

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 The Orphans Feeding Orphans Masquerade Ball at the Old Money Country Club! I'm (character name) and (some details about character - like profession and why you are here). Since we are all gathered here for the orphans, I want to encourage you to give often and generously. Sarah generously is letting us use the Old Money Country Club and so to make sure everything runs smoothly, I'm going 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 the Old Money Country Club, we're among friends, and 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 private plane (wait for repeat). I will lie on my private beach (wait for repeat). I will lie on my taxes (wait for repeat), but I will not lie here tonight at the Orphans Feeding Orphans Fundraiser. (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).

The plan is to have a nice dinner, a few drinks and give generously to the orphans so they can feed one another and we don't have to do it. 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. It's a waste of a question and then you'll go back to your team and they'll be furious you didn't get more out of your questioning. You'll want to stick to asking questions that pertain to motive and opportunity.

MOVING INTO INTRODUCTIONS

Now that Sarah knows we're going to treat the place right, let's get to know some of our guests tonight. Starting with...(I generally start with whoever is near Alistair so I can work around the room back to him, but you could also start with Sarah who owns the place, or Brooke who is the President of Orphans Feeding Orphans). Now if you aren't sure you can keep track of everyone, there is a handy program that's blank inside where you can take notes.

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.)

(Everyone is going to tell you they are here for the Orphans so you could ask them who invited them or what their relationship to the organization is.)

(There are no essential clues in Act 1!)

MOVING INTO THE DEATH

Last but not least, we've got Alistair, Alistair tell us who you are. *Alistair Diamond*
And what do you do for a living? *I'm the President of Steller Interstellar.*
And why are you here tonight? *I'm on the board of the organization, and I like fundraisers.*
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, if you are using her.)

Oh no! Is there a doctor in the house? *Scarlett should come up, and may say hmm curious.*

Doctor Pfeiffer, is he alive or dead? *He's dead.* (Or, whatever she says carry on as if she did.)
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 may have to practice looking innocent in case the cops find out about this. Let's try a oh no gasp. (Get them to gasp.) Much better. Now let's try this again, Doctor Pfeiffer, 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, we can use this scrap of old curtain to help cover this up. (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.

(Layce talks about the process of him becoming a ghost, but I've only done it as Darla, so I have no ghost speech for Masquerade.)

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 ALISTAIR 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

(No speeches! Answer the questions the detective has, if you've talked about it and the detective is going to ask you questions.)

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 Alistair.) 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.)