How to Build a Host-Party.com Murder Mystery Game

The complete guide for creating and maintaining a murder mystery party game on the www.Host-Party.com website
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Introduction

The purpose of this document is to walk you the creation process of a host-party murder mystery. Host-party mysteries are unique, and as such require a little bit of explaining. A host-party mystery combines the creative talents of our authors, with our site’s interactive features, and the host’s party details to create a one-of-a-kind murder mystery game. Each game is generated on the fly to integrate the latest details of the mystery and party.

Since the beginning, our site and game creation process has held true to a few simple objectives:

- Professional looking format
- Consistent quality across all games
- Compact PDF format for all materials
- Reusable components whenever possible
- Author changes instantly reflected in all games

Meeting these objectives requires that all information is stored in a database, which in turn means that all authors must enter the game details using our tools. This document will walk you the creation process and the most common author questions.

Refer any additional questions to ted@host-party.com and I will be happy to help you throughout the building process.
Game Format Option

Before you begin creating your game you will need to decide the format which your game will be played. The host-party site was designed to support a variety of formats for creating murder mystery games. Please review the formats below and choose the game format that best suits your murder mystery.

**Standard Format** - This format is designed for small parties, generally 6-20 people. This is the most common and requested format. It is based largely on the popular "How to Host a Murder"®™ games by Decipher®. In this format, the game is divided into rounds. Each round will come with instructions for the host and clues for the guests. Generally there should be 2 clues for each guest for each round: one to be revealed, one to be concealed. In most cases the murder occurs prior to the start of the party or somewhere in the beginning of the party.

**Large Group Format** - This format is designed to support large parties, generally between 15-150 guests. These games have a base cast who is fully aware of the plot and outcome. This cast will act out the mystery providing hints and clues to be discovered by the guests. Often the murder will occur during the party. Large Group mysteries should have ‘GameHasCast’ and ‘Scripted’ options checked in the base mystery info page. Learn more.

**Team Building Format** - This format is used for Corporate Events and Team Building exercises. Mysteries that are designated with the ‘Team Building’ Mystery Type, will have an option to buy a Team Building version of the game. Team Building versions include all of the standard game materials, plus:

- A Facilitator Guide
- Ice Breaker Activity
- Teamwork project
- Team Assessment
- Team Awards

These features are automatically included in the game. There is nothing for the author to do. Any game can be include Team building options by adding 'Team Building' to the Mystery Type list in the mystery information page.

**Children's Game Format** - Children's games should be a mystery, without a murder (e.g. The case of the Missing Hamster). They should be age appropriate and will often include a number of activities throughout the mystery party (e.g. Treasure Hunt, Red Rover, etc…) 

Below are some suggestions for Children’s Games:

- Games for Children under 9 should be picture based detective learning games. Think Blues Clues’. Games for Children 6-9 may include clues with short sentences.
- Games for Children 9-14 should be scripted mysteries with occasional clues allowing the children to role play a character. These games are most like our current mysteries from Simplifun (www.simplifun.com). You may want to visit this site to get a feel for this game style.
- Games for Children 15 and older should be played like our standard mysteries.
Team Building Option
This format is the same as the large Group Format, except that it includes extra tools to facilitate team building activities. Host-party will automatically create these tools for all team building games. The author does not need to do anything. Specifically these tools are:
Tips for Creating Great Murder Mystery Games

Below are some suggestions to use when you create your murder mystery. Most are pretty obvious, but it is a good idea to give them some thought before you begin writing your murder mystery game.

Make Characters/Relationships Suitable for a Wide Audience

A critical aspect of creating a murder mystery game is developing interesting characters with intriguing relationships. After all a big reason people like murder mystery games is they get to play the game as an outrageous character of some kind. In addition, the author should try to structure the mystery to suit the needs of a broad array of audiences (Church Groups, Teens, etc…), unless they plan to market to a narrow group (Adult Only).

It is a fine line that must be drawn between creating outrageous characters and those that are considered offensive. Of course, resorting to an ultra conservative extreme is not good either, because the games become very ordinary and hum drum.

Determine the Type of Murder Mystery You Want to Create

There are many different kinds of murder mystery games. Some are geared for serious sleuthing, while others are oriented more for the entertainment factor. Some games have a rehearsed structure, while others are more free form in nature. Some are built for small intimate groups others are created to be used in large party settings.

Each style has its own advantages and disadvantages and is best suited for a particular audience. Whatever your game style is, stick with it and make sure all of your game content adheres to that style.

Make the Game as Interactive as Possible

In the days before the Internet, murder mystery games were sold in stores and were limited to a stale printed format. There was no way to customize the games with the names of the guests, to add new guests, or change clue descriptions. Downloadable games are similar but can be purchased over the web and some allow minor customizations. With www.host-party.com that has all changed. Now murder mystery authors can create games that allow Hosts to customize the games to the particular needs of their party and to build the anticipation of the event through interactive emails, clues and invitations. This is just the beginning. Soon authors’ will be able to create games with different outcomes and more. Use your imagination and we can probably make it happen.

Don't Forget the Instructions and Host Material

Creating the characters and clues is clearly the most interesting part of making a murder mystery game, but don’t let this hindering you from creating solid instructions for the host. Sometimes, authors wrongly assume the host will “know what to do”. The truth is that many hosts have never played, let alone hosted, a murder mystery game.

Good instructions will have a significant impact on the success of a murder mystery party. And a successful party will lead to positive reviews and referrals.
Choose a Theme for your Murder Mystery Game

Picking the right theme, could turn out to be the most important decision when creating your game. First you should find a theme that would fit your chosen format and would appeal to the audience you are targeting. You will want to check our site to make sure there are no games with similar themes available or soon to be available in the format you are targeting. For instance, if you want to create a party with a Tropical Theme for an Adult Party using the standard format, do not feel hindered if you find a similar game in the large group category. Generally, speaking customers are seeking games to fit a certain format of party they wish to have.
Create Characters and Plot

When creating your game, always keep in mind the main reason people enjoy playing murder mystery games is because it allows them to role play a different personality. So make sure your characters have character and are fun to play. Provide enough details about the character to ensure the guests playing the role will understand the characters mannerisms and how they fit in to the overall plot.

In games with casts (Large Group Games), you do not need to create characters for every guest. Instead, you create a set of cast characters who will essentially act out the murder mystery. The guests who are cast as these characters will know the full story including the solution.

The plot does not have to be involved but should also not be obvious. Twists of the plot are strongly encouraged as they will keep it interesting and keep the guests guessing. Be sure, to provide enough clues that it is possible to be solved.

Multiple Outcomes
Host-party provides a unique feature to allow games to have multiple outcomes. The way to create a game with multiple outcomes is to create multiple solution rounds, each of which has a different murderer and motive. The key to creating a game with multiple outcomes is to be sure that there are several characters that have plausible motives going into the solution round. Please contact us to activate the multiple outcome features for your game.
Build Murder Mystery Game Offline

So you are ready to create your game. First, you need to download Large Group Game Builder Template (HTML, MS Word*, RTF). Complete this template with the contents of your game.

Why is this step required, you might ask? We strongly encourage you to first create your game offline for a number of reasons.

It is easier to manipulate the text using a word processor. Typically, authors will rework the text a number of times before they are satisfied with a product. This is far easier to do using standard word processing features than on a web page.

There are no timeouts off line. Our site times out for security reasons after intervals of inactivity. Often authors will pause to think and create or will get pulled away from their work momentarily. If this happens on our site, you will be required to log back in and you could lose your most recent work.

Our site does not provide spell checking and grammar checking. Again these features are provided on nearly all word processors and are easy to check when using these programs.

Having an offline copy is good for backup purposes. Our site is backed up every night, but restores are timely and expensive. It is often easier to restore text that has been lost or corrupted manually through copy paste. In addition, this backup could come in handy in a disaster situation.
Confirm Spelling and Grammar Before You Upload

You will save yourself a lot of time and potentially lost revenue if you thoroughly check this before you upload. Games with spelling/grammatical errors will erode the value of your game and authorship, and will likely receive poor reviews. Host-party.com will deactivate any games that have these problems.
Load Your Murder Mystery Game Online

Once you have created your offline copy, you will need to copy paste the contents into the online tool using the Edit Base Mysteries link from the main partner page. There is no automated import for this procedure, so learning the keyboard shortcuts to Copy (Ctrl-C), Switch Apps (Alt-Tab) and Paste (Ctrl-V) is worth while (Note: The shortcuts listed here are for standard Microsoft applications and may be different depending on your operating system and applications)

The following steps will walk you through the contents of each screen and how it is used in the games.
Add Base Mysteries

The first step in loading your game onto our site is to create a new base mystery. Creating a game is accomplished by selecting 'Base Mysteries' from the main partner page and then click the "Add New" Link. This will create a new base mystery named "new mystery". Click the new mystery link to edit this mystery. Some of the key fields will be populated with default values from your first murder mystery game. If this is your first game, those fields will be populated with host-party default values.

HTML Fields

Many large text fields on our site support HTML formatting. This will allow you to control the look and feel and to add more polish to your game. You can use any HTML editor to generate the HTML tags or you can use the online HTML editor provided by host-party.com by clicking this button:

Optional Fields

Some fields on our site our optional. If you do not wish to use the field, just leave it blank. Do not enter "N/A" or "nothing" in the field, otherwise that will appear to the hosts and be confusing.

Base Mystery Fields

Below is a brief description of each field and how it should be used. Brief descriptions of these fields are also supplied on the Edit Base Mysteries page.

Name - This is the name of the murder mystery. It should be short but descriptive, and appeal to the target audience you are trying to attract. Do not use marketing phrases in the name (i.e A Mystery You Won't Forget)

Guests - This is a brief description of the number and type of guests. Example: 8-12 Guests (Adult Only)

Attire - General attire for the party. Guest specific attire should be provided in the Costumes field in the Characters screen. Example: Western garb circa 1800’s.

Story Line - Brief description (2-4 sentences) of game, setting and game style. This describes provides a brief overview of the game to help perspective hosts determine if the game will fit their party. (Read more info to see how this differs from Description)

Rating - This is an overall rating of the game based on Entertainment Software Rating Board's rating descriptions. Ratings are used to rate the violence and sexual content of the game. While ratings have general age group guidelines, they are not used to factor age ranges for mystery searches on our site. Age searches are filtered using the categories. See categories below.

Game Style – This specifies the default setting for the look and feel of game materials and invitations. This setting can be changed by the host. See Game Style for more details.

Min Age – This is the recommended minimum age for guests of this party. This is used on search screens.

Max Age – This is the recommended maximum age for guests of this party. This is used on search screens.
**Upload Photo** - This link is used to upload a picture to be used for your game. See [add picture](#) for more details.

**Host Can Play** - Guests often inquire if the host can play in a murder mystery. Check this box to inform host-party that your game allows hosts to play. This generally means that the game can be played without reading ahead and knowing the outcome. Even if the game is marked as Host Can Play, we will usually try to encourage the host to read all materials and play a more passive role.

**Game Has Cast** - Checking this box will specify that this game has cast members. Cast members are used to “act” out the mystery. This option and scripted option are most commonly used in Large Group games. [More info on Game Has Cast Option](#).

**Scripted** - Checking this box will format all clues as scripted text. In essence the rounds will be like Acts in a play and the clues will be the character lines. [More info on Scripted Option](#).

**Description** - This is a general synopsis of the story for the hosts and guests. One of the key differentiators between this and the Story Line is that the guests will see this so it should not contain any marketing language. This is usually longer than the story line field and should contain a richer description of the mystery. Be careful not to duplicate anything between this field and Story Line, because they are often appended together.

**Host Instructions** - Specific instructions about how your mystery should be played. The instructions should build on what is provided in the [general host instructions](#) provided by host-party, without duplicating the content. Specifically, you should clearly spell out where your game is played differently. Providing good instructions are essential, so be sure to spend the required time to make sure this content is clear and descriptive.

**Guest Instructions** - This field is optional. If left blank, guest will receive the [general guest instructions](#) provided by host-party. Any content in this field will be used in place of host-party guest instructions.

**Solution** - This field is optional. Generally speaking we suggest that you use the final round of clues to reveal the outcome and leave this field blank. However, if this format does not suit your game, you can provide a summary description here instead. If you use this field, you need to specify when and how the solution should be revealed in the instructions. If used, the solution will appear in the in the materials page to the host. [more info](#)

**Saving Changes**
When you are finished with your updates, be sure to hit the update button to save your changes. All changes online will immediate effect any games that hosts’ are using. The exception to this is fields that can be modified by the host (e.g. Name, Description, Attire). Changes to these fields will only be reflected on new games moving forward.

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Script Creation (Scripted Games Only)

While scripts can be used for any mystery style, they are most commonly found in Large Group games. As described earlier, large group mysteries are played different than the small group games. In large group mysteries, there is a small set of cast members who essentially act out the key aspects of the mystery. These cast members reveal key clues and important information that the party guests (The Detectives) try to piece together to unlock the mystery. To make this work, the cast members must be fully aware of the mystery and their role in the mystery. The easiest way to accommodate this is to provide a script. Scripts will be automatically generated for large group mysteries based on the rounds and clue information. The script will be made available to each cast member.

Build each round as if they were “Scenes” in a play and the clues were the “Lines” for each character. Specifying the “Timing” will dictate the sequence of the clues and in essence drive the flow of dialog.

The cast will be instructed to review the script, understand the flow, and know their own parts. Memorizing lines and reciting the script word for word is not required or even recommended. Paraphrasing the lines is more than acceptable and improvisation should be encouraged.
Add Rounds

Each game should be separated into rounds. Rounds allow the game to be played in an organized manner. Each round should contain instructions and a set of clues. In Scripted mysteries, Rounds serve as “Scenes” in a play and organize the events of the party. Each round should contain instructions and a set of clues.

Rounds Fields
Below is a brief description of each field and how it should be used. Brief descriptions of these fields are also supplied on the Edit Base Rounds page.

- **Number** - The round number. Rounds should be in numeric sequence. Start with Round 0 if you have clues to be delivered before the Party or Other Pre-Party Activities. Otherwise start with Round 1 and increment by 1 for each round (e.g. 1, 2, 3). The Solution Round should be the final round and should contain the clues that reveal the outcome of the mystery.

- **Name** - This is the name of the round. It should have a descriptive name for the major events of the round. It is like a chapter title.

- **Timing** – Approximate time the round should start. You may want to specify that Round 1 starts at 0:00 and round 2 starts an hour and a half into the party at 1:30.

- **Instructions** - Specific instructions to the host about how the round should be played.

- **General Clues** - These are clues that are not assigned to a specific character, but rather are designed to be shared with all guests. This field is commonly used for pre-game clues that you want to send to all guests.

- **General Clue Picture** – Field to load pictures to be used in general clues.

**Important Note**
All rounds must have at least one character clue or the round will not appear in the materials section. The single exception to this rule is pre-game rounds (round 0). If you are using general clues in the pre-game round (round 0), you do not need to have individual character clues.
Round Activities

Activities are a great of adding even more fun to your party. Activities can be any game that is played within the construct of your party. Once you create an activity it can be used for other mysteries. Activities associated to a round will be included in the game materials within that round. Click the ‘Add New’ link to assign a recipe to your game.

Activity Fields

Activity – Choose from an existing Activity. Click ‘add new’ to create a new activity. Click ‘activity details’ to view more details about each activity.

Notes – Optional field to provide specific details of how the activity should be played within the context of the mystery. In this section, you will identify any recommendations for playing this activity within your mystery. For instance, you may suggest that the game is played a certain way for this mystery or when the activity should occur. (e.g. This activity should be played after the mystery is revealed.)

Round – Specify which round the activity should be played. Note, changing the round, will make it no longer visible under the old round.

Required – Activities can be optional suggestions or required activities. Check this box to indicate that the activity is required for the mystery.

Adding New Activities

Click the ‘Add New’ link to assign a recipe to your game. Remember the activity can be reused for different mysteries, so the details should not be specific to a certain game. Keep the information generic so it may be reused for different mysteries.

Activity Fields

Name – Choose from an existing Activity. Click ‘add new’ to create a new activity. Click ‘activity details’ to view more details about each activity

Objective – The objective of the activity

Rules – Optional field to provide specific details of how the activity should be played within the context of the mystery. In this section, you will identify any recommendations

Equipment – Optional field to provide specific details of how the activity should be played within the context of the mystery. In this section, you will identify any recommendations

Playing Time – Specify which round the activity should be played. Note, changing the round, will make it no longer visible under the old round.

Source – Book, magazine, or website where the recipe was found.

Category – Category for recipe. Send us an email, to request new categories.
**Picture** – We strongly encourage you to upload a nice picture of the activity. Make sure you make it small (<40K in size and <= 100pixels wide)

**Active** – Whether it is visible. This should always be checked.

Please double check everything before you click update. Once submitted, you will not have access to change the activity. Please contact us, if you need to make a change to a activity.
Add Characters

In large group games, there are two types of characters: Cast Members and Detectives. Cast Members are the characters defined by the author who will act out the script. The cast members are “in on the mystery”. They will know the outcome of the mystery and they will be responsible for acting it out. The Detectives are the invited guests to the party. They will not know the mystery and it will be their job to crack the case. They may work as individuals or teams to solve the mystery. Authors are not responsible for creating Detective characters.

Character Fields
Below is a brief description of each field and how it should be used. Brief descriptions of these fields are also supplied on the Edit Base Characters page.

**Name** – This is the name of the character.

**Role** - This is a brief description of the character (e.g. The Painter). Do not reveal motives or clues that might reveal who dun it (e.g. The Killer)

**Props/Costumes** - Costume and prop suggestions specific to the character.

**Gender** - Character Gender (Male, Female, Either). (more info)

**Required** - Is the character required to solve the mystery. It is a good idea to have a fair number of non-required characters to allow for various size parties. Costume and prop suggestions specific to the character.

**Host** - Character Gender (Male, Female, Either). (more info)

**Victim** - Check this box if the characters is the victim and is not used in the mystery. The host will not be allowed to assign a guest to this character. (more info)

**Victim Can Play** - Check this box if the Victim character has an active role and should be assigned to a guest. Leave unchecked if the victim is a non assigned character. (more info)

Important Note

All rounds must have at least one character clue or the round will not appear in the materials section. The single exception to this rule is pre-game rounds (round 0). If you are using general clues in the pre-game round (round 0), you do not need to have individual character clues.
Add Clues

The round clues will be inserted into the script as character lines. The clues should loosely describe the dialog between the cast members. We recommend that these clues be complete with lines and stage directions. Because clues require characters to be assigned to them, you must create the characters, before creating clues.

Clue Fields

Below is a brief description of each field and how it should be used. Brief descriptions of these fields are also supplied on the Edit Base Clues page.

- **Type** – Specify whether it is a ‘Clue’ or a line of ‘Dialogue’. Clues will presented on a clue sheet and dialogue will be inserted in to a script.

- **Name** - This is the name of the clue. (Optional field. Leave blank for non-critical Dialogue clues)

- **Description** - This is the full contents of the clue.

- **Props** - Provide suggestions for props that can support this clue.

- **Upload Photo** - This link is used to upload a picture to be used for this clue. The picture will be presented inline with the text within the materials pages. See add picture for more details.

- **Round** - The round in which the clue should be delivered.

- **Base Character** - The character who should receive the clue. For clues that should be delivered to all guests (i.e. Pre-Game Clues), use the general clues in the round section.

- **Related Character** - Specify the character to which this clue relates. Repeat the Base Character if it is general or relates to more than one character. This field is important for optional characters, because it will hide any clues that relate to characters who are not assigned by the host. (Legacy field may be removed)

- **Critical** – This will identify clues that are critical to the mystery. Clues marked as critical will be included in the cast “cheat sheet” and will be highlighted in the script.

- **Timing** – Approximate time the clue should be revealed expressed in minutes from the start of the game. In a two hour mystery, the first clue would have a timing value of ‘0’ and the final clue would have a timing value of ‘120’. If the second clue is to be revealed five minutes into the game, it would have a value of ‘5’. This field will help hosts and cast members with overall timing.

- **Conceal** - Clues are either to be concealed or revealed. Check this box to signify the clue should be concealed.

**Important Note**

All rounds must have at least one character clue or the round will not appear in the materials section. The single exception to this rule is pre-game rounds (round 0). If you are using general clues in the pre-game round (round 0), you do not need to have individual character clues.
Add Pictures

Adding to pictures is an important way of creating a quality look to your murder mystery game. There are a few important guidelines to follow when adding pictures:

- Make sure you are using royalty free art work
- Only use professional images with a high quality look. Games with low quality images (e.g. clipart) will not be activated.
- Size and scale your images to the appropriate dimensions (See table to the right). See our instructions for preparing your photos
- Pick attractive images that suit the mystery and/or characters. No pornographic or obscene material permitted (Sexy images are permitted)

A few good places to find images:

- Corbis
- Webspice.com

While most of these locations require subscriptions, Webspice has a reasonable subscription price (although a much smaller selection). In addition, some sites allow you to obtain thumbnails at no cost by right clicking the images. In any case, be sure that you are only selecting only royalty free images, otherwise you will have copyright infringements to worry about.
Add Files

Files are optional ways of providing information that does not fit anywhere else in the site.

File Fields

Name - This is the name of the file. This is how the file will be displayed on the site.

Description - This is the name of the file. This is how the file will be displayed on the site.

List Order - The order in which the files will be displayed.

Categories - The type of file. The category determines how each file should be used and where it will be displayed.

Instructions (Appears in Instructions Box on Materials Screen). This is a file that contains instructions. This should not be instructions that are located in parts of the site (e.g. Host Instructions)

Materials (Appears in Materials Box on Materials Screen and Can be Emailed to Cast Members). This contains clues or special materials related to the game that does not fit anywhere else.

Tips for using Files

- Consider merging multiple files into one to minimize downloads (or use winzip to group into a single zip file)
- Try to keep the files as small as possible to make downloads fast.
- Use open formats HTML or PDF. Stay away from proprietary formats like Word or Word Perfect.
- Provide good instructions on how to use the files in the Host Instructions.

Important Note
There is currently no way to change a file or its description. If you need to do this, you must delete the file and re-upload a new one.
Mystery Types / Search Categories

Categories are used to classify the games. These are used for searching, recommendations, and mystery groupings.

- Type - Personal Party (Friends, Family, etc)
- Type - Large Group (15+ Guests)
- Type - Corporate/Team Building
- Type - Community Group (Church, Club, School, etc)
- Age - Children
- Age - Teens
- Age - Adult (18 and older)
- Gender - Male and Female
- Gender - Female Only
- Gender - Male Only
- Style - Mystery (No Murder)
- Style - Serious Sleuthing
- Style - Entertaining (not serious)
- Style - Sleep Over (Kids)
- Format - Standard
- Format - FreeForm
- Format - Scripted

Important Note
The categories may change from time to time. Host-party reserves the right to reclassify any game at any time.
Recipes

Recipes are a great way to round out your party with a great meal. By assigning recipes to the game, hosts will see the suggested recipes in the site and in the generated game materials. Select the recipe and click the Add button to assign it recipe to your game.

To add Create a new recipe that will be available to all games, click the 'Create New' link. Remember the recipes are reused for different mysteries, so the details should not be specific to a certain game. Keep the information generic so it may be reused for different mysteries.

File Fields

**Name** - This is the name of the recipe. Try to come up with a creatively “mysterious” name.

**Ingredient** – Specify the ingredients required for the recipe.

**Directions** – Specify the preparation, cooking and serving instructions.

**Servings** – A numeric value specifying how many people it will serve.

**Source** – Book, magazine, or website where the recipe was found.

**Category** – Category for recipe. Send us an email, to request new categories.

**Picture** – We strongly encourage you to upload a nice picture of the activity. Make sure you make it small (<40K in size and <= 100pixels wide)

**Active** – Whether it is visible. This should always be checked.

Please double check everything before you click update. Once submitted, you will not have access to change the recipe. Please contact us, if you need to make a change to a recipe.
Test Your Murder Mystery Game by Hosting a Murder Mystery Party

Testing your game content and how it is represented on Host-Party.com is the sole responsibility of the author. There is only one real way to test out your murder mystery game and that is by hosting a real murder mystery party. By doing this you will experience everything the hosts and guests will experience and you can get real feedback from your friends about how to improve the game. This will be the only way to fully test to ensure that your materials fit seamlessly into the host-party engine.

To being testing your game, send a note to info@host-party.com requesting a test account. Your test account will be set up using your partner email and login. Test the game by logging into the host login. Do not test it through the game materials link in the partner page.

You should verify that the game description, instructions and materials are correct and would make sense to a host who might be new to murder mysteries. You should verify that the invitations both email and printed, come out right. Testing invitations using parties with different numbers of guests is suggested. You should log in as a few of the guests to verify the guest information (descriptions, costumes, etc...) looks right.

Use the table below as a checklist to ensure everything is correct

<table>
<thead>
<tr>
<th>✓</th>
<th>Murder Mystery Game Verification Check</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>No Spelling or Grammar Errors through out the murder mystery.</td>
</tr>
<tr>
<td></td>
<td>Murder Mystery Plot is consistent and makes sense.</td>
</tr>
<tr>
<td></td>
<td>All Characters have descriptions, internal motives, and costume and/or prop suggestions.</td>
</tr>
<tr>
<td></td>
<td>There are 2 clues for each character for each round (1 conceal, 1 reveal). This is not required for optional characters and there may be exceptions to this.</td>
</tr>
<tr>
<td></td>
<td>Pre-Game (Optional) clues are email and received correctly. General pre-game clues are emailed to all.</td>
</tr>
<tr>
<td></td>
<td>All Clues are categorized correctly as conceal or reveal and associated to the right character(s).</td>
</tr>
<tr>
<td></td>
<td>Images for clues appear correctly in the materials section.</td>
</tr>
<tr>
<td></td>
<td>Instructions are comprehensive and fully explain how the game should be played.</td>
</tr>
<tr>
<td></td>
<td>Printed invitations are rendered correctly for minimum and maximum size party.</td>
</tr>
<tr>
<td></td>
<td>Emailed invitations work correctly.</td>
</tr>
<tr>
<td></td>
<td>All photos are royalty free and consistent with the quality of other photos on host-party. No clip-art or amateur photography.</td>
</tr>
<tr>
<td></td>
<td>Guests who have attended my test party have added reviews to the site.</td>
</tr>
</tbody>
</table>
Activate Your Murder Mystery Game

Once you have complete a thorough test of your game and can certify (completed checklist) that it is ready for activation, just send an email to info@host-party.com requesting activation. Once your game is activated, it will be immediately available for purchase.

Host-party.com reserves the right to deactivate any game for any reason.
Tips for Generating More Revenue from Your Murder Mystery Game

Links. Drive traffic to your games by adding specific links to a list of only your games. Or create specific links to certain games from sites that have related subject matter. Both sets of links are available from the links section. Extend your links beyond site you manage. Find related sites and send an email suggesting that place a link to your games using the links in the link section.

Reviews. Testimonials are a key factor in whether a customer decides to purchase the game. You can see your customer reviews by selecting "View Games", selecting the appropriate game if you have more than one and then click "Reviews For This Mystery". If you have a review from a customer and you would like to post it, you can add a review there. If you would like to solicit a review from a customer who played your game, please send me an email and I can provide the appropriate customer contact information.

More Games. Customers tend to select the games from Authors who have multiple games. The more the better! If you have other games that you would like loaded, please contact me.

Create Interactive Games. Our site hosts standard murder mystery packages as well as interactive murder mysteries. If you would like to learn more about creating an interactive murder mystery, please contact me.

Special Promotions. From time to time we will run special promotions. The promotion has to be agreed upon by the Author and Host-party.com. If you have some ideas for a special promotion contact me. These are particularly useful for new games, when you are looking to get the word out and solicit reviews and feedback.