





First of all, I would like to say thank you for purchasing *The Wizard of Oz Murder*. It will be a party your guests will rave about for years to come!

It was awfully convenient that the tornado plucked Dorothy, Toto and the house from Kansas to deposit them directly atop the Wicked Witch of the East, killing her instantly without anyone else getting hurt. Was it a coincidence or premeditated murder? Based more on L. Frank Baum's original book than the Hollywood movie, *The Wizard of Oz Murder* reveals the truth – the slippers were silver, the poppy field was a popular place to hang out on a Saturday night and Dorothy was not as innocent as she pretended to be. Everyone had a motive, and it's up to everyone investigating to discover who killed the Wicked Witch of the East!

Please take a moment to read Shot In The Dark Mysteries' official disclaimer. Shot In The Dark Mysteries does not guarantee results and will not be held in any way accountable for any personal injury, death and/or loss to the players, facilitators or observers. This mystery and the materials herein are solely for entertainment purposes and cannot be reproduced or reused after one play without the express consent of Shot In The Dark Mysteries. The characters and story are fictional. Any similarity to actual living or dead people or events is purely coincidental.

Whew! Now that we have that over with, here are a few suggestions for making your party a roaring success.

*The Wizard of Oz Murder* is classified as an interactive mystery, which means your guests will be up, walking around, mixing and mingling to gather information with minimal effort on your part.

Players are encouraged to ask questions outside of those suggested, but if they ask something that is not explained in the suspects' information, the answer is usually "no". The mystery is separated into "Chapters", each of which allow the players to ask the suspects more questions to solve the mystery.



There are two types of clues in *The Wizard of Oz Murder*: “Share” clues and “Hide” or “Top Secret” clues. All of the suspects should receive a Share clue each Chapter, but they will only receive one Hide (Top Secret) clue, which will contain all of their secret information to help them answer questions. Share clues can be divulged willingly to anyone who passes by if the player so chooses. Hide clues should be kept secret as much as possible. They are not to lie about the information in that Hide clue, but they are not to offer it willingly – the sleuths must coax it out of them, and if they are asked directly about the information in the hide clue, they **MUST** divulge the information.

If instructions are given, they should be followed – although we promise it won’t be anything too complicated. Your mystery is meant to be easy and fun, so you won’t see the mystery get too complicated. Despite this, the plot is still complex, and we encourage your sleuths to get into the event, take notes and discover the truth!

All clues are all directed at the suspect (for example, “you saw the killer running down a dark hallway”). For the sake of getting everyone into the mystery, share clues should be transferred into the first person (for example, “I saw the killer running down a dark hallway”) and into the player’s own words. Each chapter contains directions. If, after reading the chapter directions, you still have questions please don’t hesitate to contact us.

Throughout your Mystery Materials, you will see the following icons on the top of the page that will guide you in facilitating *The Wizard of Oz Murder*:



The green eye icon means that as the host, you can look at the page without worry of spoiling the mystery for yourself.



The red eye icon means you should avoid looking at the information on that page, as it could give away the mystery, or "contain spoilers". Check for the character's name but don't read the information therein.

You can see one of these icons on the top of this page – just look up!

We at Shot In The Dark Mysteries like to hug trees, and encourage you to use recycled paper when you print your Mystery Materials. Your bonuses also include Accusation Forms. When the final Chapter concludes, the players will be instructed to determine who the killer was. We encourage everyone playing to cast their accusations about the identity of the guilty party. Print off as many of these accusation forms as you need, but we recommend one for each guest, not just those playing a character.

Your mystery also includes optional mp3 files for the introductions as well as the final reveal, or "Confession". Feel free to use these mp3 files to enhance your mystery – they're FREE! Burn them to a CD or run them off your computer and play them when instructed to do so by your Chapter directions. You are also receiving transcripts of the mp3 files in your printed materials below. If you have additional guests you would like to bring into the mystery, you can have these additional guests read the introductions instead of playing the mp3 files to get certain guests involved deeper than just being "sleuths".



This is an overview of how your event might go, to give you an idea of what to expect:

- Guests/Participants arrive
- Mingling
- Announcement of mystery (Introduction)
- Guests/Participants interact to gather clues from suspects for the pre-determined amount of time (the amount of time you allow is up to you, and unique to your event)
- Chapters continue, beginning with the Introductions, followed by a break for the "sleuths" to interrogate the suspects.
- After the end of the 3<sup>rd</sup> Chapter, sleuths cast accusations (encourage dialog about accusations, their reasons for accusing the suspect they chose and their feelings about the motives. For a smaller group, each person can have a moment to sling their accusation. For a larger group, you may want to ask a few people for their accusation and reasons.)
- The perpetrator is revealed (Confession)



For more information, tips and suggestions, please visit:

<http://www.shotinthedarkmysteries.com/what-to-expect/what-to-expect/>

and

<http://www.shotinthedarkmysteries.com/party-tips/>

If, after reading this guide you still have questions before the party, please don't hesitate to contact us. We will do everything in our power to ensure your mystery runs smoothly. Having said that, facilitating the mystery is easy - just relax and have fun!

That's it, that's all! You're ready to play! Have fun, and don't forget to send us pictures of your event to let us know how much fun your guests had!

Sincerely,



Leigh Clements  
The Mystery Maiden  
Shot In The Dark Mysteries.com



# The Suspects

## Dorothy

Innocent young Dorothy, with Toto in tow, carries a basket and wears a blue dress – and, of course, those famous Silver Shoes. Investigators have extracted her from Kansas and returned her to the Land of Oz for questioning.

## Tin Man

Tin from had to toe; the Tin Man carries an oil can and ax. The investigators found him ruling over the Land of the Winkies when they brought him in on suspicion of the Wicked Witch of the East's murder.

## Scarecrow

Taken from the Emerald City where he ruled in the Wizard's stead, Scarecrow is stuffed with straw and has painted on eyes and smile on his straw-stuffed head. Even though he technically had no brains when the murder occurred, the investigators found more than enough motive to bring him in under suspicion all the same.

## Cowardly Lion

The Cowardly Lion, pulled from his duties of King of the Forest, has agreed to help with the East Witch's inquiry as much as possible, and was eager to go along with investigators to the Emerald City. A little too eager...

## The Wizard

While traveling home via balloon, the Wizard was stopped at Oz's borders, apprehended and escorted back to the Emerald City for questioning. He wears a top hat, suspenders and a long, handlebar mustache.

## Glinda the Good Witch

The only good witch in Oz; Glinda the witch of the north wears a poofy pink dress and carries a magic wand. She is sickly sweet, greets everyone with a kiss on the cheek and is constantly complimenting people's shoes.



### Boq, the Munchkin

Boq is a humble Munchkin craftsman with whom Dorothy stayed for a night when she was traveling down the yellow brick road. Boq has bright red hair, wears overalls and, in grand Munchkin tradition, stands three and a half feet tall.

### The Wicked Witch of the West

It's not easy being green – and covered in warts - but the West Witch pulls it off in style. In a feat of pure magical ability, the inquiry board used a single drop of water, found at the witch's castle at her TOM (Time of Melting) and brought her back. If the Wicked Witch of the West is found innocent she will be allowed to live under intense police surveillance. If she is found guilty, The West Witch will return to her melted state and will remain that way forever.