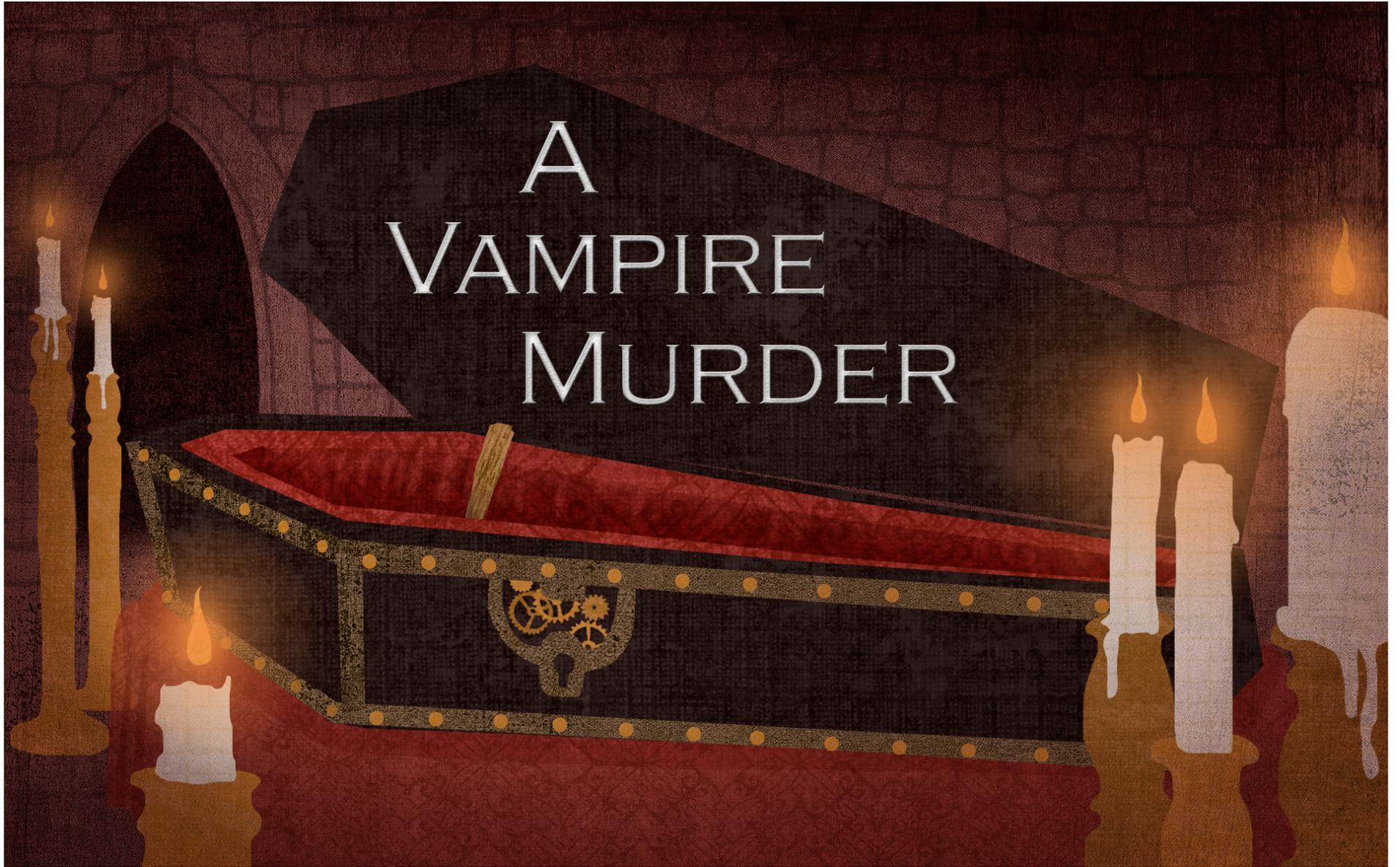


A VAMPIRE MURDER





SUSPECT

*A
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Murder*

Play Site

This is your suspect guide! It will give you all the information you need to be a suspect in a Shot In The Dark Mysteries mystery party! On the left, you'll see an easy access button to reach our PLAY! Site, which gives you the chance to view the floor plans for this mystery, the other suspects, the video trailer and more!

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welcome!

Welcome to Shot In The Dark Mysteries, and your Suspect Guide! By the end of this guide you will know the format, what is expected of you, what you should do, shouldn't do and more. You will be able to show up at your hosts' party and totally rock being a Suspect with confidence. It will be a party you'll never forget!

Sometimes, those playing a Suspect can be nervous or apprehensive because they don't know what to expect. By the time The Big Reveal comes along, our Suspects are having so much that they don't want it to end. I'm going to do my best to tell you what you can expect so that when the mystery is underway you can relax and have fun being your uber-suspicious character!



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forget what you know about mystery parties

There is one thing you need to know before reading any further in your Suspect Guide: if you have attended or hosted a mystery from another company, you will have to forget what you know about mystery parties. Our format is completely different! When we created it over a decade ago, the format was a first in the industry, and has since revolutionized the way mystery parties are seen by guests. Gone are the days of silly stunts, embarrassing lines and humiliating back stories. It's a true, authentic who-dun-it investigation, where even the killer can investigate and, cast an accusation, even if they accuse themselves, in the end!

The format of your mystery party is a "Mingle" mystery. What this means is that instead of sitting around, reading in turns from a piece of paper, everyone is up and mingling around, questioning each other to piece together the clues and solve the mystery.

Shot In The Dark Mysteries is the only company in the murder mystery party industry to offer the "Mingle" mystery format. This exclusive, up-off-your-booty format originated from the mysteries we designed for large fundraisers. It wasn't "theatre", no one was putting on a "performance" and no one was "reading in turns". It was new and radical. Like one of our participants once said, "This Ain't Your Grandma's Murder Mystery Party!"

We don't use the word "Game" if we can avoid it. Our mysteries are a pure and true "Investigation" experience. Someone has been killed, and the Suspects have been identified. They need to be questioned, just like a Sleuth would question witnesses and suspects to solve the murder case.



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suspects can investigate too

The party you're attending will fit into one of two scenarios; either everyone attending is a Suspect, or there are a handful of Suspects and everyone else will question the Suspects to piece together the mystery without taking on a character themselves.

Either way, you, as a Suspect, will also be flexing your sleuthing skills, questioning the other Suspects to find the killer.

your goal

The goal of the Suspect and Sleuth is to identify the killer (even if the killer is the character you are playing), and conceal your own motives as best as possible while still following the "Rules" (outlined below). Ideally, you will be the only one who will outsmart the others, showing what true, untapped genius lies within you. You want to identify the red herrings and rule them out as suspects, ask questions that will make the other Suspects give up their "Hide" information (their secrets), deflect suspicion from yourself and try to steer investigations away from you.



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your "clues"

You are receiving your "clues" (your information) ahead of the party so you can familiarize yourself with your information. Some people like to memorize their information, but this is in no way mandatory. Feel free to bring your Clues with you, either on paper or on your Smart Phone or other wireless device, and refer to the information if you want to!

There are two types of information you will receive in your Suspect Guide: "Share" and "Hide". The Share information can, and should, be blurted out to anyone who comes your way, and is usually about the other Suspects, your alibi etc. The Share clues will push suspicion onto the other Suspects and away from you, and needs to be circulated as you speak with people. The Hide information should be kept "close to your chest" and concealed as much as possible - without lying.

Usually, the Share and Hide Clues can be found on the last 2-3 pages of your Suspect Guide (this guide you're reading right now). Some hosts will print off everything you will need, but if you need to print your clues yourself, print the last 2-3 pages of your Suspect Guide and, if you have one, the Floor Plan.



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the rules

There are only three rules that you must, **MUST** abide by or the mystery will not work. Other than these three things, you can pretty much do anything you want.

1. Don't make up information about the other Suspects. There are only three rules that you must, **MUST** abide by or the mystery will not work. Other than these three things, you can pretty much do anything you want.

For example, unless your Share information says "You saw Joe Jones kill the victim", don't say it!

2. Don't lie about your Hide information. So, if your Hide information says "You were running down the dark hallway at the time of the murder", and someone comes to you and says, "So-and-So saw you running down the dark hallway at the time of the murder", you can't say "No, I wasn't", "I don't know" or "Maybe, maybe not...". Don't lie.

3. You must share your "Share" information. There's always one person who thinks they're going to be cool by playing the "tight-lipped" Suspect. No matter how many people ask them questions about things they saw, they won't share their Share information. These people spoil their hosts' parties.

No really. Here's the thing about Share information: It's designed to be used so that you can place the blame on someone else and deter suspicion from yourself. It also contains information vital to solving the mystery.

So, please don't be a "tight-lipper" (as we not-so-affectionately refer to them). Don't spoil everyone's good time. Share your Share information, don't lie when asked about your Hide information so we can all be friends, capiche?

Now, having said all that, you **CAN** be vague. An example of this is "Where were you at the time of the murder?" "I was in the hallway." You don't have to tell them you were actually in the hallway with the victim. Wait for them to ask you "Were you alone?" Let the sleuths work for it!



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STRATEGY TIP!

IF YOU ARE ASKED ABOUT SOMETHING THAT IS IN YOUR HIDE INFORMATION, YOU MUST ANSWER, AND ANSWER HONESTLY. HOWEVER, WHENEVER POSSIBLE, TRY TO DISCLOSE YOUR SECRETS ONLY TO THE PERSON ASKING, EVEN IF THAT MEANS TELLING THEM TO MEET YOU IN PRIVATE OR SLIPPING THEM A NOTE.

i have nothing to say about that

Sometimes, participants will get REALLY into it and come up with off-the-wall questions. If you are asked something totally out there, something not remotely related to anything provided to you in your Share or Hide information, simply say “I have nothing to say about that”. The other participants will be informed in the Announcement of Murder that this phrase means they are on the wrong track, but saves the awkwardness of having to break everyone's concentration to explain that there is no information about what they're asking. This phrase definitively tells the investigator that you aren't just being vague, but that you genuinely don't have the answer they're looking for.



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the killer doesn't know they are the killer

Sometimes there are participants who will wander around asking everyone if they are the murderer. If this person is at your party, it will probably be in a loud, accusatory voice, and they will shout, "WHY DID YOU DO IT? WHY DID YOU KILL HIM/HER?" We love these people – they make everyone laugh. So, if this person shows up at the party, don't worry, you're not going to be in an awkward position. The killer doesn't know they're the killer, so you can be entirely honest with the material you have without worry about letting something slip that you shouldn't. Here's why we choose not to let the killer know they are the killer...

Shot In The Dark Mysteries doesn't just put together a mystery package in theory and assume it will work at a party. We actually host these mysteries ourselves, in small private scenarios and large, public events like fundraisers. Based on our real live experiences, we have chosen to keep the killer a mystery, even from the killer, for a few reasons.

First, not knowing allows all Suspects to be completely honest with the information they receive. Second, it allows all players to piece together the mystery equally. With one Suspect not investigating, the identity of the culprit quickly becomes clear and the mystery ends up ruined. Not only that, when the participants know each other well, it can quickly become obvious who the killer is based on the way they act. Therefore, in our experience, your mystery is more successful when the killer isn't aware they are the killer.

Not to mention that the Suspect who is the killer can cast an Accusation before The Big Reveal, even if that Accusation is against themselves!



SUSPECT

A Vampire Murder

Play Site

how to investigate solving the mystery

The party you are attending is classified as an interactive “Mingle” mystery. This means you will be up off your hiney, speaking with the other Suspects and participants and asking and answering questions to piece together the mystery. It's a true investigation, which means that you will have to use “The Little Grey Cells” as Poirot would say, to form a theory about the killer, their motives, who had the means (ability) and who had the opportunity to commit murder.

If this sounds intimidating, don't worry. It's actually easier than the the traditional form of mystery party. You don't have to perform lines or embarrassing stunts, you just simply investigate, and try not to incriminate yourself. You will be provided with a few questions in the Announcement of Murder (which are also on the Notes page you will receive from your host). Those questions will allow you to gather enough information to naturally come up with your own questions.



STRATEGY TIP!

FOCUS ON FINDING THE SUSPECT WHO HAD THE MOTIVE, MEANS AND OPPORTUNITY TO COMMIT THE MURDER. ALSO, ALWAYS CHECK ALIBIS.

TRY TO EAVESDROP ON CONVERSATIONS BETWEEN OTHER INVESTIGATORS AND SUSPECTS. SOMEONE ELSE MAY BE CHASING DOWN A THEORY YOU HAVEN'T THOUGHT OF OR BE INVESTIGATING CLUES THAT YOU HAVEN'T YET DISCOVERED. ON THE OTHER HAND, BEWARE OF OTHERS TRYING TO EAVESDROP ON YOUR CONVERSATIONS" YOUR GOAL IS TO GATHER THE CLUES TO FIND THE KILLER, MAY THE BEST SLEUTH WIN.



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Play Site

how to use the play site

The PLAY! Site is a webspace you can visit before the party to get information about the mystery you'll be attending. At the PLAY! Site, you can view the trailer, see the Suspect List, find out what to expect and more. The PLAY! Resources will vary from mystery to mystery (for example, some mysteries don't require costumes, and are classified as "Costume Casual", so they won't have costume ideas, whereas others may have resources like "1920's Slang". The PLAY! Site is located at the link below (or click the button that reads "Play Site" on the left of any page of your guide). Ask your host which version of the mystery you will be solving to get suspect lists specific to your investigation.

<http://www.shotinthedarkmysteries.com/play/>



CHECK OUT THE PLAY" SITE BEFORE THE PARTY AND FAMILIARIZE YOURSELF WITH THE OTHER SUSPECTS. THIS WILL ALLOW YOU TO JUMP STRAIGHT INTO THE INVESTIGATIONS INSTEAD OF SPENDING PRECIOUS SLEUTHING TIME IDENTIFYING THE CHARACTERS.

STRATEGY TIP!



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costumes

Costumes are an important part of a themed mystery party, and for the “themed” mysteries, you will find a discussion about costumes on the PLAY! Site for your particular mystery. We also have costume ideas on our Pinterest boards at:

<https://www.pinterest.ca/mysterymaiden/>

if your mystery is costume casual

Some mysteries have themes that are obvious (ie: A Flapper Murder at the 1920's Speakeasy and The Masquerade Murder) and costumes will be obvious. But if you have been invited to what we call a “Costume Casual” mystery, you will not have costume suggestions, or they will be vague. We do this on purpose so that your host can set a theme as they see fit.

There's a great article about how to select a costume for a “Costume Casual” mystery on our website at:

<https://www.shotinthedarkmysteries.com/what-do-i-wear-to-a-costume-casual-murder-mystery-party/>

If you still can't decide what to wear, we are always here to help!



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Play Site

about the mystery

This is an overview of how your mystery is designed, but remember that all of Shot In The Dark Mysteries' packages are designed to be flexible, so your host may end up changing certain elements to suit their unique event.

- Guests/Participants arrive
- Mingling
- Announcement of Murder
- Guests/Participants interact to gather clues from Suspects for the predetermined amount of time
- Sleuths cast accusations
- Culprit is revealed (The Big Reveal)

virtual mysteries

Recently, with people unable to get together in-person, solving the mystery virtually, on a platform like Zoom, has become common. If your mystery will be held in some sort of a virtual capacity, you will find instructions, handy how-to's and more on the Play! Site - a link to which can be found on the left of your guide! When you get there, just find the mystery you will be solving, and the version for specific information. You may need to ask your host which version (ie: how many males and females) you will be investigating for suspect lists specific to your mystery. For more on virtual mysteries and to get Zoom, visit

<https://www.shotinthedarkmysteries.com/virtualmysterypartygames/>



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Finally, relax and have a fantastic time! Being a Suspect in one of our mysteries really is great fun. If you have any questions before the mystery you can always speak with your host, but if you have a question pertaining to the mystery and you don't want to risk "spoilers" for your host, don't hesitate to send us an email at hello@shotinthedarkmysteries.com and we will do everything we can to help you prepare for the big day!

We are mystery lovers ourselves, and celebrate the love of solving mysteries in all forms. We have a new clothing line, sleuth., with the most cozy and comfy items to curl up in and solve puzzles, watch your favourite mystery movie or series or dive into a mystery novel. You have to feel it to believe it!



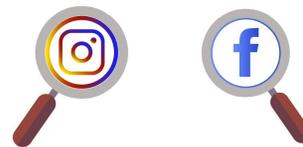
sleuth.

clothing for mystery lovers
sleuthwear.com

You can also connect with us at Cloak and Dagger Studio.com for our annual mystery Film Festival, Short Film Competition and more!



And of course, we look forward to seeing your pics on Instagram and Facebook - tag us at [@shotinthedarkmysteries](https://www.instagram.com/shotinthedarkmysteries) so we can see how you brought your mystery to life!



SUSPECT GUIDE - MELISE

YOUR CHARACTER

MELISE

A visitor to Casillero de la Sombra, Melise is a quiet traveler who tends to keep to herself. A mysterious vampire, Melise claims to come from New Orleans, and her reasons for passing through the area are not known. Vampire etiquette states that a vampire must extend refuge from the sunlight to another in need whenever necessary. Because of this, Melise has been invited to stay at Casillero de la Sombra. She arrived the day before yesterday, and planned to continue her travels tonight at sundown.

SUSPECT GUIDE - MELISE

MELISE HIDE INFORMATION

You should not be in this castle tonight. In fact, you would much rather be in your little cottage in the woods enjoying the evening instead of facing your biggest fear – vampires – but you had no choice. You had to be here in order to avenge your fallen coven sisters.

Your name is not really Melise, but Erika Asura, and you are one of the most powerful witches in the world. Your coven was determined to rid the world of vampires, and were doing well in their quest. Then, one evening decades ago, the vampires attacked and killed all of your witch sisters; only you were left alive.

You did not give up hope though. You had faith that one day you would be united with another who would aid you in completing your quest to rid the world of vampires and avenge your fallen sisters. You always assumed that your ally would be another witch, so you were surprised when, a few days ago, a vampire hunter arrived at your door.

He said he knew that the two of you shared a common goal; to rid the area of the clan of vampires that lived in Casillero de la Sombra atop the mountain -the Antonov clan. The hunter wanted to find a way into the castle, certain that if he was able to kill the leader of the coven, the other members of the clan would disband and he could kill them in turn. He confessed that even with his vast skill, he would not be able to simply storm the castle and survive. The Hunter needed to be cunning and figure out a way to attack from within the castle while the vampires slept during the daylight hours.

That's where you came in. He asked if there was anything you could do to help him. You were quick to offer a solution. You yourself have thought many times of ridding the area of the vicious vampire clan that lives in the Casillero de la Sombra, but you lacked the skill to complete the task yourself. With a Hunter, whose destiny it is to rid the earth of this evil scourge of blood-drinkers and murderers, you believed that those who called the area home could know peace again, and sleep well through the night without worry that they or their loved ones would be carried off and drained of blood - or worse yet, turned into a horrible monster themselves!

You knew of a spell that could work, and you agreed to help this Hunter. He introduced himself as Montrose. The spell you had in mind, if it worked, would allow a human to walk undetected among vampires. This spell had its limits though - you had to be present and alive for the spell to continue, and it could only stretch so far; you believed you could extend the spell throughout their castle.

SUSPECT GUIDE - MELISE

MELISE HIDE INFORMATION

There was no way to test the spell ahead of time though, so you had to trust the spell books of your ancestors. You arrived at the castle two days ago during the daylight while the vampires slept and let yourself in. You quickly cast a portion of the spell to cloak your humanity in case you were discovered. Then, you closed your eyes and concentrated on the castle itself, looking for a secret place to conduct the rest of the spell. In your minds eye, you saw a book case in a hallway that led to a secret underground chamber that was unknown to even the vampires in the clan! You quickly found that bookcase and shortly after, the book that opened the door to the secret passageway.

Safe in the secret room beneath the castle, you were then able to cast the spell in its entirety. When you were finished, you sneaked out of the castle and returned after night-fall. You introduced yourself as Melise, a vampire from a clan just outside of Venice. You asked that the Antonov clan allow you to stay within Casillero de la Sombra to rest your travel-weary body, replenish yourself of blood and take refuge from the sunlight. In accordance with the vampire code, Frederik Antonov extended you hospitality. No one seemed to realize you were a witch and not a vampire; your spell was working.

The next evening, Montrose arrived. After he made his own appeals for shelter and was granted solace in Casillero de la Sombra, Montrose also took private quarters and tried his best to blend in with the Antonov clan. The first time you saw him within the castle walls was at dinner, and the two of you introduced yourselves to each other as though you were strangers. As morning approached, you met with Montrose in one of the hallways, hoping to chat in private about his experiences thus far and the plan to kill Frederik. Your chat was cut short though, as Alena approached and you left him, hoping Alena did not see the two of you whispering. You agreed to meet during the daylight hours, when the other vampires were asleep, to discuss the plan further. You will tell people you were most likely in your quarters around the time of the murder, but you were actually meeting with Montrose. If someone calls you on your lie about your whereabouts, you will have to fess up!

SUSPECT GUIDE - MELISE

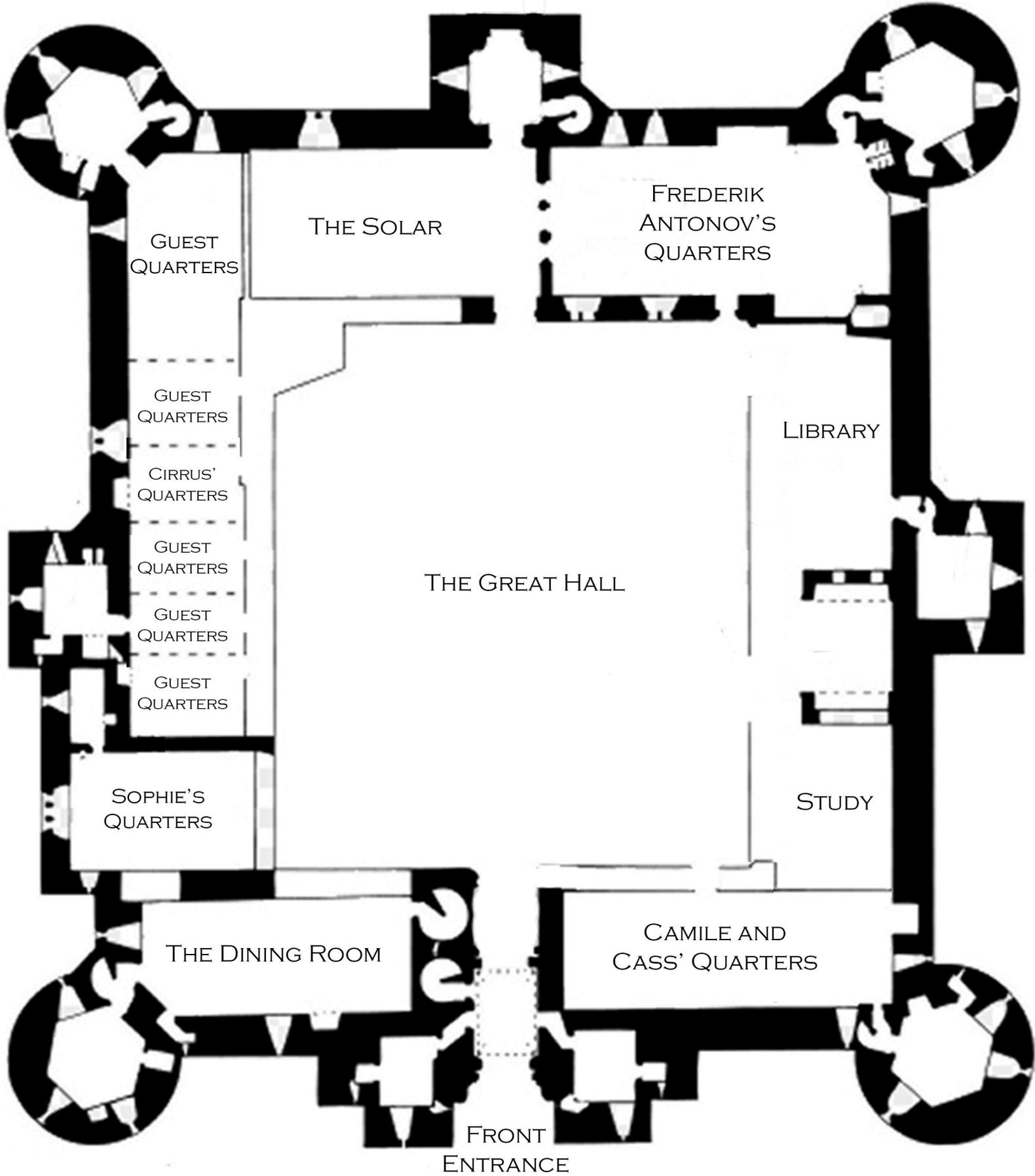
MELISE

SHARE INFORMATION

Around the time of the murder, you were most likely in your private quarters. You were given the second north guest room, just south of the quarters in which Alena is staying.

Surely you are not the only one who overheard the argument last night between Cirrus and the victim and clan leader, Frederik. Cirrus was clearly very upset and yelling and screaming at Frederik. Cirrus is still a very young vampire and his behavior is unpredictable. You don't think it's a coincidence that a few short hours after their argument, Frederik Antonov was found staked.

CASILLERO DE LA SOMBRA



GUEST QUARTERS

THE SOLAR

FREDERIK ANTONOV'S QUARTERS

GUEST QUARTERS

CIRRUS' QUARTERS

GUEST QUARTERS

GUEST QUARTERS

GUEST QUARTERS

SOPHIE'S QUARTERS

THE GREAT HALL

LIBRARY

STUDY

THE DINING ROOM

CAMILE AND CASS' QUARTERS

FRONT ENTRANCE