





First of all, I would like to say thank you for purchasing *Vampires vs. Werewolves*. It will be a party your guests will rave about for years to come!

In the county of Lichenshire there are two evil forces at work. For centuries the area has been home to a pack of werewolves, who consider the area sacred and never hunt within its borders. Lichenshire is also home to a large coven of Vampires, who have lived in the area for decades. After years vicious warring over the territory, the two factions have managed to coexist under a truce. The truce is sacred - neither Vampire nor werewolf dare endanger the pact, and the boundary line between their lands acts as a no man's land.

While the two factions hate one another, they manage to live in peace. That is, until the word arrives that a dangerous monstrosity is arriving - a vampire-werewolf hybrid! Such a creature would only be created for one reason: to be used as a weapon! Who is behind the evil plot? Vampires will once again be pitted against werewolves to determine the truth - before it's too late for them all!

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.

Vampires vs. Werewolves 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 questions to solve the mystery.



There are two types of clues in *Vampires vs. Werewolves*: "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 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 hybrid 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 hybrid 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 *Vampires vs. Werewolves*:



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.

Vampires vs. Werewolves contains one unisex character – Metta. Metta can be played by either a male or female, so use that character to complete your suspect list with ease!

There is also a “Truce Master” role, which is completely optional. The “Truce Master” is responsible for keeping peace between the vampires and werewolves, and can also deliver the introductions and final “confession” reveal at the end of the mystery in lieu of the audio files.



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 3rd 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

The Vampires

Cirrus

Cirrus is the leader of the coven, having just recently taken over after the death of Montrose – a mystery in itself.

Cass

Cass likes extravagance – everything for him must be the biggest and the best. While the others in the coven play down their wealth and immortality, Cass chooses a life of blatant opulence. His mate is Camille, who he met on a boat from France over five decades ago.

Rico

Originally from Cuba, Rico joined the coven after wandering solo for 125 years. Despite his age and the various places he has lived, Rico has retained his thick accent.

Pike

The heart breaker of the coven, Pike uses his charms to lure victims in and gain their trust. Despite his devilish grin, he is desperately devoted to his immortal partner, Sophie.



Sophie

Like her immortal partner Pike, Sophie is stunningly beautiful and incredibly charming. No man can resist her beauty, which makes her incredibly dangerous – a grinning spider perched in her immaculately woven web.

Giselle

Giselle is a recent addition to the coven. Having just been converted in the 1970's, Giselle was a flower-power child. Adverse to war, disharmony and eating meat, it was only natural that in her "second life" as a vampire, Giselle is the coven's only "vegetarian".

Camille

Camille is a coquette kitten to the max. Originally from France, she still speaks with a heavy accent and loves to dress the part! Her words are peppered with French expressions like "Je ne sais quoi", so it can be difficult for Camille and Rico to understand one another. She is mates with Cass, and the two of them met on a ship from France just after she was turned into a vampire.

The Wolves

Monroe

The head of the pack, Monroe is older than he seems and is very protective of his family. He has lived in these parts for over 100 years, and he will continue to exist as long as vampires roam the earth – or until he is killed by them, whichever comes first.

Joshua

Joshua is a relatively new member to the pack, having only undergone his transformation three years ago. He is compulsive, strong-willed and quick-tempered. Add some claws and a full moon and you have a recipe for danger!

Kenneth

In his human form, Kenneth is laid back and relaxed, but as a lichen he is one of the fiercest beasts in the pack. He came to the pack as a baby after his parents were killed by a coven of vampires, so he has a natural hatred for anything with fangs.



Jacqueline

Jacqueline was the first of the female lichen in the pack. Her transformation was a shock to everyone – there has never been a female wolf before! Having to prove herself to her male brethren has left her short-tempered and sassy, and she always has the perfect comeback in any situation.

Flora

Flora is the newest addition to the pack, and is just the same in her wolf form as she is when human – shy and introverted. She is never one to take the offensive, but when she is backed into a corner, her bite is definitely worse than her bark.

Timothea

Timothea, or “Tim” as she is referred to by the rest of the pack, was the second female addition to the wolf pack. Her transformation also confirmed that Jacqueline wasn't “The Chosen One”, as many rumours suggested, and proved that female wolves were the future. Tim is a born problem solver and often relies on her quick wit to get the pack out of tough situations.

Metta (Non Gender-Specific, can be played by a male or female)

Metta is a newer addition to the pack, and came to the area after the death of his/her entire pack in the vampire-lichen war of 2001.

The Truce Keeper (Optional)

The truce keeper is not a suspect, but is in charge of keeping things between the vampires and the werewolves from getting heated. They are also responsible for delivering clues and reading introductions, as well as delivering the final “reveal” at the end of the mystery.