



MURDER AT THE PANTO

**INFORMATION AND
SAMPLE GAME
MATERIALS**

MURDER AT THE PANTO

Thank you for downloading this information and sample file. The documents you need to run the game are contained in the main pdf file which is available to purchase.

THIS SAMPLE CONTAINS

- Instructions for running Murder at the Panto
- An invitation
- A sample from the player rounds section
- A sample from the player clues section
- Sample pantomime script

THE MAIN GAME CONTAINS

- Instructions
- Introduction
- Invitation
- Costume suggestions
- Pantomime script
- Player rounds
- Player clues
- Accusation list
- Solution
- Labels

HOW TO PLAY THE GAME

Murder at the Panto is for 8 players. There are four female characters and four male characters. The host is responsible for printing out and organising the documents for the game (Full instructions are provided)

Games usually take two and a half to three hours and are designed to be played around a meal or a buffet

MURDER AT THE PANTO

Your attendance is requested at the final dress rehearsal of Aladdin. This adult pantomime is the latest production to be put on by Gusset-On-Navel Amateur Dramatic Society (The Society who put the sin into Sinbad but didn't do a lot for Dick Whittington). It is a version of the traditional Arabic story and has been scripted, produced and directed by Harry Stoke-Ratt, local Councillor and owner of Gusset Hall.

How to run this downloadable Murder Mystery Game

Instructions for 'Murder at the Panto - 8 Players

The male roles are

1) Instructions For Printing After You Have Purchased And Downloaded

- You will need Paper (A4 or similar), scissors and 8 envelopes (minimum size 22cm by 13cm)
- You should have ready for printing:

- A/** These 'How To Run' instructions
Introduction
- B/** Player invitations
Ideas for costumes
- C/** Player slips
- D/** Player clues
- E/** Player scripts
- F/** Accusation list
Solution to the mystery
- G/** Labels

2) Printing

Print out the following:

- A/ One copy**
 - How to run
 - Introduction
- B/ Eight copies**
 - Invitations
 - Costume suggestions
- C/ One copy**
 - Player slips

Cut along the dotted lines and place each player's slips in an envelope on which you should write their name (do this task with the papers upside down and try not to read anything!)
- D/ One copy**

Print out the player clues (one copy of each). Fold each clue up from the bottom leaving only the top two lines showing
- E/ Eight copies**

Print out eight copies of the player scripts (one set for each player)
- F/** Print out one copy of the accusation list and solution taking care to fold the solution without reading it
- G/** Print out the labels onto sticky labels if required. The labels can also be printed out on to card to use as place settings.

3) In advance of playing the game

- Allocate the characters to the players using the information on the invitation and ideas for costumes. are optional characters (This game is for 8 players).
- Send an invitation and ideas for costumes sheet to each player at least one week before the Murder Mystery takes place (to give them chance to organise their costumes).
- You may wish to prepare labels or nametags for each character on the night (if you do, please be careful with delicate fabrics)
- Download the MP3 file containing the introduction

4) On The Night

- Welcome your guests with a nametag or label
- Hand out the player envelopes, clues and a set of scripts to each player.
- Play the introduction MP3 file. If this is not possible the host should read the introduction part 1.
- The host should then read the introduction part 2 (the police bulletin)
- Each player reads their 'Secret information' slip to themselves
- Commence the game with each player reading out his or her 'Round 1-Reveal this information now' slips (starting with the hosts)
- Work through the remaining rounds ensuring that each player has read their slip (and clue if appropriate) before moving on to the next round

This game has eight rounds. Rounds 1, 3, 5 and 7 use the scripts for Acts 1, 2, 3 and 4. Rounds 2, 4, 6 and 8 contain the murder mystery. After Round 8 the players should make their accusations giving their reasons. Use the list to decide the order of the accusations

- When all accusations have been made the host reads out the solution to the mystery. After the solution has been read out the players should go to Act 5 which contains the songs to be sung.

Important Notes

The story and characters in this Murder Mystery are fictitious. Any resemblance to any person living or dead is purely coincidental.

Any disputes arising from the sale of this game are subject to the laws of England and Wales irrespective of the geographical location of the customer

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MURDER AT THE PANTO

GUSSET-ON-NAVEL AMATEUR DRAMATIC SOCIETY

Present ‘*Aladdin*’ (or ‘Give it a quick rub me duck!’)

Your attendance is requested at the final dress rehearsal of this adult pantomime. The rehearsal will take place

ON:.....

AT.....

YOUR ROLE IS.....PLAYING.....

Your fellow thespians will include:

- Connie Linctus • (Local Pharmacy Owner) playing Aladdin
- Stu N. Dumplings • (Local Butcher) playing Widow Twanky
- Cass Trait • (Local Vet) playing Princess BadLabrador
- Adrian Sworl • (Local Builder) playing Avva Nana
- Annie Seed • (Local Sweetshop Owner) playing The Fairy Godmother
- Shaun De Leer • (Local Antique Dealer) playing The Genie
- Bess Before • (Supermarket Owner) playing Tess Tickle
- Nosmo King • (Local Comedian) playing Wishee Washee

This is the latest production to be put on by Gusset-On-Navel Amateur Dramatic Society (The Society who put the sin into Sinbad but didn't do a lot for Dick Whittington). It is a version of the traditional Arabic story and has been scripted, produced and directed by Harry Stoke-Ratt, local Councillor and owner of Gusset Hall.

Gusset-On-Navel Amateur Dramatic Society would like to thank the generosity of the local business community for their kind sponsorship of the show especially Connie Linctus (for donating the first aid kits), Stu Dumplings (for donating the hot dog sausages and meat pies), Cass Trait (for training Aladdin's dog), Adrian Sworl (for building the set), Annie Seed (for donating the lollypops to throw to the audience), Shaun De Leer (for providing a number of the props), Bess Before (for providing the refreshments at rehearsals) and Nosmo King (for lending Harry his joke book)

ROUND 6

ASK BESS BEFORE

Harry seemed to have found out that you were up to no good. Is this true?

PRODUCE YOUR CLUE AND READ IT TO THE GROUP



ADRIAN SWORL

ROUND 7

PLEASE READ GROUP SCRIPT ACT 4



ROUND 8

ADRIAN SWORL

ANSWER WHEN ASKED BY STU N.DUMPLINGS

Yes they went missing at previous rehearsals when I brought my tool kit to make some adjustments to the set.



GRABBIT AND RUN



LICENSED INSOLVENCY PRACTITIONERS

To A Sworl Esq

Dear Sir,

RE Investment in Stoke-Ratt Ostrich Farms Ltd

We refer to your recent enquiry following our final creditors letter of the 25th inst.

We can confirm that there is no prospect of any dividend to the unsecured creditors (which includes your loan of £50,000) or to the ordinary shareholders (which includes your 50% shareholding of 50,000 £1 ordinary shares)

We have also investigated the conduct of Mr H Stoke-Ratt And can confirm that he has acted correctly under the rules of the Insolvency act 1986.

The payments out to Mr Stoke-Ratt covered the repayment of his secured loan.

Yours faithfully

Ivor Bigfee

ALADDIN

ACT 4

Scene 1 The cave

Aladdin Don't like this cave, I like the light, Don't want to be a troglodyte.
My freedom means a lot to me, Oh help me genie, set me free.

Genie I'm back outside the cave once more, Now just how do you work the door?
Open up now, concentrate, Hello Al, are you in there mate?

Scene 2 Wishee Washee's Shop

Fairy G Our pals rush back to Wishee's shop, Intent to give Avva the chop.
Aladdin goes to ring the law, While Genie rushes through the door.

Genie Quick, Avva Nana, you must hide, Aladdin's mad, He nearly died.
Come here because I know just what'll, Confuse him, hide in the bottle.

Fairy G So Genie magicked him inside, You will be safe in there he lied.
He put the cork in, sealed it well, Then said a 'lifetime porridge spell'

Avva Nana Please let me out, I'm Avva Nana, I never really meant to harm her.
Just all those years of being bad, Have gone and sent me slightly mad

Wishee I think a celebration's due, I will do something great for you
If you all bring your clothes to me, Then every second garment's free

Tess My brother's very mean methinks, He ought to buy us all free drinks.
Where is the Princess, She should know, Aladdin's free to come and go.

Widow T Ooh Ee Princess BadLabrador, Aladdin knows you're not a whore.
Come in here quickly, Tell them both, Let our Aladdin plight his troth.

Aladdin Come here my Princess, sit with me, I will love you eternally.
That Avva caused us so much pain, Enough to drive a lad insane

Princess You mean you never thought me dumb, Or ugly like a camel's bum.
So now we've righted Avva's wrongs, Come here, kiss me but please no tongues

Fairy G Avva Nana's tried in vain, To make Al think his girl was plain.
And so to prove she's not a dog, The princess gives our Al a snog.
Our show had better not go on, Before Aladdin gives her one
So as they reach the bedroom door, We'd better finish our Act 4