

# Sample Speeches for Hosts

## ACT 1

Rules and Important Clues are in bold.

Optional, more dependent on show things have a \* by them.

## WELCOME AND RULES

Welcome everyone to Frankie's Fix! I'm (character name) and (some details about character - like profession and why you are here). I know we are all very excited to see Ruby Pearl perform tonight (encourage cheering), I definitely am. Before we get to Ruby singing, Frankie wanted me to go over the rules of the establishment.

Rule number one, **you have to tell the truth**. I see some suspicious faces here, and know that during the day you may be up to any number of things, but here at Frankie's Fix we're going to be one hundred percent honest with one another. If you know the answer to a question, you must answer truthfully. In order to make sure you tell the truth, please raise your right hand and repeat after me. No crossing your fingers behind your back.

I will lie in my bed (wait for repeat). I will lie in the back of my model T (wait for repeat). I will lie on my taxes (wait for repeat), but I will not lie here tonight at Frankie's (wait for repeat). Good, I almost believe most of you. Not you. (Point at someone who isn't a character.) Nobody should trust you.

**You will be working with your teammates to solve a murder**, should one occur.

\*If you don't know who your team is - it's the people you are sitting with, those at your table (or the person next to you, no more than three to a team).

Probably we'll just get to have a few drinks and listen to Ruby sing, but in case something nefarious should happen, like a murder, luckily you have good teammates. Look at your teammates, they are clearly the most intelligent ones in the room, the best team in the room. Now look at the other teams, they clearly aren't as smart as your team. They probably couldn't escape from a paper bag. Put your fist in the air and shake it at them. Obviously *your* team is going to win the prize of Sensational Sleuth.

If a murder occurs, **you'll get two investigation times** in which you can get out of your seat, mix and mingle, and talk to anyone in the room. This will be where you can ask the hard questions and get some answers.

But! Here's the tricky part, the murderer will not know whether they are the murderer or not. It's not in any of the binders, so if you were to go up to someone and ask (use a non-character audience member if at all possible) "Did you do it?" (they should answer 'No', or 'I don't know') you'll get nothing out of it, just I don't know. It's a waste of a question and then you'll go back to your team and they might get mad at you for wasting a question. You'll want to stick to asking questions that pertain to motive and opportunity.

## MOVING INTO INTRODUCTIONS

Now that we know the rules of the joint, let's get to know who is here. Starting with...(Frankie or Ruby are nice places to start because you've mentioned them already, or with whatever suspect is nearby and not Blake).

To ask each character:

What's your name?

What's your profession?

Why are you here tonight? Anything else you'd like to share?

(Useful to repeat their answers, you can also gently interrupt someone reading their whole page to get the next answer.)

When you get to **Agatha**, we need to know that she's brought a knife with her tonight.

Usually I have it go a little something like this:

What's your name? *Professor Agatha Quinn.*

And what do you do for a living Agatha? *I'm an archeology professor.*

Oh, an archeology professor! That sounds like the bee's knees. Have you picked up any interesting artifacts lately? (Which should lead her into talking about her knife, and you can ask her some questions about it.)

Then get back to:

Why are you here tonight? *I'm here to stop people from drinking.*

Well, that's decidedly less fun. Maybe avoid Agatha if you are here for a good time! Anything else you'd like to share? (Usually no.) Agatha Quinn everyone!"

(Generally, I try to ask a couple other characters to elaborate on something so it doesn't seem like Agatha is the only person I'm trying to get more information from. I'll ask Sarah about being a doctor or Ronald about his books. Or Walter about fridges. So it doesn't seem odd.)

## MOVING INTO THE DEATH

Last but not least, we've got Blake, Blake tell us who you are. *Blake Billions*

And what do you do for a living? *I'm a professional billionaire.*

And why are you here tonight? (He's here to see his wife Ruby sing, and to celebrate his recognition from Doctors and Billionaires without Borders - he doesn't need to say both.)  
Is there anything else you'd like to share? (This is what I use as his cue phrase, but you can use something else after you ask him this.)

(Ideally **he will die.**)

If he doesn't die, you can prod him, 'You don't look very well.' Or give him hand motions - like running a hand across your throat (you can also use this as a cue sign for him and tell him about it). I usually repeat the 'you aren't looking so well, are you sure you are okay' bit, a little but if he really isn't dying? I'll go straight to **OH NO, HE'S DEAD!**

\*(Get the doctor of the script involved.)

Oh no! Is there a doctor in the house? *Sarah should come up, but she may not get close to the body. Her binder says that she's afraid of blood.*

Doctor Riley, is he alive or dead? *She should say he's dead*

He's dead? - GASP!

Alright, hold on ladies and gentlemen, a man has died right in front of you, and some of you are smiling! Look, this gentleman is laughing! We have a *policewoman* in the room and we are doing a terrible job of looking innocent. I need us all to practice our innocent faces, complete with a big oh no gasp! Let's try this on the count of three - one - two - three GASP! That's much better. Now for real! Doctor Riley, is he alive or dead?" (*He's dead!*) "GASP! You all looked almost innocent that time.

(I use a sheet, but the sheet is optional.)

Luckily, Frankie keeps this handy sheet around for emergencies such as this. (Open sheet). Now you may think you see the body getting up and walking out of the room. But this is merely the rigor mortis setting in, the gases escaping from the body, it's all quite disgusting so I recommend you avert your eyes.

Additional Get Him out of the Room Options:

Now, ladies and gentlemen, you might think that you see the body getting up and walking out of the room. But that's merely a figment of your imagination, dead bodies cannot walk. You must be in shock from seeing someone die.

(Best used by Darla.) Now everyone, I know you can't see this, but I can because I'm psychic, but I can see the soul leaving the body and exiting the room. He's become a ghost, and is walking away from all of us.

## ANNOUNCE INVESTIGATION TIME

While I deal with the dead body, if you are playing one of our suspects, **please turn past the first stop page**. You now have a new page of information. Maybe two. Until you get to another stop page. Read that new page over, and feel free to share it with your teammates. Then be sure to **get up out of your seats and start asking questions of the suspects, as this is your first investigation time**. I'm going to call a detective.

## REINTRODUCE BLAKE AS HIMSELF

Ladies and Gentlemen, on my way to call a detective I ran into (Name) wandering around lost. Someone is going to need to catch him up on what's been going on! Don't shock him by giving him too many grisly details.

OR

Everyone I found our late guest, (Name), wandering around outside, he's completely missed the murder, someone needs to catch him up on what happened.

## INVESTIGATION TIME

If people aren't getting up out of their seats, I'll go up to them to encourage them with something along these lines.

Who feels suspicious to you? (Get their answer.) Hmm, okay, why is that? (Get their answer.) Maybe you should go ask them questions about that.

## ACT 2

### \*MEMORIAL SERVICE

Everyone, if you could please take your seats. (Get them all to sit down again). I'm feeling pretty awful about this murder, as I'm sure everyone is. Poor Blake, laying on a block of ice in the back, keeping cool waiting for the detective. I'm thinking that it would look bad for all of us if a detective wandered in and we were being so happy and merry. To help us look innocent I

thought we could hold a small memorial service. Say a few nice words, help us all look very innocent when the detective arrives. Reverend Sam, can you help us out and say a few words? (He has something listed in his binder, and should say it.) Thank you, thank you Reverend Sam, that was very moving. Ruby, I know you must be distraught, but maybe you could sing your feelings?

(At this point the Detective will interrupt and take over - unless for some reason we know Ruby wants to sing. You'll be responsible for whatever clues the detective needs from you, which you can work out with your detective. It's also possible that you might be playing a character that the detective doesn't need to talk to.)

## ACT 3

(The first part of the act, you might help the detective get people to sit down. At some point during the act the detective will talk to you to get the clues you have, and you can work it out with the detective what answers she's looking for. The detective will take you all the way through to deliberation time, where you'll collect names for the host awards - performance awards, fashion, blank: your choice.)

## HOST AWARDS

Before our detective lets us all know who the killer was tonight, we have some awards to give out. Can I get a drum roll please. Recognizing (Name) as (Character) as one of our best performances of the night. (You can add details about the performance if you like.) Another drum roll for (Name) as (Character) as another stand out performance. (Again, add some details if you want.) While everyone (or many people, change the amount based on how many people dressed up) looks fabulous today, we have one fashion plate in (Name)! One final award from me today and that's the (Name of Award that you've come up with)!

IE:

One final award from me today and that's the Best Death Award! Obviously that's going to (Name of person who played Blake.) What a death scene you gave us today!

Another example:

One final award from me today and that's the Intrepid Cheaters Award. They were so determined to get all the answers that they were stealing binders and taking pictures of them, instead of asking everyone questions. Very creative, but not sure it helped them much in the solving of the case.

(The detective will take it from here and close out the night. If you've decided as a team to introduce all the actors, feel free to take a bow when the detective introduces you.)