

# **I'm Dreaming of a Red Christmas: a Christmas Mystery**

## **A Host-Party Murder Mystery Game**



## **Game Materials**



**Distribute to all Cast Members**

# **I'm Dreaming of a Red Christmas: a Christmas Mystery**

**Created By Host-Party.com and Megan Kelly**

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## **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](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.

Send Script. You will want to distribute this document to the cast at least one week in advance of the production. The easiest way to do this is to use the 'Send Materials to Cast' option in the Communications menu on the Host-Party website.

Schedule a time to get together with the cast members before the production. Use this time to talk through the script, discuss the sequence, rehearse some of the scenes, and get a feel for the character dynamics. This can be done just prior to the performance, but it is better if you meet a few days before so you have time for adjustments.

Create a Backstage area. It is a good idea to mark a room or area off limits to the Detectives as your backstage area. Use this area to store props and keep copies of the script on hand. The cast members can retreat there between rounds or whenever they feel the need to consult the script.

## Cast Instructions

A Host-Party.com large group murder mystery is performed like a dinner theater production. There is a set of cast members who are the primary suspects. They will have full knowledge of the script, which means they'll know whodunit. The rest of the guests will take on the role of detective or as a team of detectives and it will be their job to solve the case. The performance usually lasts about 2 hours long but you can make it shorter by tightening up the sequence of events or longer by allowing more time between the rounds.

Cast members should review this script in advance. They are not required to memorize the dialogue word for word, but they should be familiar with the sequence of events and the gist of their lines. Each cast member will have to carry out certain actions (like arguments) and suspicious activities to set themselves up as primary suspects.

Here are a few suggestions for cast members:

Carry a Cheat sheet. Print a copy of the cheat sheet, at the end of this document and keep it with you during the production. That way, you can refer to it throughout the production to make sure you stay synchronized with the other cast members.

Don't memorize the lines in the script. The script is intended to give you a guide of the dialog. Improvisation is encouraged.

RELAX. You will likely be nervous and want to rush the sequence of events, but DON'T. Force yourself to slow down to let the scene unfold.

Synchronize your watches. Timing is an important element of our large group mysteries. Make sure the cast members are working off the same time. The script will denote timing throughout. 0:00 hour in the script is whatever time you start. You may wish to reset your watch to 12:00 at the start of the show. That way, you're literally at the zero hour and can easily figure out the time from there. For instance, if you begin the performance at 5:20, you may wish to reset your watch to 12:00 to align your watch with the script timing.

## **Guest Instructions**

The following instructions are available to your guests on the pre-game website. However, you may wish to read them to your guests when they arrive to the party to ensure everyone understands how the game is to be played.

Come dressed for a holiday party. Your role will be to investigate the murder of Santa; someone attending the party is the culprit. Use your imagination, ask a lot of questions and have fun!

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

## How to Read the Script

The script is broken into rounds. The rounds will allow you to pace the sequence of clues to ensure that the overall length of the mystery is not too long or too short. It is a common practice to break between rounds and to return 'backstage' to prepare for the next round.

Timing is noted in parenthesis (0:00) as the hours and minutes that should have passed since the beginning of the performance.

**Bolded Red Text** indicates events critical to the progression of the mystery. These lines will often reveal key elements required to crack the case. Be sure that the detectives are paying attention when you act out these segments. Bolded items are included on the cheat sheet.

## Round 1 - You'd Better Watch Out

### Round Instructions

This round should be implemented when the guests arrive. During this round, guests should be able to familiarize themselves with the characters (actors) by mingling and asking questions.

Appetizers and drinks should be served.

Props: Santa needs a glass of eggnog. Mrs. Claus refers to freshly baked cookies. This is optional, but cookies could be available to the guests as appetizers.

At the end of Round 1, the characters can take a short break. All but Santa and Mrs. Claus need to be back with the guests at the beginning of Round 2.

This round should take around 45 minutes.

## Round 1 Script

**Santa Claus (00:01):** Santa should walk around with his eggnog in his hand. He should have a sloppy appearance- for example, his shirt can be untucked.

Santa should be overheard making disparaging comments about the other characters. He should avoid the other characters if possible. Santa should blow off any questions about his potential retirement, speak a bit too enthusiastically about Mother Nature, and ask for opinions about how dire the consequences of global warming really are.

**Mrs. Claus (00:02):** Mrs. Claus is a gracious hostess. She welcomes each guest and encourages everybody to try her freshly baked cookies.

Mrs. Claus is irate about Santa's sloppy appearance. She should mention that she most certainly did not invite Mother Nature, and she doesn't care what anybody thinks. She should express concern that Santa has been spending too much time discussing global warming with Mother Nature, and she doesn't trust anybody that believes in a myth like that.

Mrs. Claus can express frustration that Santa isn't more excited about retiring. She can confide that she is looking forward to traveling in retirement. She's considering leaving with or without Santa!

**Holly Jolly (00:03):** Holly is cheerful, sweet, and articulate. She should let the guests know that the Christmas carol rehearsals are open to everybody, and that they welcome new members. She can discuss caroling with the guests (“Are you a tenor?” “Do you prefer the traditional carols or the contemporary ones?” “Do you think ‘O, Christmas Tree’ should be sung in German?”)

Holly can mention that she would like to speak with Santa, but she can’t seem to get his attention. She can explain that she would love the opportunity to talk to Santa about the possibility of naming a woman as the next Santa. If asked, Holly can explain why she thinks she’s the best qualified to step into the role of Santa.

**Frosty (00:04):** Frosty is studious, bookish. He is eager to share his latest global warming research with anybody who's willing to listen. He should especially express his concern that the effects- mainly, rising temperatures, seem to be most pronounced at the North Pole. He can point out that the majority of Snowpeople live in the North Pole region, and that as the average temperature rises, the inhabitable region for Snowpeople is shrinking at an alarming rate. He fears for the fate of Snowmankind.

To guests that pursue the conversation with Frosty, he can insist that more research is needed. He can share that he has been to Santa on many occasions, imploring him to allow outside scientists to place labs near Santa's Workshop. (Frosty can admit that the human studies seem to carry more credibility than the snowmen reports.) Frosty should express his disappointment at Santa's unwillingness to do this. Frosty should insist that it won't compromise security as Santa fears.

Frosty should frequently excuse himself to go outside and catch some cold air. He is, after all a snowman, and not accustomed to staying inside for long. He should leave and return as discreetly as possible.

**Yule Tide (00:05):** Yule speaks about little other than reindeers- he should be well versed in reindeer trivia. To anybody that will listen, Yule should be happy to share tips for most efficient aerodynamic antler design, diet to improve the sheen of a reindeer's coat, how the reindeer games are really effective training exercises.

Yule is a reindeer rights activist. He should express his concern that this Santa expects too much of the reindeer. He can explain that 100 years ago, Christmas toys were smaller and there were fewer toys given. The modern presents (mountain bikes, etc.) are much heavier, and kids ask for more stuff. For the sake of the reindeer, Yule should make a case for encouraging kids to ask for lighter, fewer toys.

Yule should not hide his frustration with the latest Santa for taking advantage of the reindeer by allowing them to pull a sled that is too heavy. Yule can mention that he has brought it up to Santa, but Santa didn't seem too concerned.

## Character Information

The information below will provide you with the basic information for each cast member. This will provide your cast with a good understanding of the characters and their motives. This sample kit will only show the first three characters.

### Yule Tide (Elf, reindeer trainer)

**Description:** Yule is an elf, and the head reindeer trainer.

Yule speaks about little other than reindeers- he loves them dearly. To anybody that will listen, Yule is happy to share tips for most efficient aerodynamic antler design, diet to improve the sheen of a reindeer's coat, how the reindeer games are really effective training exercises.

**Motive:** Yule has been overworked and underpaid for years. He doesn't mind so much because he loves the reindeer, but the way Santa works the reindeer borders on animal cruelty, in Yule's opinion. For the sake of the reindeer's well being, something needs to change, and Yule is willing to take drastic measures.



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## **Suggestions from Other Hosts**

Suggestions from other hosts are provided in the purchased game kit.

## **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.