

A Devilish Masquerade

A Host-Party Murder Mystery Game



Game Materials

**Host A
Mystery
Party**

www.host-party.com

A Devilish Masquerade

Created By Host-Party.com and Ullie Emigh

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ADDITIONAL MATERIALS

List.pdf

These materials are available for download on our site.
Login at www.hostparty.com and go to Materials page.

Notes From Author

Thank you for downloading a sample of this game. This is an abbreviated sample of the full game kit available for purchase. This sample should give you a basic understanding of the game and how it is played. If you have any questions, check out our Frequently Asked Questions: http://www.host-party.com/murdermysterygame_faqs.asp.

Host Preparation

Here are a few tips to help you prepare yourself and your cast for the murder mystery.

Read the Guide on How to Host a Host-Party Murder Mystery. This guide will give you all the specifics on preparing for and hosting your party. This guide should have been emailed to you upon purchase. It is also available from the Materials menu on the Host-Party website.

Guest Instructions

Playing one of our teen mysteries requires no special acting abilities, just a willingness to have fun. Our site gives you all the details you need to prepare for the party, including character descriptions of all guests, instructions for playing the game, and even menu and costume recommendations.

During the party, the players receive clues. The clues provide all the information required to unlock the mystery. The players should attempt to reveal their clues in casual conversation with other players. As the game progresses, the players will gather more and more information about the case, and at the end of the game each player has the opportunity to make an accusation.

The characters can be played to suit the comfort zone of each player. If you like the spotlight or enjoy role playing, immerse yourself in your character's persona and live the night as you think they would. You may exaggerate your character's personality for even more effect. On the other hand, if you prefer to participate in a less theatrical capacity, you may want to sit on the couch and let people come to you or just listen in on other conversations until you get your feet wet and are feeling a bit more comfortable.

There are only a few simple rules to follow when playing our games.

1. Stay in Character. (Costumes are highly recommended)
2. Hide/Stretch the truth, but don't lie!
3. Interrogate others.

Each game takes approximately 1-1/2 to 3 hrs, depending on the number of people playing.

Round 1 - Innocent's News

Round Instructions

(Put on some dance music and allow your guests to mingle and converse in character for a while. When you feel that the players have had enough time to become familiar with their own and each other's game personalities, call for attention and make your announcement.)

Round 1 Clue for Innocent Argent To Be Read by Innocent

I am so sorry! Everyone is having such a great time, and I am so happy to see all of Montague's little friends here, enjoying themselves, but the most horrible accident has happened! Oh, it's just so awful! Montague, I've just called the ambulance to take your poor daddy to the hospital! Oh, I'm just beside myself! This will ruin everything! I just don't know what I'm going to do?! (Hopefully your guests will start asking what's wrong about now. If not, continue on in this vein until they do.)

Oh, of course, you don't even know yet what's happened. Well, it appears that Pierce for some reason was inside that giant devil-shaped hell-mouth machine over there, right by the "haunted forest". And then the "mouth" suddenly closed right on poor Pierce while he was still inside! He got a nasty blow to the head and lost consciousness, and I think he might have broken his wrist. But the worst part of all is that if he had been standing right at the front of that contraption, he could have been killed if those sharp teeth had come down on him!

Ah, I think the ambulance is here now. I have to accompany poor Pierce to the hospital. I don't know what you children should do, but please feel free to stay. Erie, our butler, will be in charge. Erie, please try to make sure that everyone is comfortable despite this tragic accident, will you? Well, I have to go...



This clue should be revealed to others.

Round 2 - Who, What, Where, Why?

Round Instructions

All players with Round II clues should be given time to read their clues by themselves. The players then talk to each other in character, making sure that they disclose the secrets contained in their clues. The round ends when all the information in the clues has been shared. As the hostess, even though you're supposed to be in the hospital, you can discreetly supervise the game and help any players who need a little encouragement.

When all the clues have been disclosed, Beau supposedly leaves the room to check out the machine. It is not really necessary for him to leave — he could say that he left and came back, or he can mime checking out the machine — it is up to that player how much he wants to get into it.

Round 2 Clue for Beau Minestrelle Clue

(Wait until most of the clues that the players have seem to have been shared before revealing your clue.)

That machine belongs to my company, and Mr. Argent had hired me to give a speech as "the devil" after emerging out of the mouth, supposedly the "entrance to hell."

I am certain that this could not have been an accident! The mouth mechanism was working perfectly! We check it regularly, we check out the whole system. After all, we have to get in there! All of you people are witnesses that the mouth was opening and closing perfectly before. Oh, never mind, I'm going to go over there right now to check out that nothing is broken. We'll see!

(After this round ends, Beau should mime checking out the mechanism of the devil-head machine or say that he's going now to do that. The next round of the game begins with Beau's clue, as if he had just rejoined the group after checking out the machine.)



This clue should be revealed to others.

Round 2 Clue for Circe Carnevale Clue

(After you've heard Monty being all manly and brave.)

Monty, I think it's really brave of you to stay so cool after what happened! I think we should all stay here and, like, be supportive to Monty and Merci after such a tragedy! At least until we find out how Monty's father is doing.



This clue should be revealed to others.

Round 2 Clue for Erie Cervant Clue

Ladies and Gentlemen, you heard Madame Argent. If anyone wishes to call for transportation, you may use the telephone. There is no cause for panic.



This clue should be revealed to others.

Round 2 Clue for Maccio Mahn Clue

I think we should leave, it's only polite. Anyway, it looks like people are about to start accusing each other of somehow having caused this ... it might get kind of ugly around here.



This clue should be revealed to others.

Character Information

The information below will provide you with the basic information for each character. If you have assigned guests to the characters, these pages will include the guest name and login information. THESE PAGES MAY INCLUDE DETAILS RELATED TO SOLVING THE MYSTERY! You may want to avoid these pages if you intend to try to solve the mystery. This sample kit will only show the first two characters.

Innocent Argent (The Hostess) played by Melissa Pompos

Description: Innocent Argent is the beautiful, elegant wife of wealthy industrialist Pierce Argent. She is the hostess at her son Montague's splashy Halloween party.

Motive: Innocent desires nothing more than for this party to be the most talked-about event of the spooky season. In her opinion, being invited to this event is a ticket to social advancement in town.



Innocent Argent (The Hostess) played by Clare Hooper

Description: Innocent Argent is the beautiful, elegant wife of wealthy industrialist Pierce Argent. She is the hostess at her son Montague's splashy Halloween party.

Motive: Innocent desires nothing more than for this party to be the most talked-about event of the spooky season. In her opinion, being invited to this event is a ticket to social advancement in town.



Suggested Recipes

Recipes are provided in the purchased game kit.

Other Games From Host-Party.com

Below is a list of other games available from Host-Party.com.

A Rockin' Hot Tub Murder

A classic style murder mystery game for 8 to 12 players set in the present. Ideal for playing around a hot tub or pool or for a summer barbecue. It's electrifyin'.

A Broken Heart Murder on Valentine's Day

"A Broken Heart Murder" is a simple to use murder mystery for 8-14 people. It's a great way to move a party, have lots of fun and entertain your guests. How exciting to celebrate with the trivia and dancing that is included, and of course a murder! Everyone is a suspect, so come join the fun!

A Devilish Masquerade

A non-murder mystery game for at least 5 teens. A great choice as a Halloween party for teens, can be expanded to include an unlimited number of characters. A brief appearance by an adult hostess is built into the game to help set the scene.

A Holiday Murder

This holiday murder mystery game for 8-14 party guests is a great way to move a party, have lots of fun and entertain your guests! Set in the era of the 70s & 80s, it includes trivia, dancing and of course, a murder! Come join the fun!

A Knight's Quest

King Arthur is dying. The Knight's of the Round Table have been called together. They are to be sent on 4 quests with the final goal of finding the Holy Grail, a magic cup that will heal the King. However, Mordred and his band of evil knights will be doing everything they can to stop the Knights of the Round Table from helping the King.

A Lethal Luau

This simple to use adult murder mystery for 10-15+ people is a great way to have lots of fun with your guests! So don your colorful Island attire and prepare for an exciting evening that spikes up a murder!

A Licence To Murder

The party is being held at Funnymunny's Health Spa to celebrate the wedding of top secret agent James Bland, and you are invited to attend. A murder mystery game for 8 to 12 players set in the world of secret agents and mad megalomaniacs.

A License To Murder

A murder mystery game for 8 to 12 players set in the world of secret agents and mad megalomaniacs.

A Medieval Murder

This is a simple to use, entertaining and innuendo packed murder mystery appropriate for both first timers and regular players. The scripted dialogue enhances the rounds, and the mystery combines the fun of a medieval night with a murder most horrid!

A Mediterranean Murder

A Mediterranean Murder is a simple to use, entertaining Murder Mystery appropriate for both first timers and regular players. Ideal for Murder Mystery fanatics who want just that little bit more complexity in their game.