



**INFORMATION AND
SAMPLE GAME
MATERIALS**

SUMMONED: A SUPERNATURAL MURDER MYSTERY

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 Summoned: A Supernatural Murder Mystery
- An invitation
- A sample from the player rounds section
- A sample from the player clues section

THE MAIN GAME CONTAINS

- Instructions
- Introduction
- Group clues
- Invitation
- Costume suggestions
- Player rounds
- Player clues
- Accusation list
- Solution (In both MP3 format and on paper)

HOW TO PLAY THE GAME

Summoned: A Supernatural Murder Mystery is for 6, 7, 8, 9 or 10 teen players. The actual game is sold in different versions for each number of characters. (6, 7, 8, 9 or 10 players with different versions for different combinations of male/female guests) 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.

BACKGROUND

Lord Harbinger of Doom has spent many years as a demon slayer, fighting evil spirits who have crossed into the human world. He recently found an ancient spell in the Book of Evil which will allow him to actually summon evil spirits to earth. He has an unpleasant surprise waiting in the Dungeon for any evil spirits that answer his summons.

Join Lord Harbinger and his assistant Willie Survive as they prepare for possibly the last battle of their lives

How to run this downloadable Murder Mystery Game

Instructions for ‘Summoned: A supernatural murder mystery – 10 players.

The male roles are Willie, V.R., Count Dracula, Guy and Jack.

1) Instructions For Printing After You Have Purchased And Downloaded

- You will need Paper (A4 or similar), scissors and 10 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/** Accusation list
Solution to the mystery
- F/** Labels

2) Printing

Print out the following:

- A/ One copy**
 - How to run
 - Introduction
- B/ Ten 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/** Print out the player clues (one copy of each). Fold each clue up from the bottom leaving only the top two lines showing
- E/** Print out one copy of the accusation list and solution taking care to fold the solution with-
out reading it
- F/** Print out the labels on to sticky labels if possible. The labels can also be printed out onto card to make 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.
- 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). Send each person their pass with the invitation so that they can add their own photograph.
- You may wish to prepare labels or nametags for each character on the night (if you do, please be careful with delicate fabrics)

4) On The Night

- Welcome your guests with a nametag or label
- Hand out the player envelopes and clues. Remind the players that the murderer may lie but everybody else must tell the truth if challenged
- Willie Survive reads out the introductions part 1 and 2
- 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 seven rounds. After the final round 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 plays the MP3 solution to the mystery. (If this is not possible the host should read out the solution to the mystery.)

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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Summoned:

A supernatural murder mystery

You have been summoned to the dungeon at Doom Castle by Lord Harbinger of Doom, the famous summoner and demon slayer. You are powerless to resist as his summoning spell is very strong. Who knows what the evening will hold.

The other guests will include:

- | | |
|------------------|---|
| Willie Survive | • Lord Harbinger's nephew and assistant |
| Dee Monn | • Demon |
| V. R. Woolf | • Werewolf |
| Countess Bathory | • 16th Century Hungarian mass murderess |
| Count Dracula | • Vampire |
| Belladonna Morti | • 19th Century Italian murderess |
| Guy Utine | • French executioner |
| Nefertiti | • Egyptian Queen |
| Jack the Ripper | • Victorian mass murderer |
| Lucy Fur | • Devil |
-

VENUE.....

DATE:..... TIME.....

YOUR CHARACTER IS.....

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ROUND 3

COUNT DRACULA

ANSWER WHEN ASKED BY DEE MONN

It is true that it was one of Harbinger's ancestors that killed me back in 1501. However, if it had been me that killed him I would have bitten his neck and drank his blood. I wouldn't stab him with a sword.

ANSWER WHEN ASKED BY BELLADONNA MORTI

I was born in 1451 and I died in 1501. I lived in Brun Castle in the Carpathian Mountains.

ASK NEFERTITI

Queen Nefertiti, I was reading some of the notes that Lord Harbinger had left out on his table and one note would seem to give you a perfect reason to kill him.

READ YOUR CLUE OUT NOW

Did you kill Lord Harbinger?



ROUND 4

COUNT DRACULA

ASK V.R WOOLF

V.R, how did you die?

ASK WILLIE SURVIVE

Villie, when will my powers come back? I grow weary of this human form.

ASK JACK THE RIPPER

Jack, why did you become a killer?



COUNT DRACULA

ROUND 5 ASK VR WOOLF

Lord Harbinger's diary is on his desk over there. I had a quick flick through and found an entry that relates to your killing. I will read it out to show you had a good reason to kill Lord Harbinger.

READ YOUR CLUE OUT NOW

Are you the killer?

ANSWER WHEN ASKED BY DEE MON

The authorities back then were so disgusted with my behaviour as a vampire they wanted it erased from our history.

ANSWER WHEN ASKED BY NEFERTITI

Well my father was Vlad Tepes, also known as Vlad the Impaler. Whenever he was popping out for a stake he didn't mean a piece of beef. I suppose with all the evil influences I had when young, I had to turn out to be a bad one.

**CLUE TO BE READ BY COUNTESS BATHORY
ROUND 3**

THE

TIMES

GUY UTINE FOR THE CHOP?

Notorious French executioner Guy Utine was hanged today at the Bastille in Paris.

Utine, 67, was the Royal Executioner to the French Court and executed over 3000 convicts until his retirement seven years ago.

Unfortunately he did not stop after he retired and, in a seven year spree, he executed another 500 people unofficially. Utine would travel the county with his mobile guillotine and persuade people to lie on the bench just to see what it would have been like to look up at the blade. He could then pull the lever and kill the poor victim.

After conviction on 500 counts of murder it was decided that Utine would be hanged so that he did not have the satisfaction of being guillotined himself.



This spirit has been coming back and could be dangerous