





First of all, I would like to say thank you for purchasing The Superhero Peace Convention! We know you'll love your custom mystery, and it will be a party your guests will rave about for years to come!

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 game 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 facilitation of your game will be easy. Each chapter begins with directions and an introduction. The chapter introductions can be read by you, one person, or you can change it up and have someone new read the chapter introductions – it's up to you. Just follow the directions and the game will run smoothly.

The Superhero Peace Convention is classified as an interactive mystery game, 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 they think of on their own, but if they ask something that is not explained in the player's information, the answer is usually "no". The game is separated into "Chapters", each of which allow the players to ask questions of the other suspects to solve the mystery. There are two types of clues in The Superhero Peace Convention: "Share" clues and "Hide" clues. The "Hide" information is included in each player's "Pre-Game Information", and can be delivered to the player before the night of the event, or as each person arrives at the party. Everyone will receive a Share (or general) clue each Chapter, and 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.

Hide clues should be kept secret, and 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!

All clues are all directed at the suspect (for example, "you saw the murderer running down a dark hallway"). For the sake of getting everyone into the game, share clues should be transferred into the first person (for example, "I saw the murderer 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 Game Materials, you will see the following icons on the top of the page that will guide you in facilitating The Masquerade 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 Game Materials.

Your game bonuses also include Accusation Forms. When Chapter 3 concludes, the players will be instructed to cast their accusation of the killer. Print off as many of these accusation forms as you need, but we recommend one for each guest if you have extra people attending, not just those playing a character.



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





PRE-GAME DIRECTIONS

The pre-game, *“Top Secret Clues”* can be used in one of two ways. You can either send the clues out ahead of the date of the party to allow your guests’ excitement to grow, or you can hand them out as your guests arrive. The players may need the information in these clues when the game begins, so if you are sending the information out ahead of your event, make sure you have copies of the clues, or tell your guests to bring their *Top Secret Clue* with them so they can refer to it as they are being questioned. The *Top Secret Clue* information should be kept secret unless the player is asked about the information directly.



PRE-GAME CLUES



TOP-SECRET CLUE FOR THE SINGING SCOURGE



Nergal's retirement announcement pissed you off so badly, you couldn't even sing about it! About a year ago, you and Nergal struck a deal. He needed help on a few smaller jobs that would make some of his associates owe him favours. You wanted a record deal, and he has the contacts to make that happen. He promised if you helped him with these petty crimes, he would get you the record deal you wanted. You finished the last of these "odd jobs" last month, and it was his turn to deliver. But instead of calling you to say you had a record deal he told you he was retiring. "Bad luck, old chum," he said to you with a snicker and then hung up. You were furious!