal a piece of information to someone who will give them some House Points). The player with the most House Points at the end of the game receives an additional prize.
- Place all the evidence in an envelope and mark it EVIDENCE.

Prizes

You may want to organise small prizes for your party guests for the following awards:

- Best Dressed
- The Drama King/Queen
- Best Sleuth
- Best Hustler (AKA most House Points by the end of the game)

All guests will have the chance to vote on these awards when they submit their murder accusations on the Accusation Tickets. Certificates for the winners can be found in the Printing Pack.



MURDER MYSTERY PARTY TIMELINE



Pre-Party Prep:

- Get familiar with your character profile and take note of your relationships with other guests.
- Get in costume. The more you get involved, the more fun you'll have!
- Prepare the nibbles and set the scene. Check out our suggestions in the [Bonus Pack](#)!
- Use thematic props to make the space feel like The Manor and set the mood by putting on our 1920's playlist, which you can find [here](#).

Guests Arrive:

- Make sure all guests have access to their welcome envelope and that drinks and snacks are available.
- Go around the table and encourage each guest to introduce themselves in character. Make apologies for any missing characters and share the Assigning Characters sheet with the group (found in the Printing Pack).
- Let everyone know that they have 10 House Points in their envelopes and how to use them. Also let them know that there will be a prize for the person who has the most House Points at the end of the night.

The Investigation:

- As soon as everyone has read through their envelopes, the investigation is on! Guests mingle and try and work out who the murderer is. Everyone is a suspect. Start the game with a message from the Town Sleuth [here](#).
- As the host, you will present new evidence every 15-20 minutes. Guests have the opportunity to examine the evidence and further speculate.

The Conclusion:

- Hand out the Accusation Tickets and pens to all the guests. Everyone should fill in who they think the murderer is and why!
- Collect all the tickets and tally up the scores.
- Nominate someone to read aloud the "Who Durnit" envelope to all guests. This will reveal the murderer and the motive, so only read this when you are ready! The murderer might want to explain themselves...
- Present the awards and announce the winners!



We know you'll have a killer time!

amazing⁶