

# Party Planner

*Murder*  
**MYSTERY**  
DINNER PARTY GAME  
FOR 8 PLAYERS *Party*

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*Murder at Mardi Gras*

## PARTY INSTRUCTIONS

Are you ready to solve a murder? A murder which you or one of your guests committed? NO. You are not ready yet. Murder Mystery Parties are designed to provide an evening of entertainment, but some preparations must be made before the guests arrive.

### *What are Murder Mystery Parties®?*

Murder Mystery Parties remove people from the toils and troubles of everyday life and immerse them in a new world of suspense and intrigue. Each player is a suspect in a fictitious murder and each player is a detective trying to solve the murder. As host, you must make the murder and the subsequent investigation as life-like as possible. This booklet will help you plan a party your friends won't forget!

By the end of the evening, one of your guests will be exposed as a MURDERER!

## PLANNING THE PARTY

### *Invitations*

Each game includes invitations for each participant. Call your guests and confirm that they will be attending. Assign a role to each participant including yourself. Then mail or deliver the invitations so the participants have a few days before the party to "get into" their character. The invitation lists potential costume options. Costumes can help encourage people to improvise and develop their roles.

### *Extra Guests*

Don't worry if extra guests drop by the party. Although they will not have a secret clue or a defined role, they can still be included and help the group solve the murder by questioning the suspects throughout the evening.

### *Game Contents*

Each party includes the following materials:

- Party Planner
- Invitations and Envelopes
- Name Tags for each player
- Character Booklets for each player
- Police Report
- Secret Clues
- CD with bonus game

### *Character Booklets*

Each player has a character booklet written especially for him or her. The character booklets provide all of the basic information for your guests to play their characters and



solve the murder. Do not allow anyone (including you) to read the character booklets before the evening begins. You'll want to participate in the fun, so don't spoil the ending for yourself!

### *Name Tags*

Present name tags to guests when they arrive. Name tags should be worn throughout the evening.

### *Secret Clues*

Each character has a secret clue to share with the group. Players do not open their secret clues until instructed to do so by their character booklet. They do not need to be revealed in numerical order; however, they do need to be revealed in the appropriate chapter.

### *The Police Report*

The host or hostess is responsible for sharing the Police Report with the group. After everyone has reviewed it, it should be left out for easy future reference by all.

### *Taking Notes*

Guests are encouraged to take notes in their character booklets (a special page is provided). The host or hostess should provide the guests with pens or pencils.

### *Bonus CD*

The CD includes a second murder mystery game — Death in St. James Park. Simply pop it in a computer and print out the files for another evening of murderous fun!

### *Beginning the Party*

The party begins by handing the appropriate character booklet and secret clue to each guest. Instruct the guests to keep their booklets and clues closed until they are instructed to open them.

Complete the following steps:

**Rules:** At this time, read the rules to everyone.

**Police Report:** Read the **Police Report** and show it to all guests. This should then be placed in a central location where everyone can refer to it as needed.

Instruct each guest to read the inside cover of their character booklet, marked **Background**. (This is the **only** part of the booklet that should be read at this time.)

**Introductions:** Starting with yourself, have each guest introduce him/herself to the group. Remind everyone that their background



includes public and private information. They should only reveal the information that they are required to at this time.

**Chapter One:** The party is divided into several different chapters. Each chapter has information about other guests that must be revealed to the group during that chapter. Instruct guests to read Chapter One from their character booklets following the introductions. Then it's time to kick off the discussion!

**Ending Chapter One:** Once everyone has revealed their information from Chapter One, the Chapter One secret clues should be made available to the entire group for reference in later chapters.

**Chapter Two and Subsequent Chapters:** Instruct guests to return to their character booklets and read Chapter Two. Chapter Two information should be read and revealed in the same manner as Chapter One. If some guests are getting squeamish as the evidence mounts against them, you may want to have a short break for nose powdering and drink refreshing. As host or hostess, you must use your judgment. In order to avoid any confusion, always complete the chapter before taking a break.

**Solving the Murder:** Following the final chapter, all evidence and clues will have been revealed. It's time to accuse the murderer. Give everyone a few minutes to review their notes and write down the name of who they believe killed Pierre DuPre. When everyone has written down his/her accusation, go around and have every guest say who they believe the killer is and why.

**Solution Time:** Each guest reads the solution listed in his/her character booklet. The solutions are numbered 1-8 and should be read in ascending order, starting with #1. Solution #8 reveals the murderer.

### RULES OF PLAY

**General:** Murder Mystery Parties date back to the parlor games of medieval Europe. Guests assume their roles and stay in character throughout the party in an attempt to solve the murder. All guests have motives and hidden pasts. You must try to convince everyone that you are innocent while also trying to determine the murderer's identity. And remember, everyone is a suspect, even the host.

Players are to maintain their roles throughout the evening.



All players must answer questions truthfully. However, in answering, you are not required to provide any more information than asked.

The murderer is also a liar and is not required to give truthful answers.

You are not required to reveal the 'secrets' in your background information unless directly asked by another player.

Chapters end when all guests have revealed the information from their character booklet for that chapter.

Do not read or share your secret clue until you are instructed to do so in your character booklet.

Accusations are made at the conclusion of the final chapter.

### PARTY SUGGESTIONS

#### *Prizes*

Of course, you don't have to give prizes to your guests, but it's always fun to win something. Your prizes can be whatever you like. Since the theme is Mardi Gras, you might want to give a bottle of champagne, some beads and a mask or any gag gift to the winner of your mystery party. If more than one person correctly guesses who the murderer is, have him/her pick a number between one and ten. The closest guess wins the prize.

#### *Music Suggestions*

Murder at Mardi Gras takes place in New Orleans at a masquerade ball. Cajun or Zydeco music of any kind is appropriate. The soundtrack from the film *The Big Easy* has an excellent assortment of music from Louisiana. Dixieland Jazz is also a great choice!

#### *Decorating Ideas*

Have fun decorating for your party. Start off with plenty of decorations in purple, green and gold — the official colors of Mardi Gras. You might also want to include masquerade masks, beads and boas.

Also, arrange the tables where everyone can see and hear each other. Try to arrange your party space like a grand ballroom in a Garden District Mansion.



**Suggested Dinner Menu**

**Beverage - New Orleans Hurricane**

For easier serving, mix the following ingredients in a large punchbowl.

- 10 oz. amaretto liqueur
- 1 ¼ cups light rum
- 1 ¼ cups dark rum
- 7 ½ cups orange juice
- 7 ½ cups pineapple juice
- 3 tbsp. & 1 tsp. lemon juice
- 4 limes, sliced into wedges
- 10 dashes grenadine syrup
- 5 oranges, sliced into rounds
- Maraschino cherries to garnish

Mix ingredients in a large punch bowl. Add ice. Serve in tall glass. Yields 10 servings.

**Soup/Salad - Avocado Stuffed with Crabmeat**

- 1 ½ cups mayonnaise
- 2 tsp. dried dill
- 1 tbsp. lemon juice
- ¼ tsp. black pepper
- 2 tbsp. capers, drained
- ¼ tsp. salt
- 1 tbsp. chopped parsley
- 3 cups crabmeat, imitation or real
- 3 tbsp. ketchup
- 2 tbsp. chopped green onions
- 4 avocados, peeled and halved

Combine all ingredients except avocados. Refrigerate for 24 hours. Spoon crabmeat into avocado halves and serve. Yields 8 servings.

**Entrée - Cayenne's Jambalaya**

This is an easy-to-make and authentic Cajun dish that your friends will devour!

- 2 cups of UNCLE BEN'S® CONVERTED RICE (uncooked)
- 2 ½ pounds of shrimp, uncooked, peeled and deveined
- 1 can of French onion soup
- 1 can of beef broth
- 1 lb. link sausage, sliced 1" thick, uncooked
- 1 small can tomato sauce
- 1 stick butter
- 1 bunch green onions, chopped
- ½ cup fresh parsley, chopped
- 2 whole bay leaves
- 1 medium green pepper, chopped
- 1 tbsp. thyme
- 1 tsp. black pepper



Mix all ingredients in 9 x 13 inch casserole dish. Cover with foil and bake at 350 degrees for 1 hour and 20 minutes. Stir well after 45 minutes.

Guests who want to *Turn Up the Heat!* may add a dash of hot sauce. Yields 8 servings.

**Bread - French Quarter Garlic Bread**

- 1 loaf of freshly baked French baguette bread
- ½ cup fresh Parmesan cheese, grated
- 2 tbsp. fresh garlic, minced
- 1 tsp. fresh parsley, chopped
- 1 tsp. salt
- 10 tbsp. butter

Preheat oven to 450 degrees. Cut bread lengthwise. In a bowl, blend cheese, garlic, parsley and salt and set aside. Cover loaf with butter using pastry brush. Sprinkle cheese mixture over the bread. Put bread on baking sheet and cook for 5-7 minutes, until golden brown. Cut and serve bread with meal. Yields 10 servings.

**Dessert - Mardi Gras Pudding**

- pudding:
- 18 inch loaf French bread
  - 3 cups milk
  - 3 eggs, beaten
  - 2 cups sugar
  - 1 tbsp. vanilla
  - 1 tsp. cinnamon
  - 1 cup raisins
  - 3 tbsp. butter

- Sauce:
- 1 stick butter
  - 1 cup sugar
  - 1 egg, beaten
  - ½ cup bourbon

Tear the French bread into bite-size pieces in a large bowl. Cover with milk and soak for 60 minutes. Mix well. Add egg and sugar. Stir in vanilla, cinnamon and raisins. Melt butter in a 9"x13"x2" baking dish. Coat the pan well with butter. Pour pudding into dish. Bake at 375 degrees for 60 minutes.

Sauce: heat butter and sugar in top of a double boiler. Slowly whisk in egg. Cool slightly. Add bourbon. Serve warm over pudding or in a sauceboat on the side. Yields 12 servings.

