



# MARDI GRAS, MASKS, MURDER!

You have been invited to a masquerade hosted by Marshall Inglewood, the Governor of Louisiana. The party will be held at the governor's posh New Orleans mansion. Everyone is expecting an elegant evening with hor d'oeuvres, drinks, and dancing - they aren't expecting power outages, a mysterious theft, dastardly deeds, and unsavory scandal!



*Mardi Gras, Masks, Murder!*

by Chandler Kennedy and Ken Blumreich

Design and Art by Chandler Kennedy, TP Lor and Ken Blumreich

Layout by Ken Blumreich

Edited by Ken Blumreich and Kyle Maresh

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# 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 is 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 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!



# WELCOME!

Thank you for choosing ***Mardi Gras, Masks, Murder!***, 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 9 to 25 participants (including yourself).

Murder 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 personality traits, goals, secrets, and information, all of which can be found on their 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, something mysterious (the 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 goals. The party may also have certain additional sub-games 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 then are 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 one





of the characters.

This particular Mystery party, *Mardi Gras, Masks, Murder!*, is a murder mystery wherein each party guest will be playing the role of a guest or employee of Marshall Inglewood at a Mardi Gras party at the Governor's Mansion, and the Host/Hostess will be playing the part of Tony Cour, the caterer.

***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 a storyteller. It is your job to plan the event, the playing area, and, once the game begins, to move the story along and make certain that everyone is on task and enjoying themselves.

In many mystery parties the Host or Hostess is given the option to not learn the identity of the murderer before the end of the game, thereby allowing him or her to participate in the party the same way as the other guests. However, because *Mardi Gras, Masks, Murder!* 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 the victim's identity in advance.

You will be playing the role of Tony Cour, a caterer hired for the event. As a caterer you will be able to watch over your event in character to make sure everything runs smoothly while still enjoying the opportunity to play someone with their own secrets, motivations and goals.





## ii. PARTY GUIDEBOOK

This section of the instruction manual, the Party Guidebook, contains a detailed script for running the party. You should print out this section 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 found in the Party Guidebook:

- **Guest Arrival:** Explains what you will need to do as the guests arrive for the party, before the actual game begins.
- **Introduction of the Guests:** Provides a script for introducing the guests to the scene and explaining how the party will be run.
- **Act One:** Covers the events leading up to the murder, including mingling, dinner, and the blackouts.
- **The Murder:** Describes how to handle the actual murder of Marshall Inglewood.
- **Act Two:** Covers the hunt for clues as the guests try to solve the murder.
- **Presentation of Evidence:** Once all the clues have been found, 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 the evidence is considered, the guests will have an opportunity to vote on who they believe is responsible for the crime, as well as on which guests is the best dressed and the best at acting.
- **Revelation:** Finally, once all the votes have been tallied, the actual killer will explain his actions, and the awards will be handed out.

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## RUNNING THE PARTY

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

Before starting the party, make sure that the following have been completed:

- Hide the scavenger hunt clue tokens (which can be found in Chapter 7), unless you plan on doing this later in the party.
- Make sure all printed materials are prepared in their folders.
- Compile a list of names of the characters that will not be played by anyone tonight (the “Missing Characters List”). You will be reading this list to the guests so they know which names on their character sheets to ignore.

Once you have taken care of those things, you are ready for the party to begin!

### 1) GUEST ARRIVAL

As guests arrive, you’ve got a good chance to speak with them one-on-one and help orient them to the party; this may be their first murder mystery game! It’s up to you if you’d like to ask them to get into character before the game officially starts. Either way, it’s time to give them their starting materials.

**Starts:** When first guest arrives.

During this stage of the event:

- Make certain that everyone has a character sheet and visible nametag.
- Invite the first guests to mingle until the rest of the guests have arrived.
- If you are using the included audio, start the ‘Background Music.mp3’ track.

### 2) INTRODUCTION

Once everyone has arrived, it will be time to explain to them how the party will proceed.



LEON D'LOUPE  
ARCHITECT



CRYSTAL LA  
TERRE  
BARTENDER



SARAH  
CORRINGTON  
BOUNCER



RENE LE BOUEF  
CHEF



DEREK NORDHART  
CLUB OWNER



ELOÏSE DANIELS  
SOCIALITE



JEREMY "J"  
PORTER  
DEPUTY



"JACK"  
BODYGUARD



*You are cordially invited to*

**MARDI GRAS,  
MASKS,  
MURDER!**



**A Murder Mystery Party**

**Date** \_\_\_\_\_

**Time** \_\_\_\_\_

**Location** \_\_\_\_\_

Details Enclosed.

**Please RSVP no later than**

\_\_\_\_\_





# WHAT IS A MURDER-MYSTERY PARTY?

**YOU HAVE BEEN INVITED** to a masquerade hosted by Marshall Inglewood, the Governor of Louisiana. The party will be held at the governor's posh New Orleans mansion. Everyone is expecting an elegant evening with hor d'oeuvres, drinks, and dancing—they aren't expecting power outages, a mysterious theft, dastardly deeds, and unsavory scandal!

**MARDI GRAS, MASKS, MURDER!** is a murder mystery party wherein the guests will take the roles of Marshall Inglewood and his guests and staff and play 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. Please return the RSVP card as soon as possible!





# The Guest List

**The Governor - Marshall Inglewood** - Governor of Louisiana who is hosting a Mardi Gras party. He's well known in New Orleans for his constant fundraising and elegant parties.

**The Voodoo Queen - Dominique LaBranche** - Well known in New Orleans for her many "reading" parlors and Hoodoo supply stores. Her readings are said to be very accurate.

**The Queen Bee - Blanche Le Boeuf** - The reigning social queen of New Orleans elite society. She is a member of the prestigious Le Boeuf family and is well known for her iron fist inside a lacy glove.

**The Sheriff - Jacques "Jack" Le Boeuf** - Sheriff Jack is a fixture in New Orleans, as he investigates most crimes in the city. He's known for his down home approach.

**The Lawyer - Gabrielle Le Boeuf** - Miss Gabrielle is known to be sharp as a tack and a terror in the courtroom. She's utterly ruthless behind her sweet Southern manners.

**The Deputy - Jeremy "J" Porter** - Deputy J is a notorious playboy, but is very loyal to the Sheriff's Office and his city.

**The Hippie - Celine "Luna" Schumacher** - Deputy Porter's date, Luna is a big believer in "green initiatives," but appears to legitimately like Deputy J.

**The New Man - Raymond Downings** - Raymond recently inherited a large estate on the outskirts of the city and just moved back to town.

**The Club Owner - Derek Nordhart** - Derek owns "Fantasy" a very popular club that is known for its exclusive parties and open dance floor.

**The Bouncer - Sarah Corrington** - Bouncer at "Fantasy," many underestimate her in her high heels, but she's broken plenty of bones.

**The Good Guy - Harvey Daniels** - Harvey manages the day-to-day affairs for Leon's construction firm and is known for his "good ol' boy" attitude.

**The Socialite - Eloise Daniels** - Harvey's mom is a well known socialite who always has a bit of gossip to share.

**The Architect - Leon D'Loupe** - Mr. D'Loupe runs the largest construction firm in town and is largely responsible for most of the restoration to the city as it recovered from Hurricane Katrina.

**The Preacher - Joseph Grant** - Reverend Joseph is the preacher at the Sacred Heart, a rapidly growing mega church.

**The Preacher's Wife - Lettie Mae La Terre** - Reverend Joseph's wife, and a member of his church. There are hints of some sort of scandal in her past.

**The Showgirl - Amelie Belle** - Amelie is a rising star on the stages of New Orleans and is famed for her long legs and graceful demeanor.

**The New Girl - Heather Le Bois** - Miss Heather just bought a large mansion on the outskirts of town and has thrown several lavish parties.

**The Bodyguard - "Jack"** - Heather's bodyguard, he doesn't say much.

**Host/Head Caterer - Tony Cour** - Tony runs one of the most successful restaurant/catering businesses in New Orleans. (Played by the Host/Hostess)

**The Head Chef - Noel Bellenuit** - Chef Noel is a dramatic, flamboyant and difficult man, but his food is so good even the most conservative members of high society don't complain.


**The Chef - Rene Le Boeuf** - Rene served in the war and returned home recently where he got a job as a chef.

**Waitress - Lily Porter** - A waitress, she's sometimes a little vague, but very hard working.

**Waitress - Jo Ann Duluth** - A waitress and member of the Sacred Heart.

**Waitress - Jaquelyn D'Argent** - A waitress, she is a new staff member.

**The Bartender - Crystal La Terre** - Crystal's cocktails are legendary in New Orleans and so is her quick mouth and bad temper.







# OUTSTANDING ACTING

For receiving the most votes for best acting,

is hereby awarded the Outstanding Acting Award.

Great job, and thanks for playing *Mardi Gras, Masks, Murder!*



Mardi Gras,  
Masks, Murder!