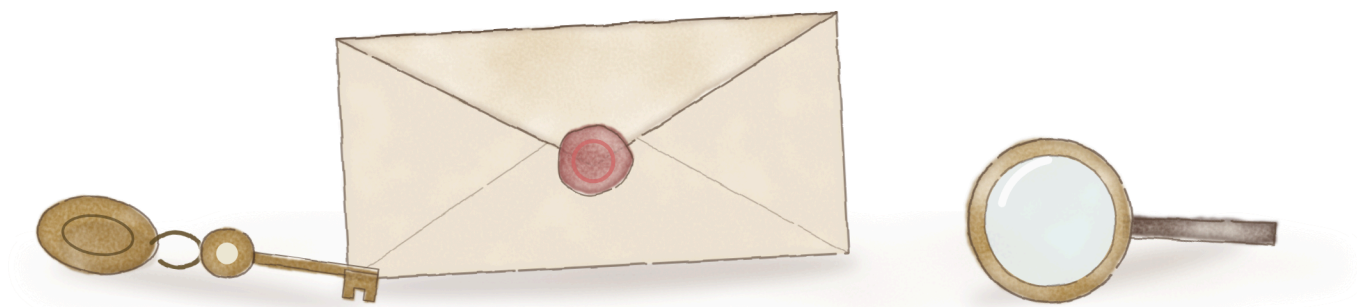




A FREE HOSTING GUIDE AND CHECKLISTS

How to Host a Murder Mystery Party

Everything a first-time host needs around the game itself: when to invite, how to cast, what to print and how to run the night – without spoiling a thing for yourself.

HOW TO USE THIS GUIDE

- 1 Read the timeline (page 2) and tick it off as the party gets closer.
- 2 Use the guide to choosing a game (page 3) before you buy or print anything.
- 3 Send the casting survey (page 4) with your invitations, or ask the questions in person.
- 4 The print-prep page and the run sheet (pages 5 and 6) are for the week of the party; the guest page (7) can go out with the invitations.
- 5 Two invitations per sheet are on the last page: type your details in BoboCreate, or write them in by hand.

THIS IS A GUIDE, NOT A GAME

This guide is not a mystery game: it has no story, clues or solution. Use it with any murder mystery game. For a free one to start with, The Missing Ledger (4 to 6 guests, about 45 minutes) is free on Bobotemp.

The hosting timeline

Tick it off as the party gets closer.

THREE WEEKS BEFORE

- ☐ Pick a date, and a game that fits your guest count (see page 3).
- ☐ Check the game's content note fits your guests — and the age it is written for.
- ☐ Decide whether you will play too, or only host. If you play, plan to print without reading.

TWO WEEKS BEFORE

- ☐ Send invitations with the date, place, dress idea and an RSVP date.
- ☐ Send the casting survey, or ask each guest the questions yourself.
- ☐ Note any food needs; plan a dinner that does not keep you in the kitchen during the acts.

ONE WEEK BEFORE

- ☐ Cast the roles: bigger parts to guests who enjoy talking, quieter parts to guests who would rather not.
- ☐ Tell each guest their character and dress idea — but never another guest's secrets.
- ☐ Print (see page 5). Sort by the footers; seal the envelopes and the solution.

THE DAY BEFORE

- ☐ Count guests again. If someone cancels, follow your game's cancellation page.
- ☐ Clip each guest's pages together, their name on top, with any later-act pages folded printed side in. Set out envelopes, pens, notes and ballots.
- ☐ Read only the host pages: the quick start, the print list and the script.

ON THE NIGHT

- ☐ Greet guests and hand each one their own pages, still clipped and folded.
- ☐ Run the script: opening, the acts, accusations, the reveal.
- ☐ Keep the solution sealed until every ballot is in.

AFTERWARDS

- ☐ Hand out the awards, take a group photo if everyone agrees, and ask what they would change next time.

Choosing a game

Six questions to ask before you buy or print anything.

How many guests?	Most games are written for an exact range — for example 4 to 6, or 8 to 12. Pick one whose range includes your count with room for one cancellation.
Roleplay or case file?	In a roleplay dinner each guest plays a character with secrets, and the host runs the evening. In a case file nobody plays a role: one to four people solve the evidence together, with no host.
How long?	A first party works best at 45 to 120 minutes of play. Add time for dinner, and a little more for a big group.
Who is coming?	Read the content note. A good game says how the death happens (offstage, never described) and what themes it touches.
Does the host get to play?	Only if the game says the host pages are spoiler-free and the solution is a separate, sealed file.
Is it fair?	A good mystery can be solved from its evidence, has one proven answer, and never relies on the culprit confessing.

KEEP IT SAFE

Use no real or replica weapons and no fake emergencies. Keep the story offstage: a good mystery describes no harm. Guests can sit out of anything.

CASTING SURVEY · FOR YOUR HOST

Answer as much as you like. Your host uses it to give you a part you will enjoy.

Your name

Would you like a big part, a medium part or a small part?

Are you happy to read aloud in front of everyone? (yes / a little / rather not)

Would you like to dress up? (yes / maybe / no — any answer is fine)

Any food needs or allergies?

Anything you would rather not see in a story?

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Anything you would rather not see in a story?

Print prep

One page to get every sheet in the right hands, unread.

- ☐ Print at Actual Size (100%), not “fit to page”, so cut lines and folds land where they should.
- ☐ Single-sided is safest: a page that shows through to its back can spoil a card.
- ☐ Sort the stack by each page’s footer — it says who a page is for, never what is on it.
- ☐ Put each act’s evidence in its own envelope and write the act on the front.
- ☐ Clip each guest’s pages together with their name on top. Fold the later-act pages printed side in, so they stay closed until the host says.
- ☐ Seal the solution, or give it to a guest to keep, and open it only when every ballot is in.
- ☐ Low on ink? Black and white is fine for any game that does not rely on color for a clue — check the game says so.

The run sheet

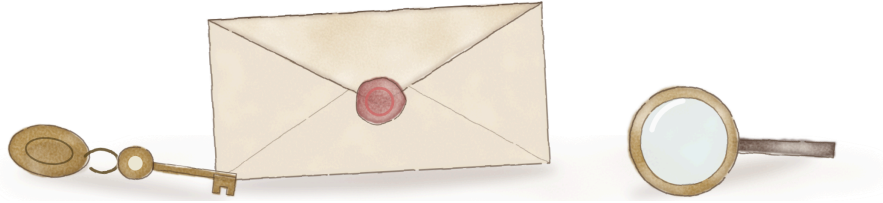
Write your own start times; the order fits most dinner mysteries.

PHASE	WHAT HAPPENS	STARTS AT
Arrival	Drinks or snacks; hand out booklets; quick hellos in character if guests like.	
Opening	Read the game's opening; everyone reads their introduction.	
Act 1	Lay out the first evidence; guests share what they know.	
Dinner	No new evidence; talk if you like.	
Act 2	New evidence; everyone opens their next page.	
Act 3	If your game has one: the last evidence and last questions.	
Accusations	Ballots: who, why, and two clues.	
The reveal	Open the solution; read it aloud; awards.	

Playing a murder mystery

Everything a guest needs to know — and nothing about the story.

- ☐ You do not need to act, dress up or stand up: reading your character's lines aloud is enough.
- ☐ Your booklet tells you who you are, what you know and what you want. Keep your secret until your booklet says otherwise.
- ☐ Open later pages only when the host says.
- ☐ The evidence on the table tells the truth. Other guests might not — that is the fun.
- ☐ Only one person did it. If it is you, your booklet will say so, and you may lie to get away with it.
- ☐ Never look at the solution, the envelopes or anyone else's pages before the host says.
- ☐ Anyone can step out of a scene, a costume, a drink or a topic at any time.



YOU ARE INVITED TO A MURDER MYSTERY DINNER

Someone at the table has a secret. Come and find out whose.

HOSTED BY

Your name

WHEN

Saturday, November 14 · 7:00 PM

WHERE

1 Example Street, Your Town

YOU WILL BE

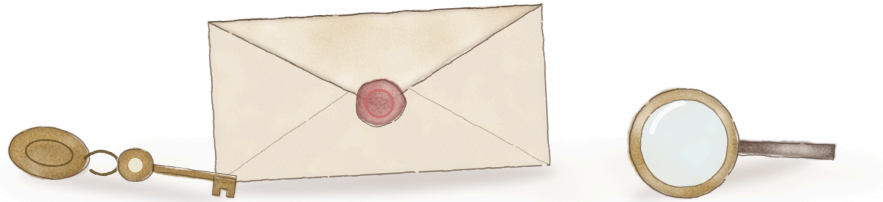
DRESS

Come as you are, or in character

RSVP

Your phone or email, by Nov 7

No acting needed — your host will send you your character.



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