The guests at your murder mystery party will be playing the roles of staff, entertainers and guests at a private party held at a jazz club in 1920s New York City. It is the height of the Jazz Age, and social revolution is afoot. Furthermore, this is the age of Prohibition—and of bootleggers and gangsters. Club owner Felix Fontano, the son of a successful bootlegger and crime boss—and a successful businessman himself—is throwing this private party for a group of select friends. It is a night of revelry like many other nights of revelry enjoyed by this group of sophisticated, artists and hoodlums . . . until things go horribly wrong.
# Table of Contents

## I. Introductory Materials

1. Welcome! .............................................................................................................. 6
2. What Is My Role? ............................................................................................. 8
3. How Do I Get Started? ..................................................................................... 9

## II. Introductory Materials

1. An Overview of the Party ................................................................................. 11
2. Character List .................................................................................................. 16
   - Male Roles ....................................................................................................... 16
   - Female Roles ................................................................................................... 17
   - Male or Female Roles ...................................................................................... 17
3. Preparations .................................................................................................... 19
   - Props ................................................................................................................ 19
   - Menu ............................................................................................................... 20
   - Setting the Scene ............................................................................................ 20
   - Audio............................................................................................................... 20
   - Costumes ......................................................................................................... 21
   - Preparing the Paperwork ............................................................................... 22
4. Before the Party.............................................................................................. 23
   - Invitations and Assigning Characters ............................................................ 23
   - Preparing the Scavenger Hunt ....................................................................... 25

## III. Party Guidebook

5. Running the Party .......................................................................................... 28
   - Guest Arrival .................................................................................................. 28
   - Introduction to the Guests ............................................................................. 28
      - Welcome To The Party Script ..................................................................... 29
   - Act One ........................................................................................................... 30
      - Dinner Ends Script ...................................................................................... 31
   - Intermission .................................................................................................... 31
   - Act Two ........................................................................................................... 32
      - A Terrible Discovery Script ........................................................................ 32
   - Hunting for Clues ........................................................................................... 34
      - Suspect Interrogations Script ..................................................................... 34
      - Suspect Interrogations ................................................................................ 35
   - Final Presentation of Evidence ...................................................................... 35
      - Presentation of Evidence Script ................................................................. 36
   - Votes ............................................................................................................... 36
      - Revelation! ................................................................................................... 37

## III. Printed Materials

6. Nametags and Character Sheets .................................................................... 38
   - Nametags ........................................................................................................ 40
   - Character Sheets ............................................................................................ 44
      - Felix Fontano .............................................................................................. 44
I. INTRODUCTORY MATERIALS

Section I of this instruction manual contains all of the introductory materials necessary for planning and preparing your party. In this section you will find a basic overview of the plot; a description of each of the characters; tips on preparing your playing area, choosing a menu, and organizing your printouts; and detailed instructions on how to go about inviting players and assigning characters.

Please note: The majority of the contents of this book are intended for the eyes of the Host/Hostess only! The success of your party hinges on a strong element of intrigue and mystery, so be certain not to share this book with the other players. The material that should be provided to your guests is clearly described in this book. Under no circumstances should you allow any of your players access to this book!
Thank you for choosing Jazz Age Jeopardy, another fine product by PWM Press; this package contains everything you need to host a spectacular Murder Mystery Party that your guests will remember for many years to come. Included are materials for hosting a party for anywhere from fifteen to twenty-four participants (plus yourself).

Mystery Parties are essentially a combination of improvisational acting, storytelling and creative problem solving. Your guests will each assume the role of a particular character and will play the part of that character throughout the course of the game. Each character has specific personality traits, goals, secrets and information, all of which are included in the character sheet. A big part of the entertainment value of Mystery Parties is getting into character and trying to achieve your character’s individual goals.

At some point during the party, an Event will occur that will force the players to come together in order to solve a problem or unravel a mystery. Traditionally, the Event in question will be the murder of one of the characters (as played by a guest), but the basic framework of a Mystery Party can accommodate numerous different types of Events.

The guests will need to use the information that their characters know (as well as additional clues that are provided during the game) to solve the mystery or overcome the problem posed by the Event. Typically this culminates in the guests voting on the identity of the murderer, but again, different parties will have different specific goals. The party may also have certain additional subgames built into the framework; for example, many Mystery Parties will have some form of scavenger hunt built into the story.

Once the mystery has been solved or the problem has been overcome, the party draws to a close. Guests are provided with an opportunity to vote on the best actor/actress, the best-dressed player, and so forth, and are then given certificates and awards for their participation in the game.

Throughout the course of the party, the Host/Hostess is responsible for ensuring that the event continues to run smoothly. He or she sets the scene, provides dinner and drinks, and moves the plot along at key points by reading scripted descriptions of what is happening. Frequently the Host/Hostess will also play the part of one of the characters.

This particular Mystery Party, Jazz Age Jeopardy, is a murder mystery wherein each party guest will be playing the role of a staff member, entertainer, or guest at
a private party held at a jazz club in 1920s New York City. Club owner Felix Fontano, the son of a successful bootlegger and crime boss—and a successful businessman himself—is throwing this private party for a group of select friends. It is a night of revelry like many other nights of revelry enjoyed by this group of sophisticates, artists, and hoodlums . . . until a murder occurs.

**Please be advised:** The parties developed by PWM Press are substantially more complex and detailed than other similar products. Even if you are experienced at hosting Murder Mystery Parties, it is imperative that you read chapters one through seven carefully and completely before beginning to plan out your party!
WHAT IS MY ROLE?

As the Host or Hostess, your role in the party is that of a facilitator or storyteller. It is your job to plan the event, prepare the playing area, and, once the game begins, move the story along and make certain that everyone is on task and enjoying themselves.

In many Mystery Parties the Host or Hostess takes on the role of one of the guests and is given the option to not learn the identity of the murderer before the game, thereby allowing him or her to participate in the party in the same way as the other players. However, because *Jazz Age Jeopardy* is a more complex party, it is necessary for the Host or Hostess to have a clear understanding of all key plot points in order to ensure that the game runs smoothly. This means that you will be aware of the killer and victim’s identity in advance and will not be playing one of the characters in the story; rather, you will be the Narrator, a guide who is not technically part of the story but is rather there to advance the action.
II. PARTY GUIDEBOOK

Section II of this instruction manual contains a detailed script for running the party. You should print out Section II in its entirety and have it on hand during the party; at various points you will need to read directly from this guidebook.

The following is an outline of each step of the party; detailed descriptions of each section follow:

- **Guest Arrival:** This section explains what you will need to do as the guests arrive for the party, before the actual game begins.
- **Introduction to the Guests:** This section provides a script for introducing the guests to the scene and explaining how the party will be run.
- **Act One:** Act One covers the events leading up to the murder, including mingling and dinner.
- **Intermission:** There will be a brief intermission after dinner concludes and while you prepare for Act Two.
- **Act Two:** Act Two covers the discovery of Felix Fontano’s murder, the scavenger hunt, and the interrogation of the guests.
- **Presentation of Evidence:** Once the scavenger hunt has concluded, the guests will have an opportunity to consider the different pieces of evidence they have gathered and present theories on the identity of the killer.
- **Votes:** After all of the evidence has been considered, the guests will have the opportunity to vote on who they believe is responsible, as well as on which guests were the best dressed and the best at acting.
- **Revelation:** Finally, once the votes have been tallied, the actual killer will explain his actions, and awards will be handed out.
Running the Party

This portion of the instruction manual will walk you through all of the steps you need to follow once your guests arrive. Read over this section carefully as it contains information vital to the success of the event.

Guest Arrival

Starts: When first guest arrives.

During this stage of the event, you should:

- Make certain that everyone has a visible nametag.
- Make certain that everyone has a copy of their character sheet. Tell guests to keep their character info secret.
- Allow them to mingle until everyone else has arrived.

Introduction to the Guests

Starts: When all guests have arrived.

During this stage of the event, you should:

- Gather guests in the main room and read "Welcome to the Party" text (below) to explain basic framework of the event.
- Tell the guests which characters aren't in attendance and instruct them to ignore references to those characters on their character sheets.
- Answer any questions regarding the introduction.
FELIX FONTANO
CLUB OWNER

EDGAR FITZPATRICK
BROADWAY PRODUCER

RAYMOND REYNOLDS
ARTIST

JEFFERSON MITCHELL
STOCKBROKER

ROGER WEBSTER
ATTORNEY

DUKE CARILLO
TRACK OWNER

POPPY GEBHARDT
CLUB MANAGER

CALVIN CARPENTER
BARTENDER
You are cordially invited to

A Murder Mystery Party

Date

Time

Location

Details Enclosed.

Please RSVP no later than
WHAT IS A MURDER MYSTERY PARTY?

**Jazz Age Jeopardy** is a Murder Mystery Party wherein the guests will take on the roles of staff, entertainers, and guests at a private party held at a jazz club in 1920s New York City and play as those characters throughout the course of the event. At some point during the evening, one of the guests will be “killed” by one of the other participants, and the remainder of the evening will be spent piecing together clues in an attempt to determine who the murderer is. Food and drink will be provided.

**Included with this invitation** are an RSVP card and a brief description of the characters, as well as costuming suggestions and a glossary of Jazz Age lingo and slang. Please return the RSVP card as soon as possible!
THE GUEST LIST

Male Roles

- **Felix Fontano, Club Owner.** Felix owns The Cat's Meow Jazz Club. He is attractive and vain, the son of famous bootlegger Frank Fontano.
- **Raymond Reynolds, Artist.** Raymond is an old college buddy of Felix’s—an artist and something of a dilettante. He comes from old money.
- **Jefferson Mitchell, Stockbroker.** Jefferson is a successful stockbroker working on Wall Street.
- **Edgar Fitzpatrick, Broadway Producer.** Edgar is an up-and-coming Broadway director and producer.
- **Roger Webster, Attorney.** Roger is a money-hungry, ambulance-chasing attorney.
- **Duke Carillo, Track Owner.** Duke owns a horseracing track in New Jersey. He’s an old friend of the Fontano family.
- **Poppy Gebhardt, Club Manager.** Poppy manages the day-to-day affairs of the club with an iron fist.
- **Calvin Carpenter, Bartender.** Calvin is the bartender at the club. He’s cocky and presumptuous. A scoundrel with the ladies.
- **Ronald Mason, Doctor.** Ronald is a physician who has made a lot of money during Prohibition because of his willingness to prescribe medicinal alcohol.

Female Roles

- **Edith Fontano, Club Owner's Wife.** Edith is Felix’s wife. Enduring years of his infidelity has left her hardened and cynical.
- **June Palmetto, Actress.** June is a famous actress, a southern belle in the big city.
- **Judy Jordan, Flapper.** Judy Jordan is a popular young woman on the party circuit. She’s young, bubbly, and optimistic.
- **Claudia Mitchell, Writer.** Claudia is a well-known author and the wife of stockbroker Jefferson Mitchell.
- **Gloria Call, Singer.** Gloria is a jazz singer hired to perform this evening.
- **Jacqueline Jacobs, Fashion Designer.** Jacqueline is a snobbish fashion designer. She has a boutique catering to young flapper types.
- **Ella Landeau, Flapper.** Ella Landeau is a popular young woman on the party circuit. She’s confident and flirtatious.
- **Bess Bailey, Flapper.** Bess Bailey is a popular young woman on the party circuit. She’s lighthearted on the outside but serious underneath.
- **Holly Olmstead, Tennis Champion.** Holly Olmstead is a professional tennis player. She’s haughty and competitive.

Male or Female Roles

- **Win Wallace, Accountant.** Win is the accountant for many of the guests. S/he’s reserved but knowledgeable.
- **Elliot Nash, Jazz Pianist.** Elliot is a talented jazz pianist who often performs at the club. S/he is cool, calm, and collected.
- **Charlie Chambers, Jazz Bassist.** Charles is a talented jazz bassist who often performs at the club. He is obsessed with all things jazz.
- **Brett Burgess, Waiter.** Brett is a relatively new employee at The Cat’s Meow Jazz Club. S/he has hopes of one day making it big on Broadway.
- **Regan Richards, Waiter.** Rosie is a relatively new employee at The Cat’s Meow Jazz Club. S/he has hopes of one day making it big on Broadway.
- **Alex Preston, Actor.** Alex Preston was once on track to stardom, but alcohol got the better of him/her.
WHO DID IT?
VOTING SHEET

Your character’s name

________________________________________________________________________

Name of the guest or player who you believe was responsible for the murder

________________________________________________________________________

Name of the guest or player who you feel did the best job acting in character this evening

________________________________________________________________________

Name of the guest or player who you feel had the best costume this evening

________________________________________________________________________
For receiving the most votes for best costume,

is hereby awarded the Outstanding Costume Award.
Great job, and thanks for playing Jazz Age Jeopardy!