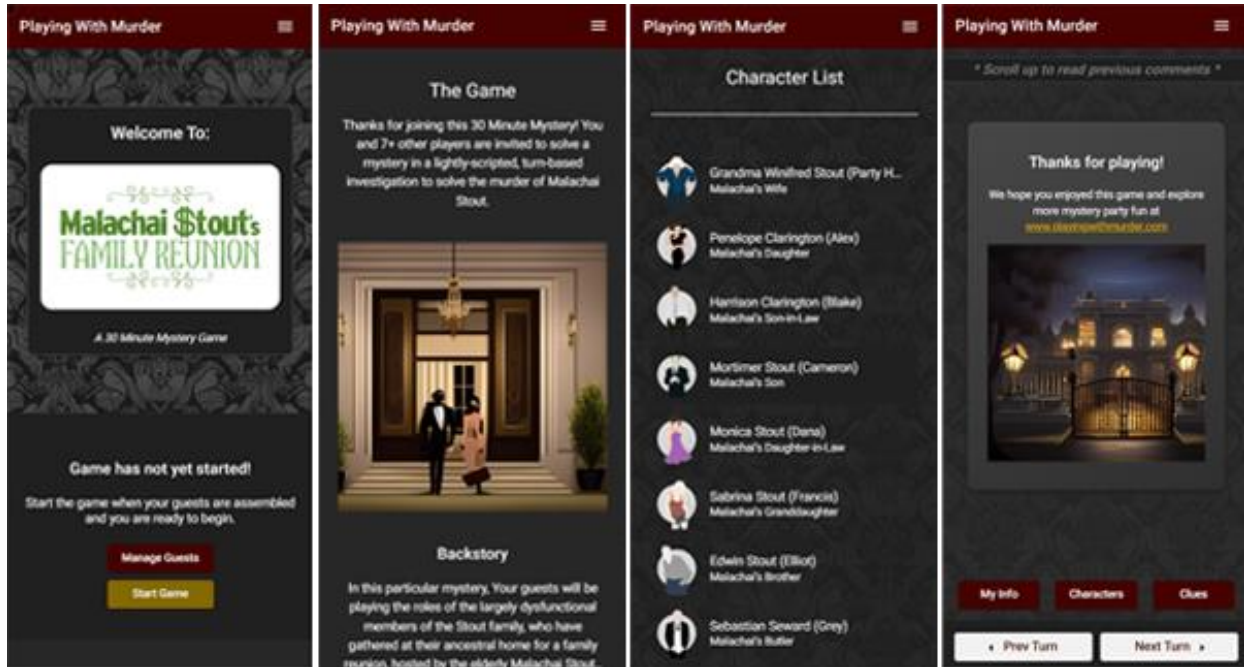


Party Assistant App

Welcome to the Party Assistant app guide!



Screenshots from the Party Assistant app

The following pages will show you how to host your party with the app.

We recommend that you read the game guide (PDF) that came with your purchase before reading this app guide.

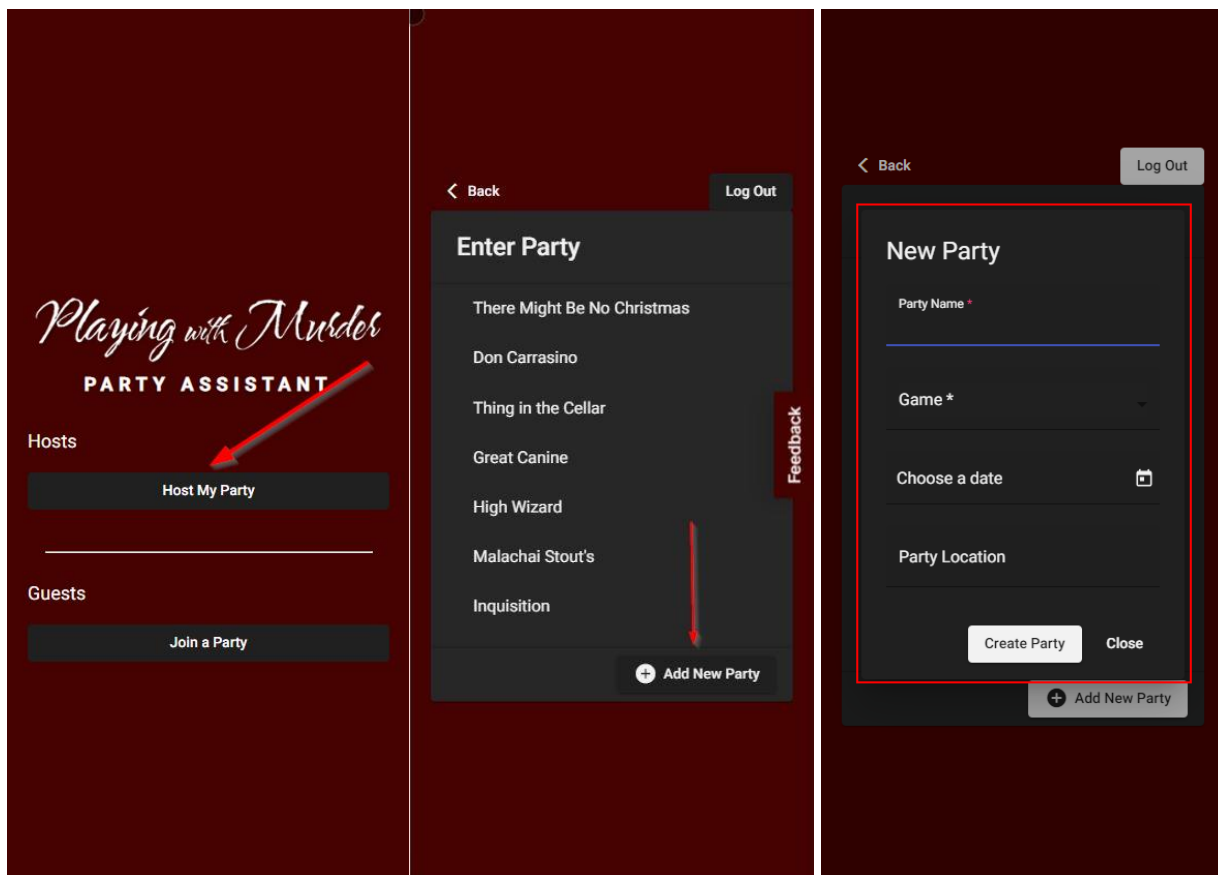
Getting Started

You can open the Party Assistant app by visiting <https://pwm30mm.web.app/> on any device (smartphone, tablet, laptop/desktop computer) with a browser (Chrome, Safari, Microsoft Edge, etc).

Tip: We recommend adding that link to your favorites/bookmarks for easy access to the app.

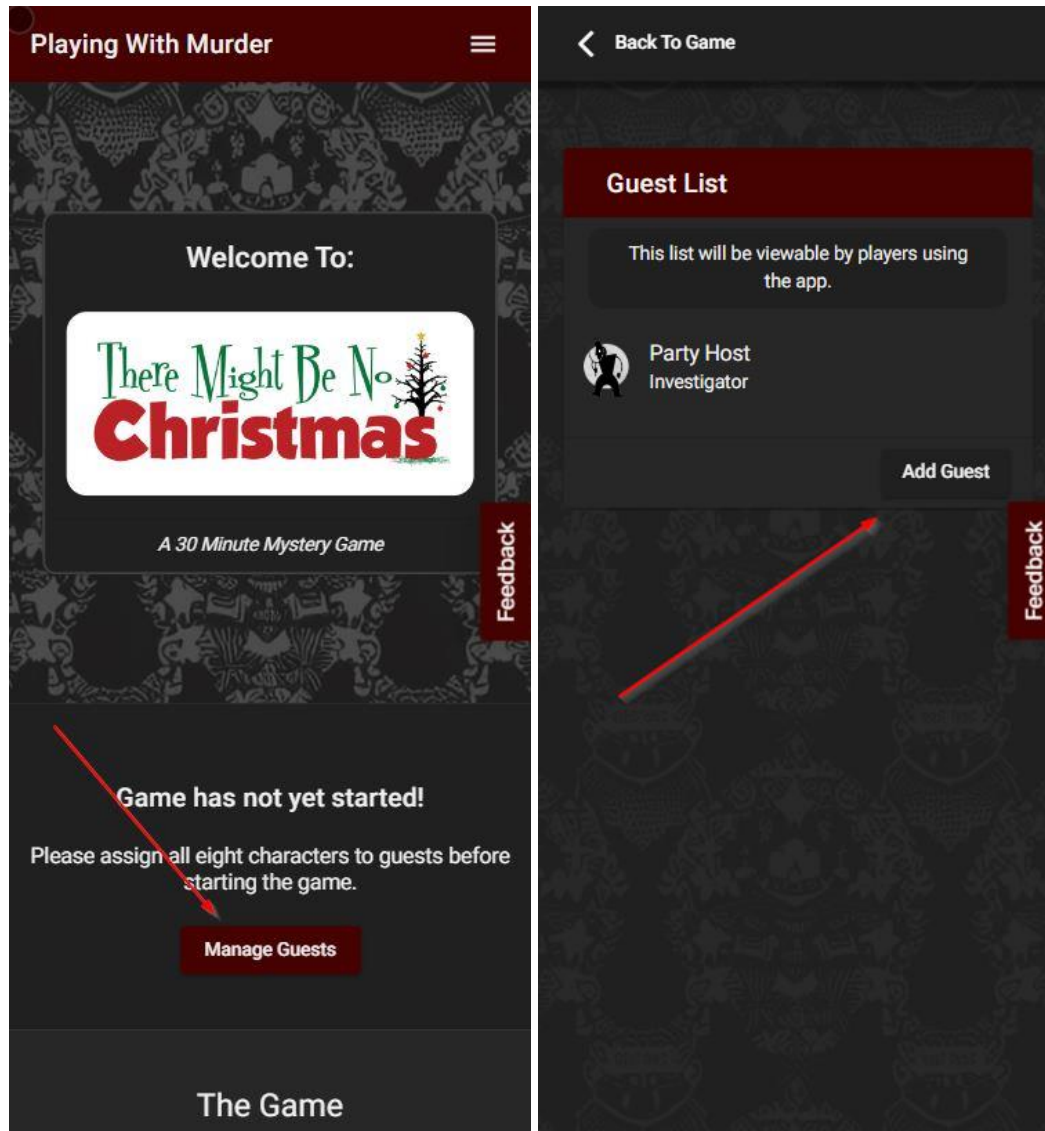
Begin by selecting “Host My Party” (first screenshot). Then log in with the account you created on PlayingWithMurder.com.

Next, create your party by selecting the “Add New Party” button (second screenshot) and entering your party information (third screenshot).



Managing Your Guests

Select the “Manage Guests” button (first screenshot) and then the “Add Guest” button (second screenshot) to add to add guests.



You will be prompted to select a character for the new guest. You may do this now or later, but all the characters (except the investigator character) will need to be assigned before the game can start.

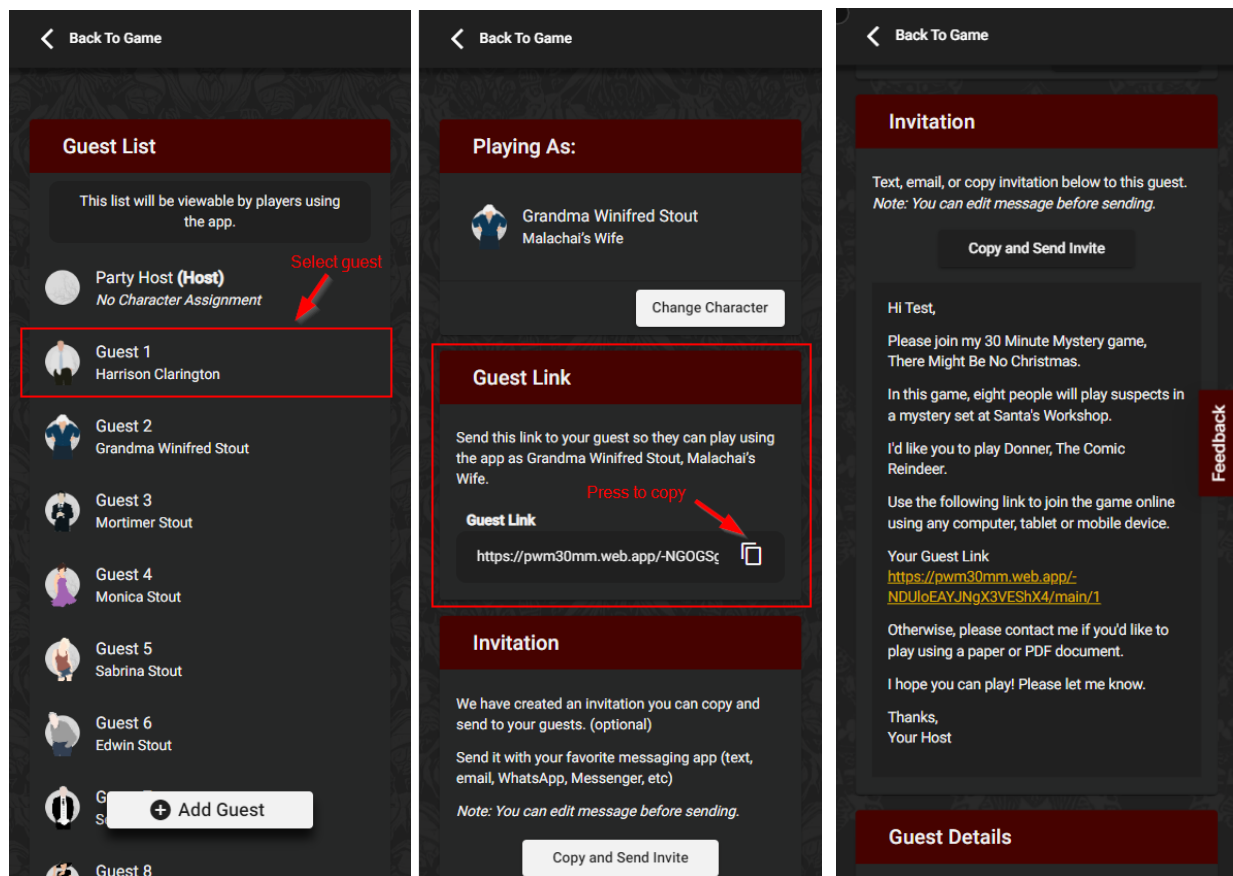
Tip: Some hosts may find managing their guests to be easier on a laptop/desktop computer, especially hosts running large parties with lots of guest entries and invitations. Those hosts can then switch to their smartphone or tablet to run the party. You can switch back-and-forth between different devices at any time as long as you're logged in to the same account on each device.

Inviting Your Guests

Each guest will need their own, unique guest link to join your party.

Guest links can be found by selecting a guest (first screenshot) and copying from the Guest Link section (second screenshot).

The guest links are also included in a pre-made invitation that you can copy, edit and send to your guests (third screenshot), which is found on the same page.



You can copy the entire pre-made invitation and send it using your preferred messaging app (text, email, Facebook Messenger, WhatsApp, etc) by selecting “Copy and Send Invite” button. Simply paste the invitation into the new, blank message and send to the appropriate guest.

Alternatively, you may copy the guest link by itself if you’d prefer to write your own invitation.

Note: *You will need to resend your guest’s link if you change that guest’s character assignment.*

Preparing the Game

Once you have decided on a time, place, and guest list, the next step is sending out invitations and guest links and preparing optional game materials.

Sending Invitations & Guest Links

The earlier you send out the guest links, the more time your guests will have to get into character and prepare costumes (if you are using them). Alternatively, this game can be played casually on short notice with little preparation, so you can send out guest links shortly before the game.

Generally, we recommend the following:

- Send out guest links **at least 10 minutes before the game** so guests can read about their character.
- Send out guest links 1-2 weeks before the game if you'd like your guests to come in costume.

Backup Materials

We strongly recommend that you have at least one backup device ready in case a guest shows up with no device or has a technical issue with their device (battery dies, issues playing game, etc).

Alternatively, you can print out the paper versions of the character sheets as backups. This may be helpful if you are hosting an event where it is important that the game is played with minimal disruption (eg fundraiser, corporate event, large event, etc).

Optional Materials

Preparing Name Placards

In-person games have the option of including printed name placards that are placed in front of guests. These placards are found in the game guide (PDF) and should be set up immediately before the game, if used. Cut along the dotted line and then fold these placards in half. The cards should be placed at each player's seat in the order shown in the game guide.

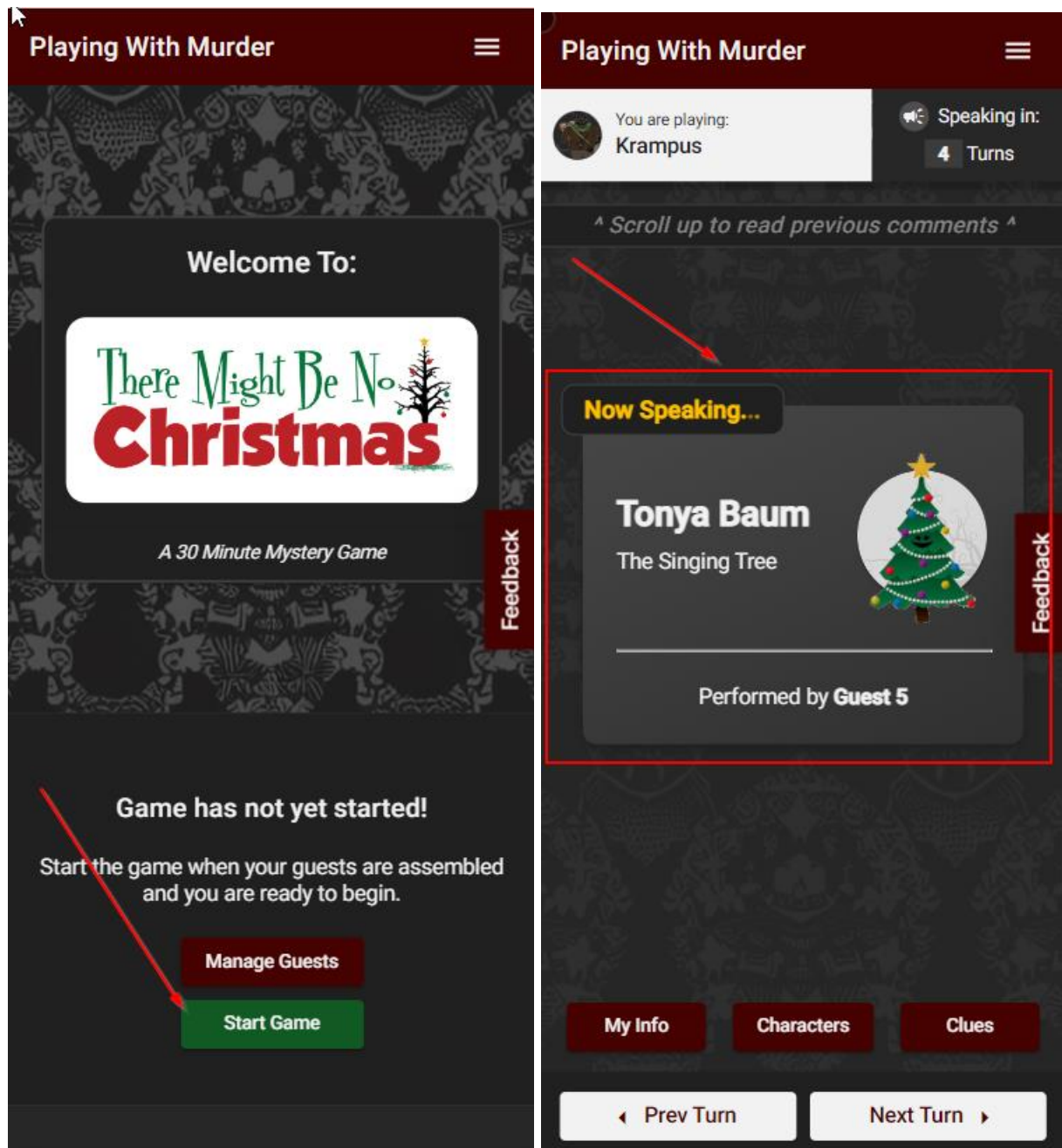
Using Real Objects Instead of Paper Clues

The clues in this kit are printable pictures that you show to your guests during the game; however, some hosts take this a step further and replace these printed clues with real-life objects and scenes. If you read the entire game ahead of time and know what the clues will be, this is an option. For example, if the clue is a red pen, you can show an actual pen instead of the picture.

Running the Game

Once all your guests have been assigned characters and everyone is gathered for the game, you may select the “Start Game” button to begin (first screenshot).

The game will appear as a series of cards that say which player should be speaking (second screenshot).

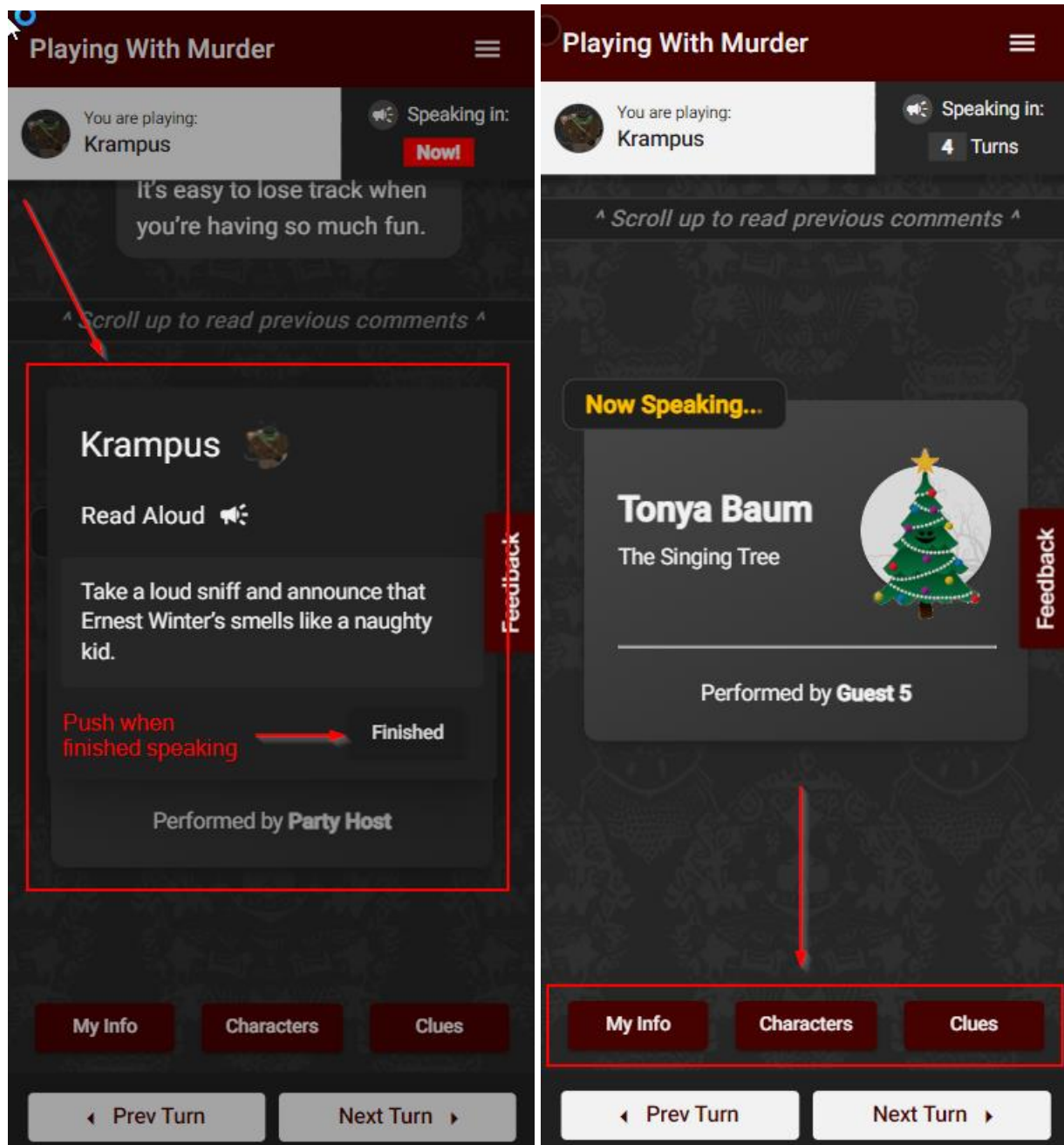


Running the Game (continued)

A player using the app will be shown his/her line on their turn. They should then hit the button that says “Finished” (first screenshot), which moves the game to the next speaker.

The host will be shown their lines the same way - both the lines they should say as the host and the lines they should say as their character, if they are playing one.

All players have access to shortcut buttons to view their character info, list of other characters, and clues (second screenshot).



Running the Game (continued)

Previous & Next buttons

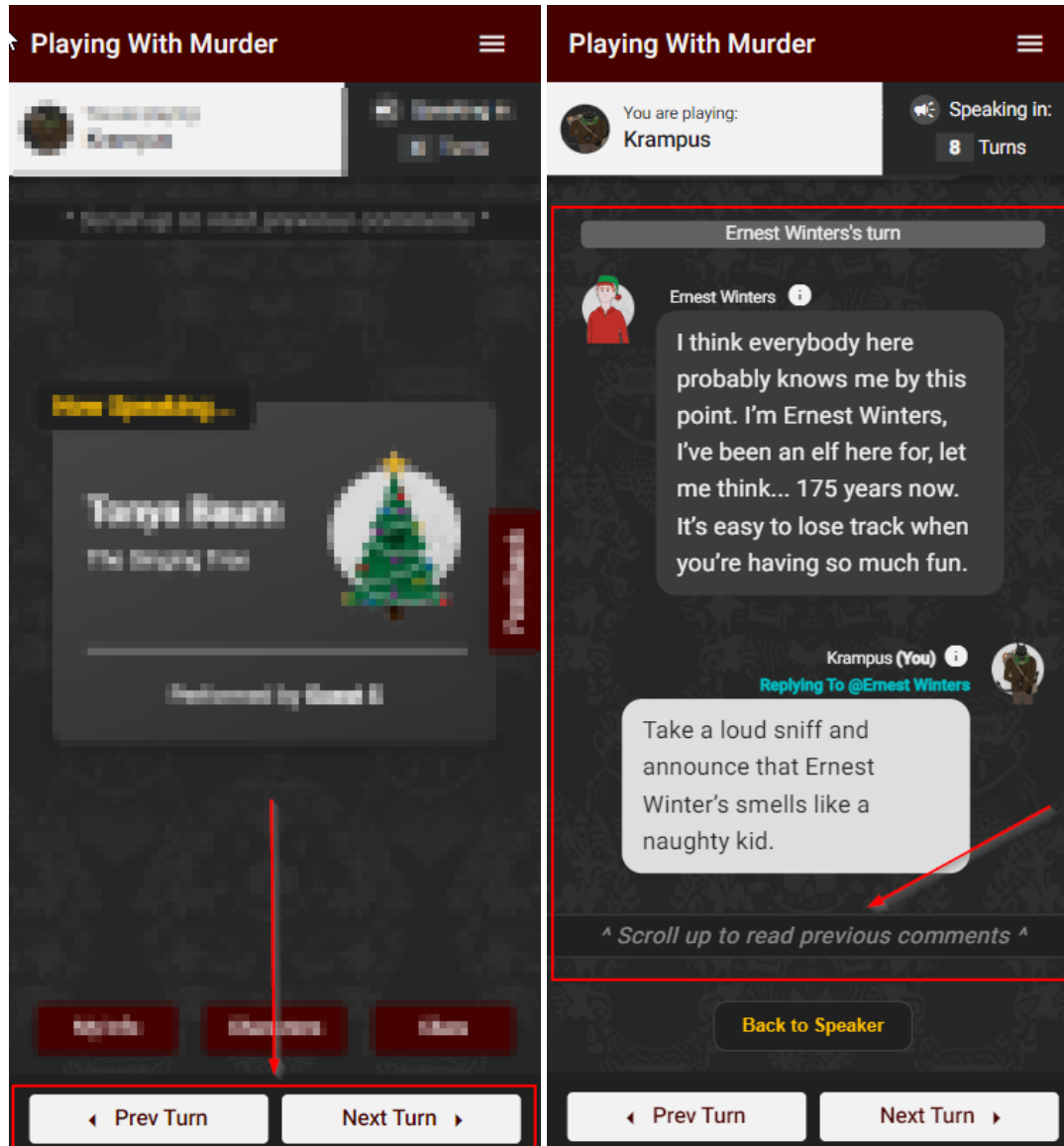
As the host, you can also control where you are in the game by using the “Prev Turn” and “Next Turn” buttons, which allow you to move the game backward and forward, as needed (first screenshot).

You may need to move the game forward if the current speaker is not pushing their “Finished” button after speaking or is running into a technical difficulty.

Conversely, you may have to move the game backward if you or the speaking player mistakenly moves the game forward, or if you want to redo a previous player’s lines.

Previously Spoken Dialogue

All players with the app also have the ability to scroll up the screen to see previously-spoken dialogue (second screenshot).

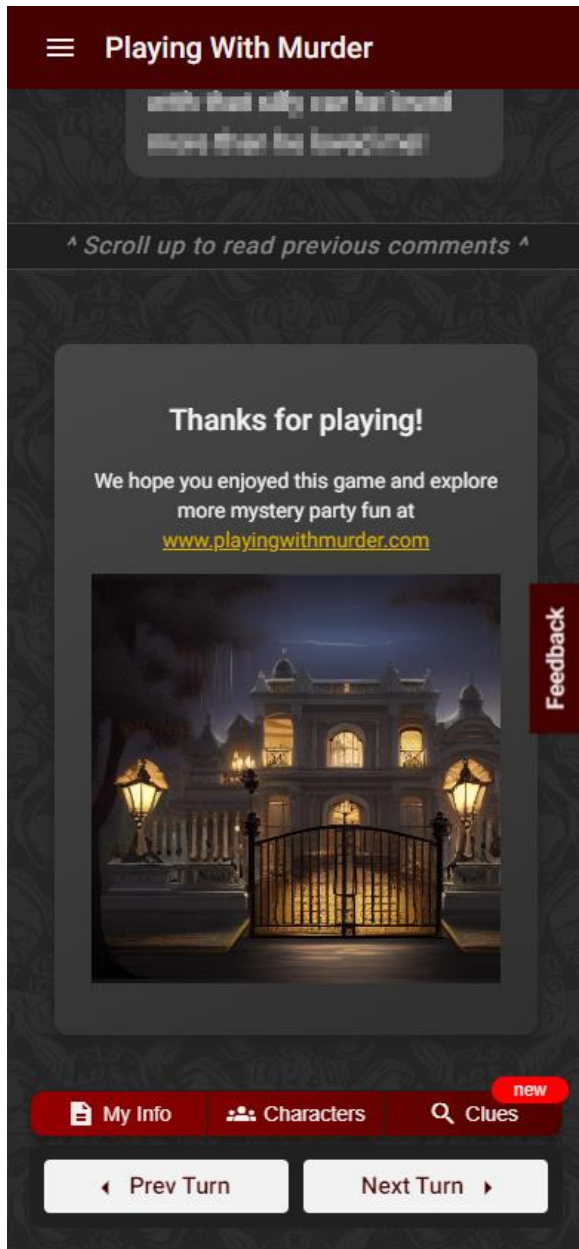


Ending the Game

After the final round has concluded, the host will direct the players to vote for the culprit, and guests will be prompted on the app to speak their vote one-at-a-time in an additional voting round.

Once the host has collected and tallied the votes, they will reveal the culprit to the group, who will then read the confession that is shown on their app (or on their printed character sheet, if using paper).

The host may then invite players to vote for the best actor/actress and/or best costume (optional).

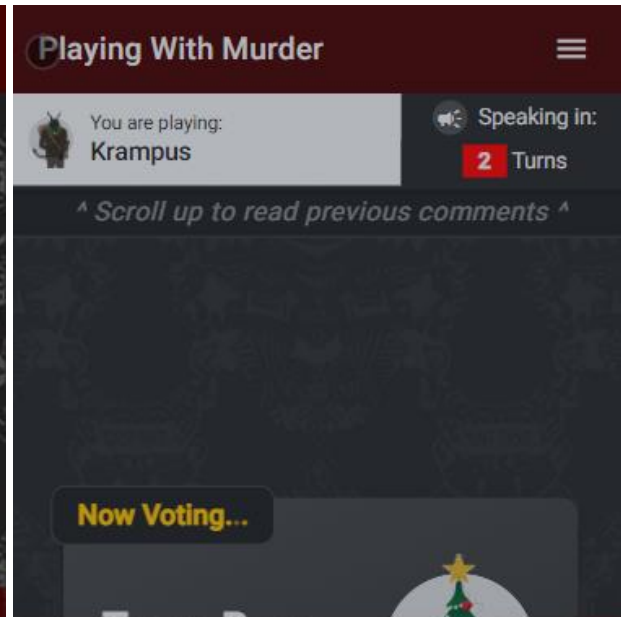


And that's it! The game is then concluded. You will be invited to share your thoughts about the app in a survey that will be shown in the app (see next page for details).

Sharing Feedback

We invite you and your guests to share your experience with the app by selecting the “Feedback” button and leaving comments about any changes you’d like to see in the app (see screenshots).

All feedback is reviewed by our team, and your comments are used to guide how we improve the game. Thanks in advance if you choose to leave feedback!



Share Your Experience

Beta testers, please use this form to submit comments, bug reports and screenshots.

Please leave comments & report bugs here

We'd love to hear your suggestions

Email (optional)

someone@something.com



Submit

Powered by usersnap

Troubleshooting

Occasionally, a player might have a technical issue with the app. Refreshing (also called reloading) the page in that player's browser fixes most of these issues. Please direct any guest experiencing issues to try refreshing/reloading the page.

If you encounter an issue that is not fixed by refreshing/reloading the page, please contact service@playingwithmurder.com.

Questions?

Please email service@playingwithmurder.com with any questions you have about the app. We will get back to you as soon as possible with answers during our normal business hours (9-5pm CT, M-F).