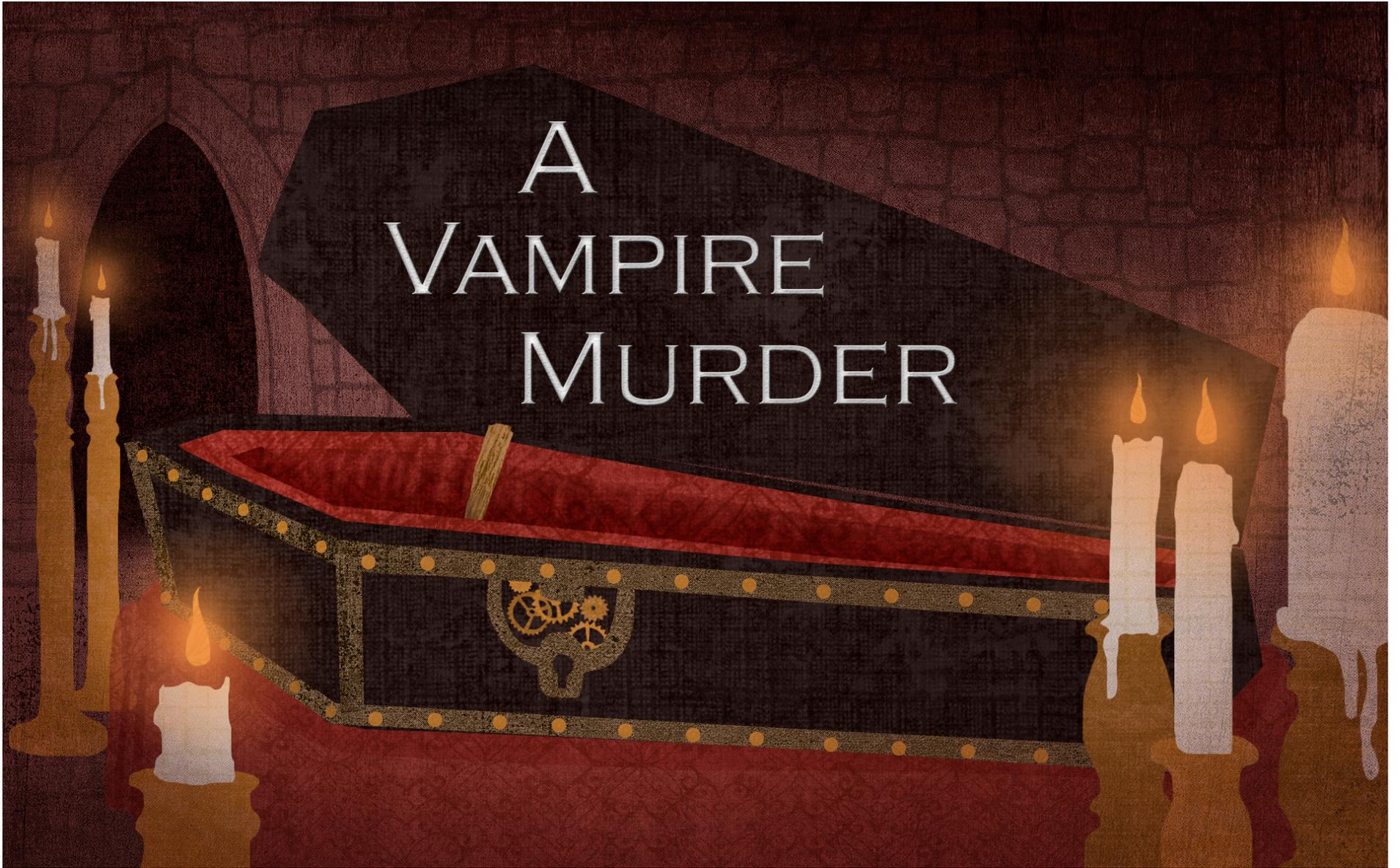


A VAMPIRE MURDER





SUSPECT

*A
Vampire
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

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.

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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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Play Site

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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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!



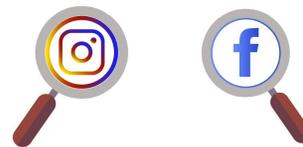
sleuth.

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 - MONTROSE

YOUR CHARACTER

MONTROSE

A traveler, Montrose arrived yesterday at Casillero de la Sombra and is staying here for the night as he passes through the area. As vampire etiquette dictates that a vampire must extend another hospitality, Montrose is staying at the castle to pass the daylight hours before continuing his journey at sundown tonight. Montrose is strong, fierce and slightly jumpy. There is something about his disposition that tells the vampires in the coven to keep their distance from this mysterious night walker.

SUSPECT GUIDE - MONTROSE

MONTROSE HIDE INFORMATION

The truth is that you should not even be here at Casillero de la Sombra at all. You are not a vampire, but your survival depends upon your true identity remaining a secret! Your name is Montrose, but you are not a creature of the night. You are actually a vampire hunter and have traveled to Casillero de la Sombra in the hopes of eliminating one of the largest and most dangerous clans of vampires in the world.

Usually, when dealing with one or two vampires, you follow them until they are in a vulnerable position and then you strike. Because of how dangerous the Antonov clan is though, you knew that your usual techniques for killing vampires would not work. You could not simply walk up to the front door of the castle and start staking, you had to be smart about this kill.

You also knew that killing the leader of such a long-standing clan would most likely cause the rest of the vampires in the clan to disband, which would make them vulnerable to your future attacks. This is how you planned to obliterate the entire clan. But in order to do that, you had to infiltrate the castle.

You knew you had walk among them, but that seemed impossible; you are human and have hunter's blood, which means the vampires would quickly smell your blood and attack.

No, you had to have the perfect disguise – you needed to become a vampire... or at least make them *think* you were a vampire. And you knew the perfect person to do it: a witch named Erika Asura.

Legend had it that her entire coven had been killed by members of the Antonov clan. Because of this, you had a feeling that she would be eager to help you, and you were right. While you had not met Erika before that day, she was indeed eager to help.

Erika recommended a spell that would cloak any human from the vampires, so they could not tell a human among them. The catch was that she had to be within the castle walls for the spell to hold. The solution seemed clear to you – she would go to the castle a day ahead of you and cast her spell. From there, she would claim she was a vampire in need of refuge from the sunlight, and whether they wanted to or not, they would extend their hospitality – it was part of the vampire code.

SUSPECT GUIDE - MONTROSE

MONTROSE HIDE INFORMATION

You planned to arrive the day after Erika; by then, Erika's spell would be underway, and the two of you would be free to walk the castle during daylight hours as the vampires slept.

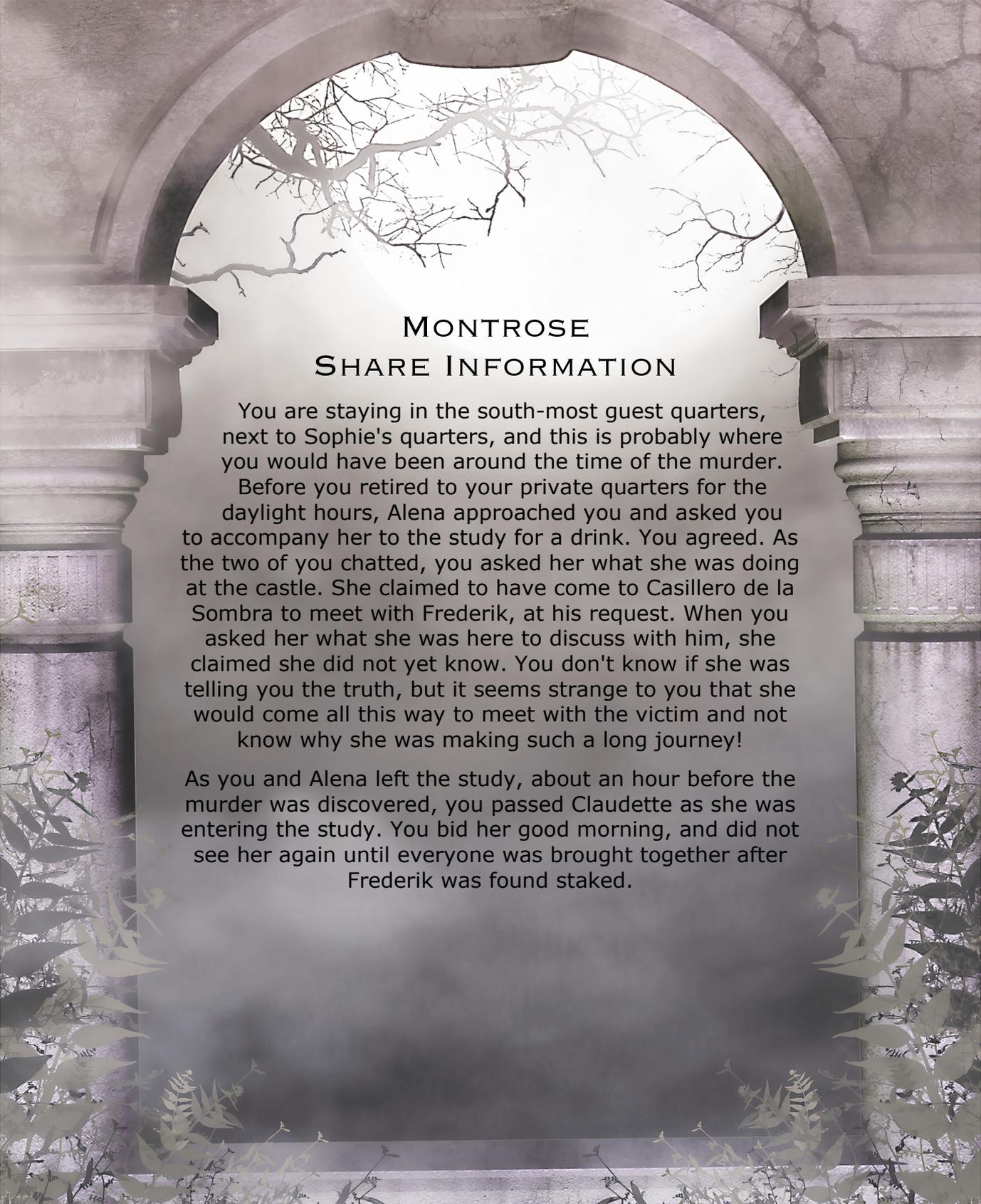
The plan was set and Erika left for Casillero de la Sombra.

The next day, you followed, and were welcomed into the castle to escape the sunlight hours. You were invited to dine, and were relieved when you saw Erika at the dining table with the vampires. She introduced herself as though you did not know one another, and said her name was Melise.

Earlier, you caught up with Erika, AKA Melise to discuss what happened in the castle before you arrived. You didn't get to chat much however - Alena approached and you had to halt your conversation. Before she departed though, you told her to meet you in the hallway after the sun came up to discuss the plan further.

Alena approached and the two of you chatted. She asked you to join her in the study for a drink before retiring, and you agreed. The two of you had a drink, then she went to her private quarters to retire for the daylight hours. You returned to your own quarters as well, where you briefly considered the conversation with Alena before you went to meet with Erika. You believe you were able to fool Alena – you don't think that she realized you are not only a human, but a vampire hunter, and discussed vampires that you, yourself had hunted and killed, in the hopes that your intimate knowledge might keep her from growing suspicious of the fact that you aren't actually a vampire!

SUSPECT GUIDE - MONTROSE



MONTROSE SHARE INFORMATION

You are staying in the south-most guest quarters, next to Sophie's quarters, and this is probably where you would have been around the time of the murder.

Before you retired to your private quarters for the daylight hours, Alena approached you and asked you to accompany her to the study for a drink. You agreed. As the two of you chatted, you asked her what she was doing at the castle. She claimed to have come to Casillero de la Sombra to meet with Frederik, at his request. When you asked her what she was here to discuss with him, she claimed she did not yet know. You don't know if she was telling you the truth, but it seems strange to you that she would come all this way to meet with the victim and not know why she was making such a long journey!

As you and Alena left the study, about an hour before the murder was discovered, you passed Claudette as she was entering the study. You bid her good morning, and did not see her again until everyone was brought together after Frederik was found staked.

CASILLERO DE LA SOMBRA

