

# Sample Speeches for Hosts

## ACT 1

Rules and Important Clues are in bold.

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

The most natural option for hosting this is Mel, who's written gender neutral. But, you can host as anyone not Vinnie, Manners, or Bobby "Two Wheels." Francine also works at the diner, and Beth is another undercover cop. Other people might be a little more of a stretch but you pick the one you like best.

## WELCOME AND RULES

Welcome everyone to Mel's Diner, the best places for burgers, fries, and finding someone to go out and race later, provided you can keep the fuzz off your backs. I'm (character name) and (some details about character - like profession and why you are here). Before I (or Mel) take anyone's order, I've gotta go over the rules of the Diner, or Mel'll kick ya out.

Rule number one, **you have to tell the truth**. I see some suspicious faces here, some of you kids are up to no good, but if you want to get your food, you'll be honest while you're within these walls. 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 the back of my car at the drive in (wait for repeat). I will lie in wait for a phone call (wait for repeat). I will lie on my taxes (wait for repeat), but I will not lie here tonight at Mel's diner or I'll have to cruise around hungry. (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 hang out and chill before cruisin' the avenues, get a bite to eat before seeing if anyone's going to drag. 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 off the wall 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. Don't be a square, ask questions about motive and opportunity.

\*(If you are playing Mel.) Reminders to the kids that there is no fighting on the premises. And that's no canoodling at work. That means you Bobby Costa and Francine Funicello!

\*(Or not playing Mel.) Mel would like to remind the kids that there's no fighting on the premises. And remind the staff that there is no canoodling at work. That means you Bobby Costa and Francine Funicello!

## MOVING INTO INTRODUCTIONS

Alright, rules done, let's get into the good stuff, which is seeing who's all here today! 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. (moving over to whoever I'm starting with) Who have we here? (I generally start with whoever is near Manners so I can work around the room back to him).

To ask each character:  
What's your name?  
What's your profession?  
Why are you here tonight?  
What kinda car do you drive?  
What's your order at Mel's?  
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.)

(We've got a few required clues in this act because we have a double homicide in this show.)

When you get to Vinnie.  
What's your name? *Vinnie Clark*  
What's your profession? *Car sales.*  
Why are you here tonight? *Getting dinner after work.*

What kinda car do you drive? *'55 Thunderbird.*

What's your order at Mel's? *Mel's Individual Chicken Pot Pie, Beer, and a Slice of Cocoanut Pie*

You look like your head's bothering you? ***Yeah, I've got a headache.***

Anything else you'd like to share?

When you get to Bobby.

What's your name? *Bobby "Two Wheels" Costa*

What's your profession? *Second in command of the Stingrays.*

Why are you here tonight? *To see his girl Francine.*

(If you are Mel, you can complain about him being in the kitchen, canoodling, which is against the rules.)

Mel catch you sneaking around the place? ***Yeah, got caught in the kitchen. Grabbed my coke and left.***

What kinda car do you drive? *'59 Imperial Crown Flip Top*

What's your order at Mel's? *3 Deck club #5 with a chocolate malt*

Anything else you'd like to share?

(If you are playing Mel, you can double down on catching Bobby in the kitchen, and that he grabbed his coke and left. The coke is important, because it's not his order.)

Otherwise, when you get to Mel. If you are using them.

What's your name? *Mel*

What's your profession? *Own this diner.*

Why are you here tonight? *The diner is open, I'm here.*

Heard you caught Bobby in the kitchen even though he doesn't work for you? *Yeah, he's always hanging around because his girlfriend Francine works here. Claimed he was helping out but I had to kick him and his coke out.*

What kinda car do you drive? *'59 Bonneville*

What's your order at Mel's? *Mel burger, large coke, shoestring fries - classic*

Anything else you'd like to share?

If you aren't using Mel in the show, back it up from Francine.

What's your name? *Francine Funicello*

What's your profession? *Waitress*

Why are you here tonight? *I'm working*

Do you get into any shenanigans at work? ***Yeah, Bobby comes to see me and we have to avoid getting caught by Mel, who caught us in the kitchen today.***

What kinda car do you drive? *'54 Jet, but it's in the shop.*

What's your order at Mel's? *Green split pea soup; clam chowder on Fridays.*

Anything else you'd like to share?

(It's important to get both that Bobby was sneaking around AND that he had a large coke with him. Francine doesn't know he had a coke. Unlike other shows you don't need to ask other questions of people because you already have to talk extra to at least 3 people which hides it.)

## MOVING INTO THE DEATH

Last but not least, who do we have here,

What's your name? *Lieutenant Manners*

What's your profession? *Cop*

Why are you here tonight? ***Received a note about someone wanting to share info about stolen cars.***

What kinda car do you drive? *'49 Fordor*

What's your order at Mel's? ***Large Coke and 2 doughnuts.***

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!**

(No doctor in this script.)

Alright, hold on ladies and gentlemen, a cop 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 because soon this place will be swarming with the fuzz. Let's try a oh no gasp. (Get them to gasp.) Much better. Let's try this again, Oh no! he's Dead! 'GASP!' You all looked almost innocent that time.

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

We've got this extra fabric from the outfits from the video so I'll just hold this up so we don't have to see anything gross. (Open sheet). You may think you see the body getting up and moseying out. 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.

(No one has come up with a ghost phrase for this show yet, but you are welcome to create one!)

## 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 MANNERS 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.

(During this time, you should go up to Vinnie and talk him through his death - he'll be interviewed at the end of the act and needs to die after the detective interviews him. Tell him the detective will thank him for answering all their questions and that's his cue to die. You'll come over and stand near him, and can also give him a visual cue - like grabbing the back of your head or something that will be obvious to him.)

## 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.)

(At the end of the act you should help with Vinnie's death. After the detective is about done questioning Vinnie, he needs to die. His cue should be, thank you for answering my questions, but help him out if he doesn't immediately do it.)

OH NO! Another one! Vinnie has climbed the six foot ladder. Detective what do we do? Put him with the first one?

(Either you or the Detective can do a similar speech about getting him out of the room.)

\*As before, 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 having a second person die on you tonight.

(No need to reintroduce him as himself, they understand how it works now.)

## 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.)