





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

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

*The Christmas Party Prankster* is classified as an interactive mystery game, but can also be played as a turn-based game. This is really to your benefit, because you can use the format that works best for your players. If you play it as an interactive game (as outlined in the chapter directions) the players will be up and walking around, discussing clues with one another. If you choose to play it in a turn-based format, each player will share their information with the group one at a time en masse. Either way, the game will work, you just need to decide what will work best for your players.



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 game is separated into "Chapters", each of which allow the players to ask questions to solve the mystery.

There are two types of clues in *The Christmas Party Prankster*: "Share" clues and "Hide" clues. All of the suspects should receive a Share clue each Chapter, but not everyone will receive a Hide clue. 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.

Your game also includes Super Secrets, which simply get the players sharing secrets with a designated person. This is great for mixing and mingling and helps to get everyone active and engaged. Using Super Secrets is easy – all your guests have to do is follow the instructions in their clues.

If instructions are given, they should be followed – although we promise it won't be anything too complicated. Your game is meant to be easy and fun, so you won't see the game 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!

Usually, all clues are all directed at the suspect (for example, "you saw the prankster running down a dark hallway"). Since this game is designed for a younger crowd, the clues are actually written in the first person (ie: I saw the suspect running down a dark hallway") so they can simply read the clue to the group. After significant testing, we realized that reading levels can differ greatly even between those in the same grade. The first person clues will prevent anyone from growing embarrassed and also prevent confusion with the delivery of the information.



Throughout your Game Materials, you will see the following icons on the top of the page that will guide you in facilitating *The Christmas Party Prankster*.



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 Game Materials. Your game bonuses also include Accusation Forms. When the final Chapter concludes, the players will be instructed to determine who the prankster was. We encourage everyone playing to cast their accusations about the identity of the prankster. Print off as many of these accusation forms as you need, but we recommend one for each guest, not just those playing a character.



*The Christmas Party Prankster* contains one optional character – Mr. or Mrs. Smythe, who is in charge of supervising, distributing clues and reading the chapter introductions to the group as a whole. If you do not wish to play the optional character, you can have anyone playing read the introductions, or use the bonus mp3 files included with your game if you so choose.

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

## Brittany Smythe

Brittany loves Christmas and looks forward to her annual Christmas party all year. Brittany goes all out with her Christmas parties, and decorates with lights, Christmas trees, candy canes and mistletoe! She is kind and sweet but takes her Christmas parties very seriously.

## Tyson McAllister

Tyson attends Brittany's Christmas Party each year in a bow tie. He is well-mannered, handsome and sweet, and brings a little gift for Brittany each year.

## Brian Anderson

To say Brian is shy is an understatement. He and Brittany grew up together though, and have played together since the sandbox! Brian often stutters when he speaks and answers in one word sentences.

## Fergus Federline

Fergus makes any time a good time. He loves pulling pranks on people, and is always joking around.

## Feather Crane

Feather is a wild environmental advocate and has a passion for saving the earth. Feather is a vegan (doesn't eat anything that comes from an animal) and hums all the time to herself.



### Jennifer Doyle

Jennifer Doyle is popular and pretty. Although she does not hang around with Brittany and Sara at school, Brittany invites her each year to her Christmas party. This is the first time Jennifer has accepted.

### Sara Davison

Sara is Brittany's best friend. She also loves Christmas, and the two of them have spent many hours together planning Brittany's Christmas party.

### Baz Cooper

Baz is a long-haired singer/songwriter and plays an awesome guitar. When he gets a song idea, he bites his lip and scribbles in a notebook he keeps in his back pocket.

### Mr./Mrs. Smythe (Optional Adult Facilitator)

Mr. or Mrs. Smythe is Brittany Smythe's parent, is supervising the party and is in charge of games and clue distribution.



# TOP SECRET INFORMATION

The "Top Secret" information is designed to be delivered to each "suspect" before the mystery begins. We recommend delivering the suspects their top secret information before the day of the party, but if this is not possible, give it to them as they arrive on the day of the party. Give them a few moments to read their secret information, and tell them that it should be kept secret unless someone asks them directly about the information in the clue. You can use the "top secret" information to get the guests excited about the party ahead of time by sending it out with their invitation, including it in an email or hand-delivering it to them before the event.