



80'S

high school
REUNION
Murder Mystery

ONE LAST SPLASH



PRESENTED BY
amazing



ONE *last* splash

Welcome to One Last Splash, the class of 68's 20-year high school reunion!

We promise to make it a night you won't forget. It's time to mingle, have a drink, enjoy the free buffet and meet former classmates - some of whom you haven't laid eyes on in 20 years!

Indeed, there's no better place to ignite old romances, settle former debts and indulge in outrageous gossip. This class was known for more than just its medal-winning swimming team, after all.

A Prince track is on loud and the dance floor is looking bodacious but murder is about to strike! Could it be the former spoilt brat, the embittered faculty or the school bad boy? Is 20 years enough time to let old resentments rest? Do we ever really grow out of who we were in high school?

Get ready for a night of scandal and dark deeds amongst a cast of conspiring alumni and employees. No one is safe and everyone is a suspect!





HOST GUIDE

Welcome!

First things first, make sure you read through this guide thoroughly.

This pack includes everything you need to run and host your very own murder mystery party. We've designed it to be easy to host, tricky to solve and fun to play.

All murder mysteries are set up differently. This one is structured so neither the victim nor the murderer has any knowledge of their fate prior to the party. We have ramped up the drama further by having the murder take place on the night of the party!

Coming up is a list of things you need to do in order for the party to run smoothly. Once you have everything in place you will be amazed at how involved your guests get, it will be the talking point of the season!

So, let's begin.

How to host without knowing who the murderer is

Hosting a party doesn't mean you have to miss out on all the fun! If you wish to play along and be a character then follow these instructions in order to avoid seeing who the murderer is!

You will not find the murderer's name in this Host Guide document so rest assured, you can safely read this file in full.

There are only two places where the murderer's name is revealed: The Guilty File and their Envelope B.

The Guilty File is flagged with a cover page telling you NOT to read on. The murderer's name is only revealed within the text, so you shouldn't accidentally see it whilst printing it out. If you don't trust yourself, get someone who is not playing to print it out and seal it in an envelope labelled GUILTY. The murderer will also be revealed in the character's Envelope B contents, so for this reason, don't look closely at the small text when organising or ask someone else to do this task for you!

General Structure and assigning characters

Before the event, assign all your guests a character. The character profiles can be found on the link in your confirmation email. This link also includes tips on how to assign the characters. It is best to send the character profiles as soon as you can, so guests can read through their profiles and organise their costumes.

Costumes/dress-ups are a must, they help guests get into character and identify each other.

Your guests will arrive on the night and will immediately have a set of tasks and goals to complete whilst mingling and having a few drinks. The tasks keep the game from being scripted, but at the same time, give each character things to find out about other players or to reveal about themselves.

Each guest will have a motive for killing the victim which they will discover through the night. As well as trying to find out who committed the crime, they also have to protect their innocence.

The victim will not know who killed them, so once the murder has taken place, this guest can assume the role of a detective and play on! We recommend bringing a hat, moustache or pipe to help them slip into their new character and be identified.

Below is everything we think you'll need to have a memorable night, of 80's nostalgia, suspense, high school jinx and murder!

Murder Mystery Preparation

Once you have sent your guests their character bios it's time to organise the event! There's lots of printing to do so make sure your printer has plenty of ink and paper. You'll also need two plain envelopes for each player including yourself if you are playing.

- Read through this guide thoroughly, you may want to print out the entire doc or just the pages that are needed on the night, such as the Evidence, House Points etc.
- Next, print out the folder labelled 'Character Envelope's A + B'.
- On the top left corners, you will see an A or B. Split the character profile pages into their relevant envelopes and clearly mark the envelopes with label names along with the letters A or B.
- Print out the house tokens in this doc and add 10 tokens to all of the character envelopes marked 'Envelope A'. During the game, players can gamble, blackmail and bribe using these house points. The player with the most house points at the end of the game receives an additional prize.
- Place all the evidence (found in this document) in an envelope and mark it EVIDENCE.

Prizes

You may want to organise small prizes for your party guests for the following things awards

- Best dressed
- The Drama King/Queen
- Best Sleuth
- Best Hustler (Most house points by the end of the game - award this last)

All guests will have the chance to vote on these awards when they submit their murder accusations and certificates for the winners can be found towards the end of this doc.

Murder Mystery Party Timeline

Print and keep close to refer back to on the night.

Pre-party prep:

- Get in costume, prepare the nibbles and set the scene with props and our 80's playlist which you'll find in our A* Party pack.

Guests arrive:

- Make sure all guests have access to their opening envelopes (A) and drinks and nibbles are available.
- Go around the table and encourage each guest to introduce themselves. Make apologies for any missing characters (See next page).
- Let everyone know that they have 10 house points in their envelopes and a prize for the person who owns the House Points at the end of the night.

Before the murder:

- Play Spotify playlist 1 for background music. Encourage people to open Envelope A if they haven't already and to complete their tasks and goals. Some guests have additional information in their envelopes which they can use during the game.
- This is a good time to enjoy dinner if a sit-down meal is a part of your event.

Speeches and The Murder:

- The victim will reveal themselves to you (and only you!) and let you know that they have completed their opening tasks. This is your cue to begin the speeches.
- Chad will deliver his speech and handover to Silva.
- Silva McNamara will read her speech. After her speech, play the song 'Mrs Robinson' - from Spotify playlist 2.
- During the song, turn the lights off in the room. Make sure the room is pitch black. At this point, the victim will leave the room and die!
- Play the second song in the 'After the Murder' playlist (again, found in your A* Party pack) - it's eerie!

After the murder:

- The victim is now dead. Explain that the victim will now be assuming the role of Detective Thyme. The detective has been called to investigate the suspicious death. Hand the opening statement to Detective Thyme to read allowed to the guests.
- Hand out the "B" envelopes to your guests.

The Investigation:

- The investigation is on. Guests mingle and try and work out who the murderer is. Everyone is a suspect.
- Hand Detective Thyme the evidence envelope and have them present new evidence every 10 minutes or so. Guests have the opportunity here to examine the exhibits and further speculate.
- Make sure all guests have ample time to mingle and talk among themselves - they will have secrets and tasks to complete.

The Conclusion:

- Hand out accusation forms and pens to all the guests, including Detective Thyme.
- Collect the accusation forms and tally up the scores.
- Hand Detective Thyme the "Who Dunit" page and have them read it aloud to the guests.
- Present the awards and announce the winners!

Host to read out before party begins if playing with fewer than 12 guests:



HOST GUIDE

Welcome everyone to the class of '68 High School Reunion!

We have a few apologies from former students who couldn't make it tonight. Those that send their apologies are:

(delete where appropriate - some of these characters may be present depending on the numbers playing)

Colin Grimes

Your old janitor - very much a part of the school, but not present this evening

Christy Hawke

Former class swot, Christy is away on business tonight as she runs busy opticians 'Hawk-Eye' in Red Creek town.

Jason Hawke

Christy's twin Jason also sends his apologies - he is in the middle of a big case as an Attorney in the City so cannot make it tonight.

Betty Webber

Sadly former student and now Red Creek Chronicle's chief reporter, cannot attend tonight as she is covering another story out of state.

A couple of notices before we begin. The first is to read your notes thoroughly and try to complete your tasks.

Keep your ears and eyes open. Not everything is what it seems...

Assigning Characters

<i>Character name and description</i>	<i>Guest Assigned</i>
<u>Chad Jockton</u> - Former school heartthrob, football star, and sports-mad Prom King, Chad is the charming sports coach at Red Creek High who thinks he's invincible. This reunion is has come at a unfortunate time however...	
<u>Silva McNamara</u> - Silva was hailed '68 Prom Queen and she basks in her high school glory days like they were yesterday. Though head cheerleader and little miss popular, she was also a bully. She still lives in her hometown with her kids and dull husband....what is she hiding?	
<u>Celia Grant</u> - Celia was the spoilt brat of the class and a great friend of Silva's, not much has changed. She's still never worked a day in her life, although she'd like people to think she's a high flying businesswoman - what can go wrong?	
<u>Stephanie Grimes</u> - A professional Cello player who's flown back from Belgium especially to come to the reunion. Stephanie sadly missed her own prom and is determined to make up for it - her father will be there if anything goes pear shape.	
<u>Brian Spikes</u> - Brian was the school bad boy. He got into trouble back in high school and did some jail time. He appears to be a reformed man who has turned his life around, or so it would seem...	
<u>Eric Fairplay</u> - Eric was the class nerd who won all the science fair competitions, now he's a fax machine entrepreneur who has made a small fortune - what's the secret to his success?	
<u>Paige Masters</u> - Paige was a bossy high school teacher at Red Creek High School until she left suddenly to become a crime novelist. She's no stranger to crime scenes.	
<u>Christy Hawke</u> - Christy runs a very successful optician in Red Creek. She wears funky statement glasses with pride and she's ready to bedazzle her former classmates who once picked on her and nick-named her "Hawke-eye the ugly twin".	
<u>Colin Grimes</u> - Or Janitor Grimes to everyone... Colin has been the school janitor for as long as he can remember. Always in the shadows, Colin knows more than he lets on.	
<u>Sid Starbrook</u> - Sid has been the drama teacher at Red Creek for over 25 years and he is in the middle of directing a Murder Mystery play in the school theatre. One for flamboyant theatrics, he's got plenty to say tonight!	
<u>Jason Hawke</u> - An attorney who lives outside of Red Creek, Jason Hawke is Christy Hawke's twin brother and former senior class president at Red Creek High. A loyal friend to his former school mates...perhaps too loyal.	
<u>Betty Webber</u> - Betty was an aspiring actress in high school, but now she's a reporter for the Red Creek Chronicle. A cunning performer, she'll get to the bottom of anything.	



THE *Game* rules

Every murder mystery is different so make sure you read our game rules.



Who are you?

Get familiar with your character profile and take note of your relationships with other guests.

Dress and act the part

The more you get involved, the more fun you'll have! Dressing up in character makes it easier for other players to identify you and keep the game moving. It also makes for great photos, so throw on those costumes and accessories and get in character.

Tips

Don't reveal everything about your character. While there are key things that everyone needs to know about your character, some things can stay a secret. Use your discretion and don't give everything away too soon, after all, you have no idea who the victim or murderer is yet!

Read Up

Read the school newsletter and take note of your former classmates.

House Points

Use your house points wisely. For the game, you will receive house points to use for bribery and blackmail. The player with the most house points at the end of the night will receive a reward for their business savviness.





CLASS OF '68 REUNION NEWSLETTER

YOUR GUIDE TO THIS EVENINGS'S REUNION ACTIVITIES BY SILVA MCNAMARA



You'll notice that nothing much has changed in 20 years - even the classrooms are laid out the same!

TIMETABLE THIS EVENING

7:00am - Some of you have asked that the pool be opened early so you can have an early morning swim in your old pool. Janitor Grimes will open the doors at 7am for any alumni who wish to swim.

7:00pm - All guests are to arrive at Red Creek High School and come to the school hall for a welcoming drink.

7:30pm - Former student Silva McNamara has organised some welcoming music for everyone. Thank you Silva for your help!

7:45pm - Try not to fall asleep as we hear some cello music from a former student!

8:00pm - Food is served in the school hall.

9:00pm - Speeches to start in the main hall. We will hear from our very own Celia Grant who is giving a speech on being a working woman. Then we'll hear from Eric Fairplay about his contribution to the school. Finally, Miss Masters will tell us all about her inspirations when writing her crime novels.

9:45pm - Dancing! Again, organised by Silva McNamara.

WELCOME RED CREEK ALUMNI - CLASS OF '68

RED CREEK HIGH SCHOOL WELCOMES YOU TO AN EVENING YOU'LL NEVER FORGET.

We are so happy to welcome our famous class of '68, back after 20 years for your very own Red Creek High School reunion. Wander the halls you used to walk around, find your old locker and view the swimming pool to remind yourself of all those early morning starts in the swim team! You can even view photos of the prom king and queen at prom!

We promise that we will make your Red Creek reunion a night for the history books!

TODAY'S ATTENDEES

Silva McNamara - We all remember the high school cheerleader and synchronised swimming champ, team captain and prom queen. Silva is now head of the parent's PTA at Red Creek High School where both her daughters attend.

Eric Fairplay - He's come a long way from winning science competitions at Red Creek and now runs the hugely successful fax machine company Fairplay Solutions.

Christy Hawke - It's great to welcome back Christy, now a proud parent at Red Creek High School.

Brian Spikes - Government advisor Brian joins us from the capital - no doubt we still all remember his legendary swims for the Marlin Boys team.

Stephanie Grimes - what a treat! Professional cello player Stephanie is joining us after flying in from Belgium! She now plays the cello in the Belgium National Orchestra so stay tuned, she might give us a performance!

Chad Jockton - A true Red Creek prodigy, much loved by all. The football star, Red Marlin swim team champ, former prom king and now school sports coach will be delighting us with his attendance.

Celia Grant - We all remember Celia at high school and the legendary parties she threw! It will be a pleasure to find out what you've been up to Celia!

Jason Hawke - Senior class president, swim team champ and now Attorney General - we welcome Jason back to Red Creek.

Paige Masters - Former Red Creek teacher turned crime novelist, the talented Paige is doing a guest lecture for our students and joins us this evening.

Sid Starbrook - Our steadfast drama teacher has recently celebrated a quarter century at the school! He is looking forward to re-meeting all his old students.

Betty Webber - Betty Webber has put her theatrical past behind her and is now a reporter for the Red Creek Chronicle. Got a story for Betty? If not, I'm sure the school reunion will provide one!

Janitor Grimes - will be on hand for the evening to open the school and make sure everything runs smoothly.

EVIDENCE

Exhibit A

Description: Scrumpled note

Notes: Found in victim's pocket - soaking wet

RED CREEK INN

Creek Road, Red Creek - 1008 907 654

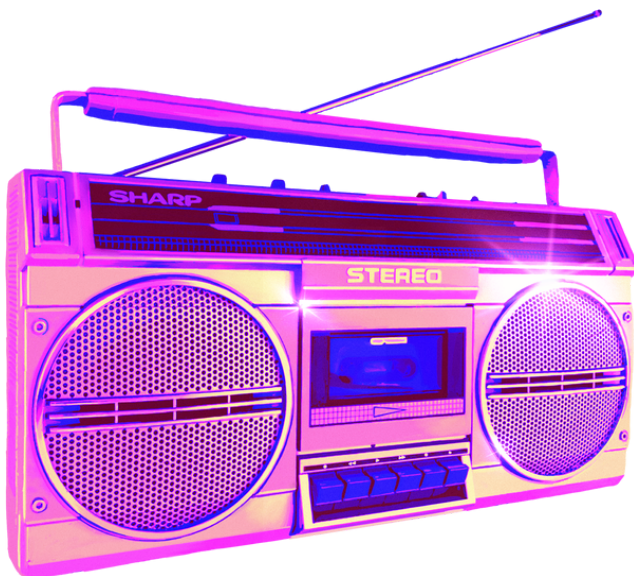
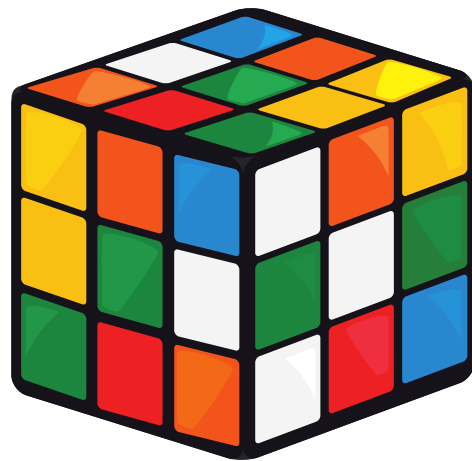
Meet me
at the
swimming
pool

x

EVIDENCE

Exhibit B

*Description: a wet footprint, slightly bigger than Silva's, Rubik's Cube, Boombox
(Notes: Found poolside next to victim)*

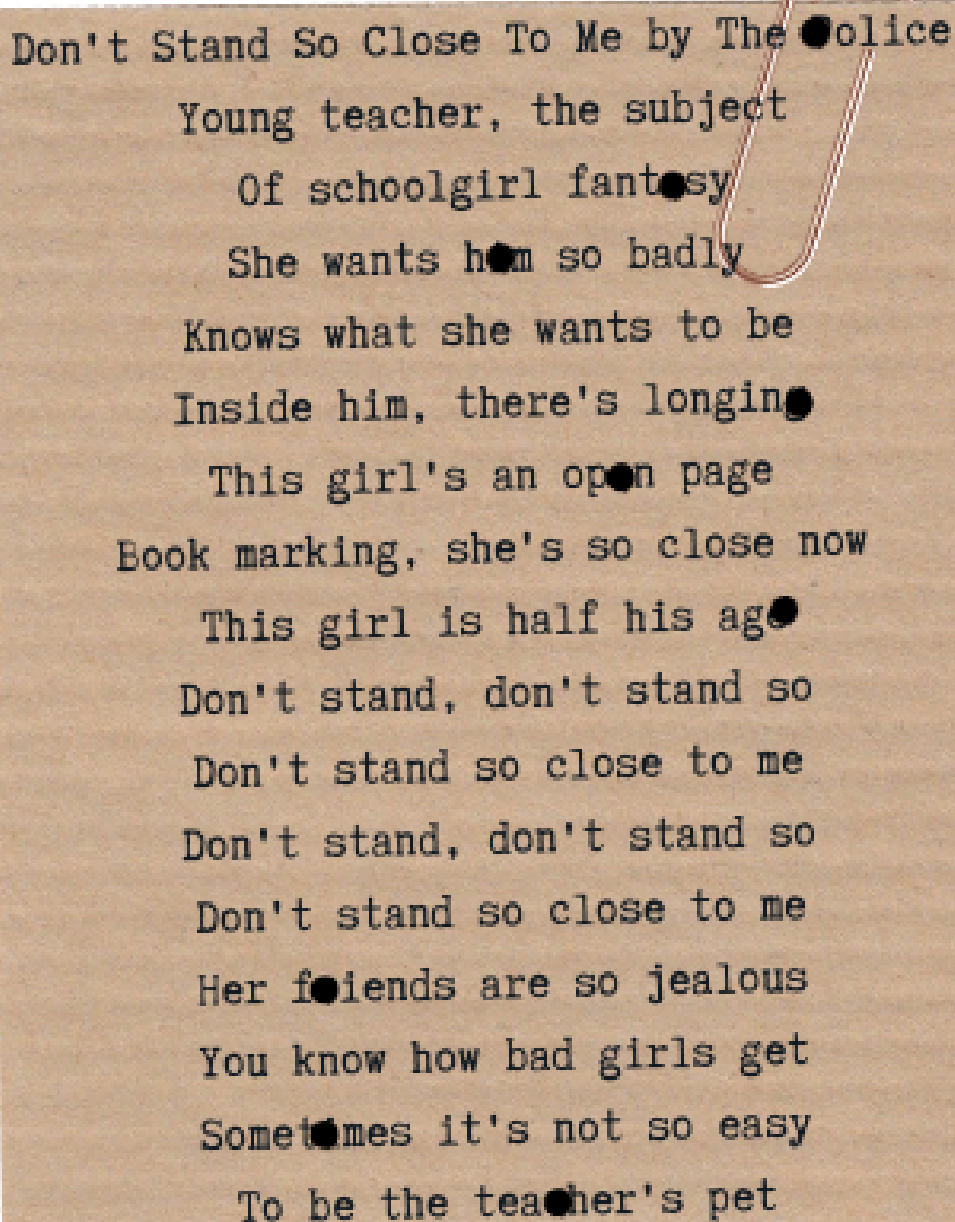


EVIDENCE

Exhibit C

Description: Cryptic Clue

Notes: Found pinned to a row of school lockers



Don't Stand So Close To Me by The Police
Young teacher, the subject
Of schoolgirl fantasy
She wants him so badly
Knows what she wants to be
Inside him, there's longing
This girl's an open page
Book marking, she's so close now
This girl is half his age
Don't stand, don't stand so
Don't stand so close to me
Don't stand, don't stand so
Don't stand so close to me
Her friends are so jealous
You know how bad girls get
Sometimes it's not so easy
To be the teacher's pet

EVIDENCE

Exhibit D

Description: Fax Transmission

Notes: Last fax sent by school fax machine

FAX SENT BY RCHS TO
REDCREEKINN/05.11.88/10:24AM

TO: S
FROM: D

I HOPE YOU ARE COMING THIS EVENING?


LET BYGONES BE BYGONES.
D

EVIDENCE

Exhibit E

Description: Bank statement

Notes: Found in a bin near the swimming pool

 Red Creek Savings Account Pass Book			
Name	Silvia McNamara		430762
Address	I04 Riverside Drive Red Creek		
Date	Withdrawals	Deposits	Balance
03/10/87	**32.50 K.B Toys		**475.99
I4/02/88		**500.00 E. Fairplay	**975.99
2I/02/88	**400.00 SEARS		**575.99
I9/04/88		**500.00 E. Fairplay	**975.99
I2/06/88		**500.00 E. Fairplay	**I,475.99
I5/06/88	**200.00 The Gap		**I,275.99
02/08/88		**500.00 E. Fairplay	**I,775.99
02/08/88	**I,700.99 Walt Disney World Florida		**75.00
I4/09/88. Account closed			

EVIDENCE

Exhibit F

Description: The contents of Silva's handbag

Notes: Left in the school hall

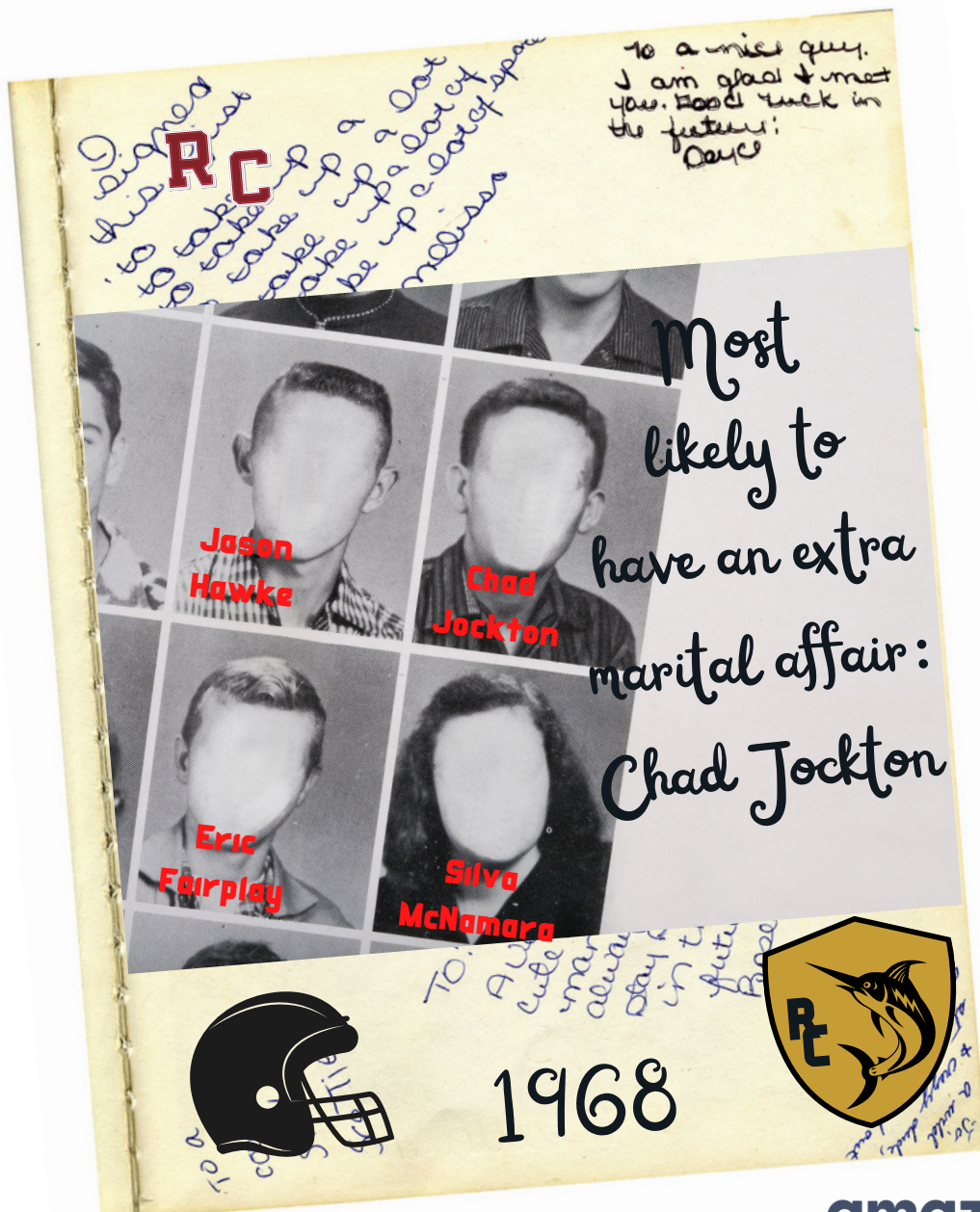


EVIDENCE

Exhibit G

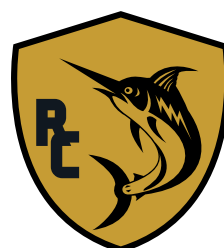
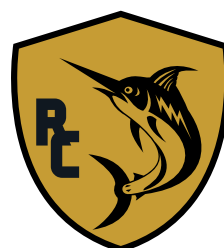
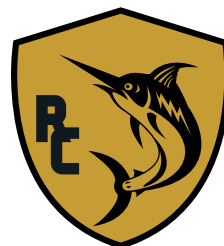
Description: Yearbook page

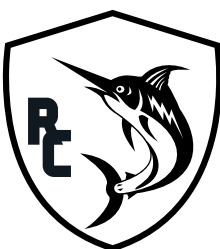
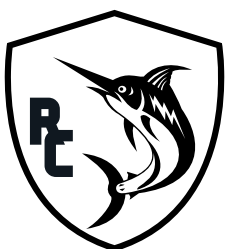
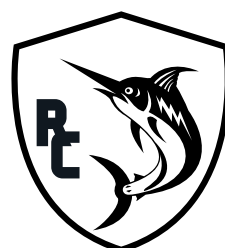
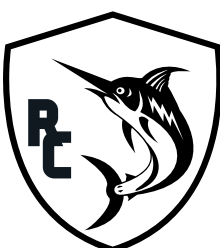
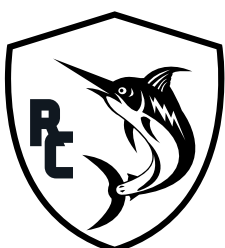
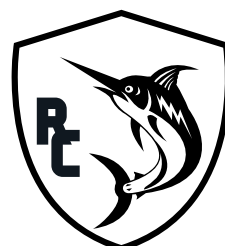
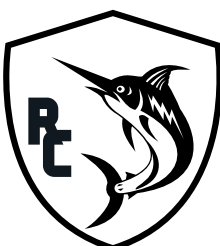
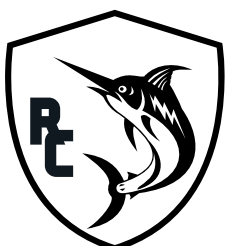
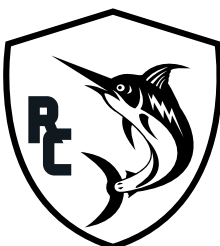
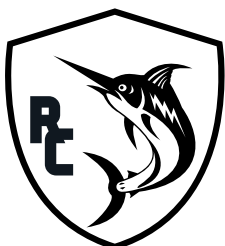
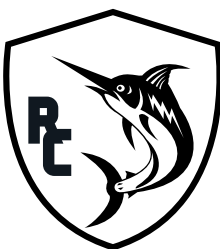
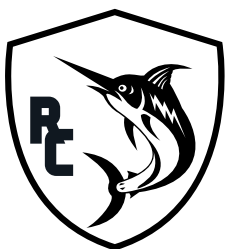
Notes: Submitted by Sid Starbrook



House points

**Print as many pages of these as you need and give 10
house tokens to each guest**





Who Dunnit?

|

Firmly accuse _____
of being the cold-blooded murderer!

Best dressed:

Best super sleuth:

Best drama king/queen:

Total house points:

Who Dunnit?

|

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Best dressed:

Best super sleuth:

Best drama king/queen:

Total house points:



80'S

high school

reunion

Murder Mystery



80'S

high school

reunion

Murder Mystery

**DRAMA KING
OR QUEEN**



Award player 3 bonus house points!

amazing

BEST DRESSED



Award player 3 bonus house points!

amazing



80'S high school reunion

Murder Mystery

BEST HUSTLER



amazing



80'S high school reunion

Murder Mystery

SUPER SLEUTH



Award player 3 bonus house points!

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