



# Murder Mystery Party

List of charters , video and 1920's slang

<https://youtu.be/LaMUKufVTzM>

**5pm** Guest Arrive- Cocktails, hors d'oeuvres, photo booth, psychic readings and card games (Tarot or Black Jack)

**6pm** Guests should review instructions, host will formally introduce characters and synopsis

**6:20pm** **Round One** envelopes handed out

**6:50pm** Dinner

**7:05pm** **Pre-Round Two** Flappin' Event Challenge

**7:35pm** **Round Two**- Envelopes handed out, clues are discussed

**7:55pm** Results are presented, investigation sheets are handed out (by host) guests interrogate each other- full story is in the player's cards \*ask the right questions

**8:15pm** Collect whodunit guesses- **Optional accusation round**- guests can take turns \*who & why (motives)

**8:30pm** Dessert & coffee - **Round Three** envelopes are handed out, one by one solutions are revealed by each guest & the murderer confesses at the conclusion - \*Round Three cards notifies murderer

Must knock at the door 3 xs and the secret password is : torpedo