

Bigfoot Encounter

A Host-Party Murder Mystery Game



Game Materials



Distribute to all Cast Members

Bigfoot Encounter

Created By Host-Party.com and Megan Kelly

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ADDITIONAL MATERIALS

Brochure
Brochure
StarChart

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.

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

A Host-Party.com large group mystery is performed like a murder mystery dinner theater production. There is a set of cast members who are the primary suspects. 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.

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 - It Was a Dark and Stormy Night... Campfire Tales

Round Instructions

In this round, the characters are introduced and the mystery is established.

Have the guests sit down in a circle on the floor or ground and turn to Richard to listen to the evening campfire program. Richard will attempt to lead the park's evening campfire program, and he will often be interrupted by the other characters. The characters will move in and out of the program. Toward the end of the program, most of the characters will wander off. The guests won't be able to see them.

If you are playing outdoors (this is the best cast scenario): If you can, begin this round at dusk around a campfire.

If you are playing indoors: Be sure that the guests can see an outside window from where they are sitting.

At the end of this round, the guests are going to catch a glimpse of Bigfoot. If you are outdoors, have Bigfoot softly walk to where most backs are turned, and make sure he has a place to be clearly spotted. As soon as the guests have seen him, he needs to run quickly out of sight. If you are indoors, have Bigfoot look into a window. The guests should be seated, listening to the dialogue, and shouldn't be expecting to see Bigfoot. Guests shouldn't have a chance to collect their wits and attempt to dash after him.

Characters should rush back into the program from all possible angles just after guests have seen Bigfoot, creating chaos and confusion. The characters should be able to 'run into' any guest that is attempting to follow Bigfoot and keep them in the circle. If a guest attempts to break away from a character to follow the Bigfoot, the character can more actively prevent the guest from leaving by saying, "Don't go out there! It isn't safe!" etc.

As a reminder, this is a suggested script, and not meant to be read word for word.

Keep Long Lost Ned out of sight until the final round. Also, guests should not be aware of the presence of Bigfoot until his appearance at the end of the round.

When Richard begins the program, Ivan, Jane, and Dana are seated with the guests.

Round 1 Script

Ranger Richard (00:01): Welcome to the Sasquatch National Park Evening Campfire Program! My name is Richard, and tonight's talk is going to be about the Friendly Nocturnal Creatures of the Forest.

Jane (00:02): But they're not all friendly, are they, Ranger Richard?

Characters snigger.

Ivan Tabeasty (00:04): I heard that you and Dick know all about the vicious nocturnal animals of the forest. Didn't you guys narrowly escape from being attacked by a werewolf? And only your true love for each other prevented it from biting?

Dr. Dana Gray (00:05): No, it wasn't a werewolf. It was a retired axe murderer, right? You stumbled into his hideout, and he let you go after hypnotizing you so you wouldn't remember and alert the authorities to his location. That's what I heard.

Jane (00:06): I am SO tired of hearing those dumb urban legends about our disappearance! Nothing like that has ever happened to us. Seriously, My boyfriend Dick and I just got lost trying to take a shortcut.

In fact, I doubt any urban legend is true, especially now that I've heard so many crazy stories about our disappearance.

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.

Ivan Tabeasty (Cryptozoologist)

Description: Ivan is one of the world's leading cryptozoologists, which is the study of animals that have not yet been proven to exist. He is intelligent and passionate about pursuing evidence of the world's most elusive animal species. He is in the area following up on an anonymous tip of a Sasquatch sighting.

Motive: Ivan hopes to secretly capture cryptids (animals that have not been proven to exist) and create the world's first crypto-zoo. It would be a fitting scientific legacy for him to leave, not to mention a means to experience professional vindication.



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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.