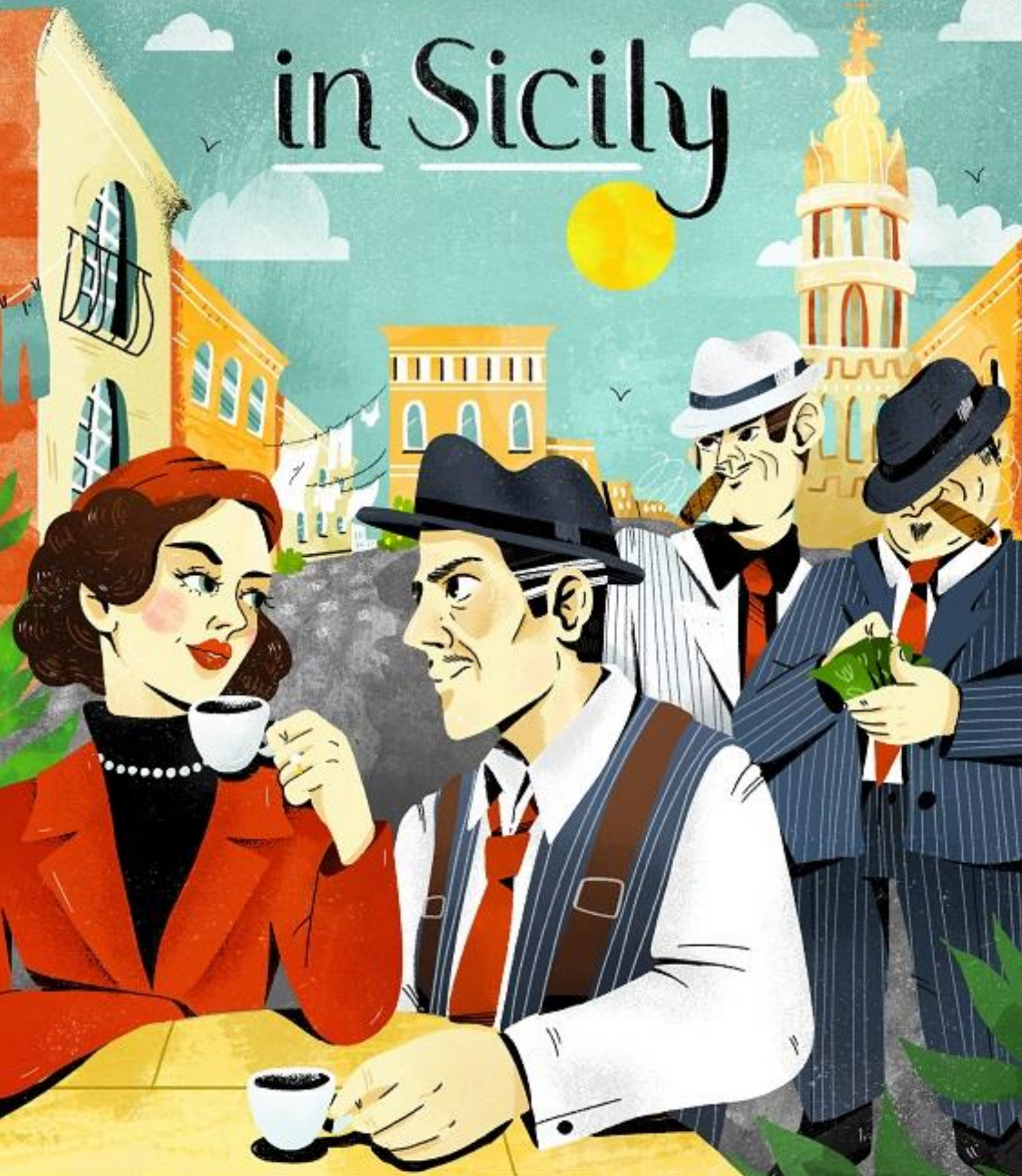


# Once Upon a Time in Sicily



# Once Upon a Time in Sicily

Preview



“Keep your friends close, but your enemies even closer.”

- **Michael Corleone**

**Preview**

---

© Copyright: The author of this game is Richard Bardl ([www.mysterando.com](http://www.mysterando.com)). All rights, especially those of reprinting and reproduction in any form, are reserved by the author. Reproduction is permitted only by written consent of the author. (2023)

The plot and all characters are fictional. Any resemblance to living or real persons is purely coincidental.

---

A decorative border with intricate floral and scrollwork patterns surrounds the text. The border is composed of repeating motifs of leaves, flowers, and swirling lines, creating a classic and elegant frame.

## Introduction to the Preview

Greetings!

The following pages will give you a sneak peak of the *Once Upon a Time in Sicily* murder mystery party for 16-20 players. The smaller version of the game (for 11-15 players) works in exactly the same way, but has 5 fewer characters.

In this preview you'll see a complete set of instructions and game materials. But don't worry—the preview doesn't contain any spoilers. You can still play the game after reading the preview, as we've edited or blacked out key information. For the same reason, we've kept the full Character Descriptions, Clues, and the game Resolution from you.

Wishing you a murderously good time!

Sincerely,

Mysterando Murder Mystery Team

A decorative border with intricate floral and scrollwork patterns surrounds the text. The border is composed of repeating motifs of leaves, flowers, and swirling lines, creating a classic, elegant frame.

## Once Upon a Time in Sicily

Peace returns to Sicily. So do the powerful mafia families. Familiar, dangerous faces once again walk the streets of the dreamy town of Corleone. It's high time, they've decided, to rebuild their empires of weapons, drugs, and protection rackets. But it's not just the mafiosos who sense the time is ripe. Up-and-coming families hope to gain influence through oiling the gears of the political machinery—and oiling their machine guns, too.

And so, at hostess Maria Dutto's birthday party in the *Valle dei Templi* restaurant, a crude and colorful assortment of ruthless mafiosi mingle with the other influential invitees. The atmosphere is tense. Many of the guests would like nothing more than to see the rival sitting across from them clad in cement shoes and tossed into the ocean.

But there's not only delicious Italian food on the table tonight—for murder is also on the menu! Both the killer and the victim are among the guests. While the characters won't all survive the night, every player will get a chance to solve the case!

# Hosting a Riveting Murder Mystery Party

Thanks for choosing a Mysterando murder mystery!

In the game that follows, you and your guests play as different characters investigating an exciting murder case. Our games are specially designed so that all the guests play an active role in solving the case **and you as the host or hostess can play too** (without knowing who the murderer is). Each player has a motive for the murder, as well as other dark secrets they're hiding, and very quickly it becomes clear that any of the players could be the killer.

If you're already a murder mystery fan and have played games for smaller groups, you'll recognize many of the classic murder mystery features in this game. The main difference is that this time there are more players—**the game is specially designed for larger groups**. This fundamentally changes the nature of the game. It's not possible for everyone to sit around a table and be part of the same conversation. Instead, in this larger format, discussions happen in smaller groups, or secret whispers, and you'll find yourself pulling someone aside for a confidential conversation or making a bold public accusation for everyone to hear!

This approach puts the interactions between players in the foreground, making it ideal for team-building events, holiday gatherings, and getting to know each other better. In addition to the common goal of catching the murderer (or murderers!), each character has personal goals they're trying to fulfil.

The murder happens at the party, midway through the game. The player whose character is killed is then given a new role—they rejoin the party as a special investigator called to the scene of the crime. So, the victim doesn't have to stop playing. To the contrary! They now have an added incentive to find out who killed their former character!

The following pages contain instructions for organizing and running the murder mystery party. We guarantee it's going to be a night you and your guests will talk about long after the case is (or isn't!) cracked!

# The Characters

*NOTE: This game is for 16-20 players. To see which characters must be assigned and which must be omitted, read the "Preparation: Assigning the characters" section further down in this document.*

**Maria Dutto** – The determined and self-confident owner of the pizzeria *Valle dei Templi*. She's successfully run the restaurant on her own since the death of her father. Rumor has it that she's looking for a suitable suitor.

**Vito Morelli** – The undisputed head of the Morelli family is a political mastermind who doesn't hesitate to use violence. He runs a lucrative cigarette smuggling business. His enemies fear him.

**Carlo Dragna** – Vito Morelli's henchman is an expert in breaking bones and setting explosives.

**Franca Bonanno** – As a mortician in Sicily, this cheerful woman earns a little something extra by running her business without scruples.

**Capitano Bilotti** – The chest of Corleone's proud police chief is adorned with medals and badges, and the *capitano* regularly makes speeches about ethics and morality. However, he no longer seems to believe in them himself.

**Ricarda Trinizia** – This brash construction contractor quickly flies into a rage when his lavish use of bribes doesn't net him the public contracts he's after.

**Jack Goodman** – A former U.S. soldier who first fell for the Sicilian lifestyle—and then for the Sicilian girls. Now he's the deputy chief of police in Corleone.

**Marcello Fornello** – The last survivor of the once powerful Fornello family has returned to Sicily and is out for revenge.

**Aurora Cuneo** – The courageous and intrepid mayor of Corleone has declared war on corruption and nepotism. Her stance has made her many friends—and many enemies, too.

**Vincent Castellano** – As the owner of the local tobacco store, this sedate senior citizen earns a tidy sum from his collusion with the cigarette smugglers, all while smoking the finest tobacco, of course!

**Simona Lecce** – As head of the Lecce family, she's coordinated the rapid rise of her family by making clever move after clever move.

**Mario Morelli** – What the son of mafia boss Vito Morelli lacks in brains and foresight, he more than makes up for with his remarkable shooting skills.

**Toni Di Marco** – This construction contractor hasn't landed a contract for quite some time now. He longs for the good old days.

**Sara Occhipinti** – Although she doesn't belong to a mafia family, she loves playing with fire. An adrenaline junkie, Sara only accepts assignments that promise thrills.

**Dottore Veronica** – The talkative doctor takes good care of her patients, but not their secrets.

**Marco Cuneo** – The mayoress' young son is a law student and has a bright future ahead of him as a judge.

**Luca Lecce** – This talented young mafiosi supports the ambitions of his mother Simona Lecce in the fight for power and wealth in Corleone.

**Manuele Ferrara** – Few know that the *Valle dei Templi's* gentle chef is more than just a specialist in pizza and risotto.

**Padre Angelo** – An experienced Catholic priest, Father Angelo knows most of Corleone's secrets and has developed a unique knack for turning people's confessions into cash.

**Grazia Morelli** – The wife of Vito Morelli was once a popular singer. But now her stardom is fading, and she's clawing to save her reputation.

# Sequence of Events

**The guests arrive and slip into their character roles as they arrive.**

Upon arrival, hand each guest the envelope with the information and tasks for their character. (This builds on the character description they received with their invitation.)



**The hostess Maria gives a short welcome speech to all the guests.**

(The course of the evening's events is briefly explained.)



**Round 1: Now the players are free to interact with each other and fulfill their tasks.** Players get to know each other's characters and start learning new information.



**A murder is committed!**

(The victim now changes roles—they continue to play as a new character: the special investigator.)



**Round 2: Special investigator Giorgio Falcone briefly introduces himself. Then each player receives a second envelope with further information and tasks.**

(Players now continue to mingle, converse, discover secrets, untangle intrigue, and make progress in solving the case.)



**The special investigator presents the collected evidence to the group.**

(The guests analyze the evidence presented and investigate further leads.)



**The Accusation Round! Everyone writes down who they think the murderer is on their "Accusation Card".** (There's also an award for Best Dressed, Best Acting Performance, and Most Corrupt Player.)



**The host reads the game's Resolution out loud to everyone.**

*NOTE: See the "Game Instructions" section for a detailed description of the game events*

# Frequently Asked Questions

## **How long does the game take?**

Generally, 3-4 hours. This varies depending on the group and how much they enjoy the discussions.

## **How old should players be to play?**

In our experience, players from 16 and up have great fun playing.

## **Should I dress up?**

Dressing up isn't a requirement. However, we highly recommend you do! It's so much more fun—it adds to the ambience and makes getting in character a lot easier. It's best you clearly communicate this to your guests when you invite them.

## **How does the murder happen?**

Upon arrival, one player learns from their role description (in the first envelope) that they're the victim and won't survive the evening. After the first round, when all the players have completed their tasks, the victim briefly turns off the lights. At that moment, a shot is fired (loud bang) and the victim falls to the ground. (The lights don't *have* to be off, but it's a great effect.) After their death, the victim continues to play as a special investigator. Their instructions for this new role are in their second envelope i.e. the second envelope for the character that's just been murdered.

## **How much preparation time should I plan for?**

As with all our games, you can start playing relatively spontaneously, however, we recommend that you prepare for the evening in advance: decorate the venue and prep a suitable meal. The *bare minimum* time you need to print, cut, and assign all the game materials is one hour.

## **If I'm the host or hostess, can I play too?**

Of course! We've specially written our games so the host can play. However, when preparing the game materials, *do not* read any of the role descriptions or clues. We've written them to hide sentences such as "You are the murderer" in the text so you won't accidentally see a spoiler!

## **How do I explain the game rules to the guests?**

Simply print out the preceding "Sequence of Events" page beforehand and briefly run through each key point. Additionally, each character has important explanations in their own "Clues 1" document. Keep the "Game Rules Explanation" at hand during the game (e.g., by downloading this PDF to your smartphone/tablet or printing out the corresponding pages) so you're ready to quickly answer any questions that may arise during play.

## **If we're less than 20 players, we must leave out certain characters. Which ones?**

See "Assigning the characters" in the **Preparation** section further down in this document.



# Preparation

You can scale the preparations for the murder mystery party to the time you have available. If you pre-cook an extensive menu and extravagantly decorate the venue, you'll need more prep time than if you have food delivered, for example. Please allow at least another hour of preparation time for printing and sorting the game materials.

## How many pages must I print?

You don't have to print all the pages to play. The exact number of printouts you need varies—roughly 4 pages per guest. To reduce printing, email the invitations to your guests.

You could also use a smartphone or tablet to display specific pages, but we don't recommend this as handling a device can distract players and break immersion in the setting. That said, it's a good backup if printed pages go missing. If you're hosting and want to play along spoiler-free, *do not read* the "Clues", "Resolution" and character description documents when you're printing them!

## Preparing the "Clues" and "Evidence" documents

Each character has two clue sheets (one for each of the two game rounds) *that are for their eyes only*. You can find all these in the "Clues" document. Prepare two envelopes for each character (i.e. write "Johnny Suspect—Round 1" on one envelope and "Johnny Suspect—Round 2" on the second envelope) then print out that character's clues, fold them immediately so you don't see any spoilers, and put the printout in the right envelope. If you don't want to use envelopes, roll up each printout, tie it with string, and write the character name and round on the outside.

The following characters have additional "Evidence" documents that must be put in the same envelope as their Round 2 Clues (be careful not to read these either – *hidden in Preview*):

- Evidence 1 for [REDACTED]
- Evidence 2 for [REDACTED]
- Evidence 3 for [REDACTED]
- Evidence 4 for [REDACTED]

## Name tags

*Further down in this document you'll find name tags for each character.* Print and cut them out, then on game night attach each player's name tag to their clothing so it's easy to see who everyone is.

## Bribe money

As mafiosos, it's standard operating procedure to use bribe money to oil the gears of society and coax extra information out of someone. *You'll find printable bribe money further down in this document.* Make sure each player gets two bills with their Round 1 envelope and one bill with their Round 2 envelope. (You can reprint the money page until you have enough bills). Alternatively, you could use other play money (like Monopoly money). At the end of the game there's a special award for the most corrupt player who gathered the most money.

### Accusation Cards

After all the clues are discussed and all the evidence is presented, it's time to guess who the murderer is! Give every player an "Accusation Card" where they'll write down who they think the murderer is, as well as voting for the best dressed player and the best acting performance. *You can find the printable Accusation Cards further down in this document.*

### Catering considerations

It's up to you whether you want to serve dinner or rather plan things more like a cocktail party. Given that the game revolves around players discussing clues in small groups and pulling individuals aside for secret chats, we recommend serving finger food during gameplay. Serving a planned menu is fine too, but plan it so it doesn't disrupt the flow of the game. The choice of food is also up to you, but sticking to the Italian theme adds to the ambience. You decide how much effort to put into the food. Pizza from a delivery service works just as well as an elaborate culinary experience. If you're hosting and playing a character (which we recommend you do), it's best the food prep is quick and easy, otherwise you'll be distracted, or the game might drag while players wait on you. Here's an idea of what a themed Italian menu might look like:

Time	Course	Food/Drink
Guests arrive	Welcome drink	Cinzano vermouth as an aperitif
During Round 1	Starters buffet	Antipasti appetizer plate
During Round 2, but after the murder	Main course	Focaccia and bruschetta as finger foods or lasagna (easy to prepare), Italian wine
After the Resolution	Dessert	Tiramisu (pre-prepared)

### Decorations and atmosphere

With a beautifully decorated venue, the murder mystery is twice as fun. It's up to you to decide how much time to put into the decorations and music selection. We guarantee it's worth your while to create a suitable atmosphere—it'll make the evening so much more memorable!

### Assigning the characters

As organizer, it's your job to assign a character to each player. To help you choose, refer to the short descriptions in "The Characters" section earlier in this document—don't read the full descriptions in the separate Character Descriptions doc! For murder mystery newbies, it's best to assign character roles similar to the player's actual personality and age. Conversely, experienced players and people with a talent for acting often enjoy playing characters that are nothing like their real-life personas. Of course, feel free to mix up the gender roles (this can be lots of fun). We recommend the host or hostess play as Maria, the restaurant owner.

NOTE: The game is designed for 16-20 players, meaning there are 4 optional characters (all equally involved in the action). If playing with less than 20 players, don't assign the following characters:

- For 19 players, don't assign: [REDACTED]
- 18 players: [REDACTED]
- 17 players: [REDACTED]
- 16 players: [REDACTED]

*(Hidden in Preview)*

### **The invitations**

Once you've decided who's going to play who, send the ready-made invitations to your guests by e-mail (or print and mail them). Each invitation contains a unique character description, short notes on the course of the evening, and an extract from the local newspaper, *Gazetta del Sicilia*. Ask your guests to RSVP with a binding commitment—the game requires everyone to show up.

### **What if one (or more) guests cancel at the last minute?**

Don't worry, you can still play as long as you stay above the minimum number of players. Swap the role of the absent player with someone playing one the "optional" roles listed above (in the "Assigning the characters" subsection above). Inform the role-swapped player ASAP and send them the relevant invitation so they can prepare for their new role!

### **The checklist**

Later in this document there's a handy checklist that details every step. Use it to make your preparations easier and prevent yourself from forgetting something important.

# Game Instructions

## The course of events:

### 0. Prelude: Before the event

All the players have received their invitations in advance, have read their character descriptions, and are excited for game night to arrive!

### 1. Act One: The guests arrive

Guests arrive and slip into their character roles as they step inside the venue.

Give each guest their personal “Clues 1” envelope. They can immediately open and read it.

*This is the perfect moment for a welcome drink! Hand one out with the clues.*

### 2. Act Two: Introduction

When all the guests have arrived and had a moment to settle in, Maria the restaurant owner gives a short, scripted speech to her guests (the “Introduction Speech”). She quickly recaps the course of the evening—and then the game begins!

*This is a good time to announce and open the appetizer buffet.*

### 3. Act Three: Game Round 1

Now the players begin to mingle, exchanging ideas and going about their tasks. The atmosphere is relaxed. The players get to know each other and learn the latest intrigues. This round lasts about 40-60 minutes.

### 4. Act Four: The murder takes place!

After the victim (who knows they’re the victim from their “Clues 1” envelope) and all the other players have completed their Round 1 tasks, the murder happens. The victim briefly turns off the lights—and when the lights come back on, they’re lying dead on the floor.

*Fun Tip: Have some white tape at hand. Mark the outline of the victim like in a crime scene.*

### 5. Act Five: The Special Investigator arrives

The victim gets up, leaves the room, and returns as special investigator Giorgio Falcone. This works especially well if you, as the host, can provide them with police gear to help them get into their new role: a peaked cap, sunglasses, and a coat or plaid jacket.

### 6. Act Six: Game Round 2

Give each player their second envelope (“Clues 2”). It contains further info and tasks. The newly arrived special investigator (i.e. the victim) gives a short, scripted speech (“Start of 2<sup>nd</sup> Round Speech”). After the speech, the players continue like in Round 1, entering discussions, discovering secrets, and attempting to solve the case.

This round lasts about 40-60 minutes.

*Serve the main course during this round.*

**7. Act Seven: The Evidence is presented**

Once the special investigator has gathered all the pieces of evidence (some players received an "Evidence" page in their "Clues 2" envelope), the investigator lays them out on a table and briefly explains each piece. Afterwards, the guests are free to come examine the evidence for themselves and conduct their final discussions. Players who haven't completed their tasks should do so now.

Allow at least 30 minutes for this Evidence Round to unfold.

**8. Act Eight: Make your accusations!**

When all the information has been exchanged and all the tasks have been completed, deal out the "Accusation Cards". Each player completes their own card, writing down who they suspect of the murder.

**9. Act Nine: The Resolution**

Give the envelope with the "Resolution" to the special investigator and ask them to read it out to everyone.

Announce and award prizes for Best Dressed, Best Acting Performance, and Most Corrupt (the player who collected the most bribe money).

*Don't forget dessert!*

# Character Assignment List

Character	Played by
<b>Maria Dutto</b> (recommended for the host/hostess)	
<b>Vito Morelli</b>	
<b>Carlo Dragna</b>	
<b>Franca Bonanno</b>	
<b>Capitano Bilotti</b>	
<b>Ricarda Trinizia</b>	
<b>Jack Goodman</b>	
<b>Marcello Fornello</b>	
<b>Aurora Cuneo</b>	
<b>Vincent Castellano</b>	
<b>Simona Lecce</b>	
<b>Mario Morelli</b>	
<b>Toni Di Marco</b>	
<b>Sara Occhipinti</b>	
<b>Dottore Veronica</b>	
<b>Marco Cuneo</b>	
<b>Luca Lecce</b>	
<b>Manuele Ferrara</b>	
<b>Padre Angelo</b>	
<b>Grazia Morelli</b>	

*The "Preparation: Assigning the characters" section states who to omit if you're less than 20 players.*

# Checklist

**Note:** You could spontaneously play the game with 1-2 hours prep time, but we strongly recommend you take your time preparing, as detailed below.

## About 1-4 weeks before game night:

- Invite your guests. Ask them to RSVP with a binding commitment.

## About 1-2 weeks before game night:

- Assign a character to each confirmed guest. Use the “Character Assignment List” above.
- Send each player their ready-made game invitation packet, including:
  1. The “Invitation” (in this document)
  2. The “Gazetta del Sicilia” newspaper (2 pages, in this document)
  3. Their full, unique “Character Description” (in a separate document)
- Plan the venue decorations.
- Plan your food and drinks menu. Make a shopping list.
- Optional: Get small gifts (e.g. a bottle of wine) for the 3 awards categories: Most Corrupt, Best Dressed, and Best Acting Performance.
- Plan your own costume.

## Right before game night:

- Cook/prepare food in advance.
- Decorate the venue according to the game theme and setting.
- Have a camera ready (charge batteries, clear memory card).
- Print the following pages from **this document**:
  - Name tags (cut them out, and have tape or safety pins handy for fastening)
  - Bribe money (cut out the individual notes)
  - Evidence (*but DO NOT read!*)
  - Accusation Cards
  - Game Rules Explanation and Introduction Speech (they’re on the same page)
  - Sequence of Events (keep the Game Rules Explanation handy)
  - *Gazetta del Sicilia* (keep this extra copy at hand)
  - Start of 2<sup>nd</sup> Round Speech (*but DO NOT read!*)
  - Awards Tally Sheet
  - Award Certificate for: Best Dressed
  - Award Certificate for: Best Acting Performance
  - Award Certificate for: Most Corrupt
- Print the following **separate documents** out in full (*but DO NOT read them*):
  - Clues
  - The Resolution
- Prepare each player’s Round 1 envelope (Clues 1 and two Bribe Money notes).
- Prepare each player’s Round 2 envelope (Clues 2, one Bribe Money note, possible Evidence).
- Optional: Have white tape ready to stick around the outline of the dead victim.
- Have the victim’s change of clothes ready for their transition to the role of special investigator (sunglasses, hat, coat or plaid jacket).

# Game Rules Explanation

*Briefly explain the game rules to the players. Cover the following important points:*

- Describe the flow of the game using the “Sequence of Events” page in this document.
- Each player must complete all the tasks and clues in their envelopes. All the information you know can be shared for a bribe or traded for a secret, unless clearly marked otherwise.
- If someone asks you for a piece of information that’s not in your notes, you may and should improvise according to your own role and tasks.
- Both the victim and the murderer are among us! In the 1<sup>st</sup> Round, only the victim knows they’ll die at the end of the round and has special instructions. The murderer only learns about their crime at the start of the 2<sup>nd</sup> Round.
- As you improvise or impart information, you might later realize you’ve made a mistake. If, later on, you realize this, make sure you correct that information accordingly.

*At the start of the game, restaurant owner Maria Dutto delivers the following Introduction Speech. (Make sure your guests have a welcome drink in hand before the speech.)*

---

## Introduction Speech

Dear guests,

I’d like to welcome you to my birthday party. Even though the death of my father hangs like a cloud over my soul, I want us all to make today a joyous celebration of life! I will of course continue to run the family restaurant, *Valle dei Templi*, continuing its reputation for excellence. You’ll be well taken care of tonight!

I do, however, have another motive for hosting this party while still in mourning. The guests gathered here tonight represent Corleone’s most important, powerful, and influential figures. I’d like to ask you each a personal favor: as you enjoy yourselves, please help me find my father’s murderer! The greatest birthday gift you can give me is justice. Let it be restored tonight!

And with that, let me conclude. Tonight, we celebrate in this beautiful place. May it be a night to remember!

(And now the murder mystery game begins: mingle and get to know each of the other characters while completing the tasks in your “Clues 1” envelope.)



## Start of 2<sup>nd</sup> Round Speech

*Special investigator Giorgio Falcone reads out this speech. (This character isn't assigned at the beginning of the game. The victim continues playing as the special investigator after they've been murdered).*

***Please do NOT read the speech before the game, as it contains secrets and spoilers!***

Dear guests,

My name is

[Redacted Name]

[Redacted Name]

[Redacted Name]

[Redacted Name]

[Redacted Name]

[Redacted Name]

[Redacted Name]

*(Hidden in Preview)*

Now the game continues: Complete your tasks in your "Clues 2" envelope.



**Invitation to**  
**“Once Upon a Time in Sicily”**  
**A murder mystery party**



Join us as we dive into 1950s Sicily, a world full of cunning mafiosi and corrupt officials! Each player will slip into a unique character role and enjoy a delicious meal—but beware, for murder is also on the menu! The characters won't all make it out alive...but everyone will still play a crucial role in unravelling the mystery and solving the murder.

Please take some time to prepare for the party. That way, it's sure to be a night you'll all remember for a long time to come!

**Please read your Character Description carefully.**

In it you'll find all the information you need for the murder mystery, including the role you're playing and the secrets you're harboring. If you want, prepare a few catchphrases before the party and practice your facial expressions in the mirror.

**Don't reveal anything you've read!**

You can share your name and your profession with the others but keep everything else you've read to yourself.

**Plan a costume: dress up as your character.**

Your Character Description will offer costume suggestions. Your outfit doesn't have to match the description exactly—just take some time to fine-tune your 1950s Italian look. A good costume makes it easy to slip into your character on game night.

**Peruse the *Gazetta del Sicilia* articles.**

The enclosed newspaper clippings contain background information about the events of the last few days. There's no need to memorize any of the stories, and you don't have to know the names of the other characters by heart, but the newspaper will help set the scene and give you an overview of the world you're entering into...

**See you at the party!**

The host will explain the game rules at the party. In the meantime, if you're curious how our murder mystery parties work, have a look at:

[www.mysterando.com/what-is-a-murder-mystery-party](http://www.mysterando.com/what-is-a-murder-mystery-party)

## Maria Dutto celebrates birthday despite father's death



The popular restaurant *Valle dei Templi* in Corleone

The birthday party of Maria Dutto, a well-known local restaurant owner, is causing a stir. Just days after the suspected murder of her father, the young woman announced that she will be hosting her birthday party at the family pizzeria *Valle dei Templi*. "I want to send a clear message that the murderers will not succeed in stopping business or dampening our spirits," said the 28-year-old. All of Corleone's elite have been invited. See the next page for the guest list.

### Pizzeria owner Antonio Dutto found dead

Restaurant owner Antonio Dutto was found dead two days ago in one of the deep ravines near the village of Randazzo. "We are currently putting every effort into the investigation," said chief of police Capitano Bilotti.

### Marcello Fornello seen in Messina

Mafia boss Marcello Fornello, who died and was buried a few months ago, was seen at the port of Messina, according to witnesses. The recent slaughter of the Fornello family caused a great stir.

### Contract for the reconstruction of the church of San Domenico re-awarded

Newly elected mayoress Aurora Cuneo awarded the contract to rebuild the church to construction contractor Toni di Marco.

She then published a list of other contractors who tried to bribe her.

However, the mayoress subsequently reversed her decision and re-awarded the contract to Ricarda Trinizia, who is on the list of allegedly corrupt contractors.

The parish priest of Corleone, Padre Angelo, was unimpressed by the



Ruins of San Domenico church

turmoil: "My only concern is that the dilapidated church of San Domenico be rebuilt true to the original design. Our community must have a place worthy of worship." The mayoress was not available for comment.

# Gazetta del Sicilia

## Insider info – Who's coming to the big birthday bash?

The guest list for Maria Dutto's birthday party reads like a who's who of the local elite. But some surprise guests have also been invited. *Gazetta del Sicilia* introduces you to the esteemed invitees:

**Maria Dutto** - The determined and self-confident owner of the pizzeria *Valle dei Templi*. She's successfully run the restaurant on her own since the death of her father. Rumor has it that she's looking for a suitable suitor.

**Vito Morelli** - The undisputed head of the Morelli family is a political mastermind. He doesn't hesitate to use violence, either. He runs a lucrative cigarette smuggling business. His enemies fear him.

**Carlo Dragna** - Vito Morelli's henchman is an expert in breaking bones and setting explosives.

**Franca Bonanno** - As a mortician in Sicily, this cheerful woman earns a little something extra by running her business without scruples.

**Capitano Bilotti** - The chest of Corleone's proud police chief is adorned with medals and badges, and the capitano regularly makes speeches about ethics and morality. However, he no longer seems to believe in them himself.

**Ricarda Trinizia** - This brash construction contractor quickly flies into a rage when his lavish use of bribes doesn't net him the public contracts he's after.

**Jack Goodman** - A former U.S. soldier who first fell for the Sicilian lifestyle, and then for the Sicilian girls. Now he's the deputy chief of police in Corleone.

**Marcello Fornello** - The last survivor of the once powerful Fornello family has returned to Sicily and is out for revenge.

**Aurora Cuneo** - The courageous and intrepid mayor of Corleone has declared war on corruption and nepotism. Her stance has made her many friends and many enemies, too.

**Vincent Castellano** - As the owner of the local tobacco store, this sedate senior citizen earns a tidy sum from his collusion with the cigarette smugglers, all while smoking the finest tobacco, of course!

**Simona Lecce** - As head of the Lecce family, she's coordinated the rapid rise of her family by making clever move after clever move.

**Mario Morelli** - What the son of mafia boss Vito Morelli lacks in brains and foresight, he more than makes up for with his remarkable shooting skills.

**Toni Di Marco** - This honest construction contractor just hasn't landed any contracts for quite some time now.

**Sara Occhipinti** - Although she doesn't belong to a mafia family, she loves playing with fire. An adrenaline junkie, Sara only accepts assignments that promise thrills.

**Dottore Veronica** - The talkative doctor takes good care of her patients, but not their secrets.

**Marco Cuneo** - The mayoress' young son is a law student has a bright future ahead of him as a judge.

**Luca Lecce** - This talented young mafiosi supports the ambitions of his mother Simona Lecce in the fight for power and wealth in Corleone.

**Manuele Ferrara** - Few know that the *Valle dei Templi's* gentle chef is more than just a specialist in pizza and risotto.

**Padre Angelo** - An experienced Catholic priest, Father Angelo knows most of Corleone's secrets and has developed a unique knack for turning people's confessions into cash.

**Grazia Morelli** - The wife of Vito Morelli was once a popular singer. But now her stardom is fading, and she's clawing to save her reputation.

**Maria Dutto**

Owner of *Valle dei  
Templi*

**Vito Morelli**

Head of the Morelli  
family

**Carlo Dragna**

Right hand of Vito  
Morelli

**Franca Bonanno**

Mortician

**Capitano Bilotti**

Chief of Police

**Ricarda Trinizia**

Construction  
contractor

**Jack Goodman**

Deputy Police Chief

**Vincent Castellano**

Owner of the tobacco  
store *Fumo di  
Sigaretta*

**Aurora Cuneo**

Mayoress

**Simona Lecce**

Head of the Lecce  
family

**Toni Di Marco**

Construction  
contractor

**Mario Morelli**

Son of Vito Morelli

**Padre Angelo**

Catholic Priest

**Sara Occhipinti**

Vito Morelli's  
mistress

**Grazia Morelli**

Singer and wife of  
Vito Morelli

**Marcello Fornello**

Head of the Fornello  
family

**Dottore Veronica**

Doctor

**Marco Cuneo**

Law student and son of  
the mayoress

**Luca Lecce**

Son of Simona Lecce

**Manuele Ferrara**

Chef in the *Valle dei  
Templi* restaurant

# Bribe money

Each player receives 2 bribe money notes in their first-round envelope and another 1 note in their second-round envelope. You'll have to print this page out multiple times to get enough notes, or use your own play money (e.g. from Monopoly).



# Accusation Cards

At the end of the game, hand out one accusation card to each player. To get enough cards, you'll need to print this page several times.

## Accusation!

I accuse \_\_\_\_\_ of murder!

My vote for best costume goes to:

\_\_\_\_\_

My vote for best acting performance goes to:

\_\_\_\_\_

My number of bribe money notes: \_\_\_\_\_

Signature: \_\_\_\_\_

## Accusation!

I accuse \_\_\_\_\_ of murder!

My vote for best costume goes to:

\_\_\_\_\_

My vote for best acting performance goes to:

\_\_\_\_\_

My number of bribe money notes: \_\_\_\_\_

Signature: \_\_\_\_\_

## Accusation!

I accuse \_\_\_\_\_ of murder!

My vote for best costume goes to:

\_\_\_\_\_

My vote for best acting performance goes to:

\_\_\_\_\_

My number of bribe money notes: \_\_\_\_\_

Signature: \_\_\_\_\_

## Accusation!

I accuse \_\_\_\_\_ of murder!

My vote for best costume goes to:

\_\_\_\_\_

My vote for best acting performance goes to:

\_\_\_\_\_

My number of bribe money notes: \_\_\_\_\_

Signature: \_\_\_\_\_

## Accusation!

I accuse \_\_\_\_\_ of murder!

My vote for best costume goes to:

\_\_\_\_\_

My vote for best acting performance goes to:

\_\_\_\_\_

My number of bribe money notes: \_\_\_\_\_

Signature: \_\_\_\_\_

## Accusation!

I accuse \_\_\_\_\_ of murder!

My vote for best costume goes to:

\_\_\_\_\_

My vote for best acting performance goes to:

\_\_\_\_\_

My number of bribe money notes: \_\_\_\_\_

Signature: \_\_\_\_\_

## Accusation!

I accuse \_\_\_\_\_ of murder!

My vote for best costume goes to:

\_\_\_\_\_

My vote for best acting performance goes to:

\_\_\_\_\_

My number of bribe money notes: \_\_\_\_\_

Signature: \_\_\_\_\_

## Accusation!

I accuse \_\_\_\_\_ of murder!

My vote for best costume goes to:

\_\_\_\_\_

My vote for best acting performance goes to:

\_\_\_\_\_

My number of bribe money notes: \_\_\_\_\_

Signature: \_\_\_\_\_



## **Evidence #1 – Example (different in full game)**

Description: Ivory handled dagger. Presumably the murder weapon.  
Location: Bush in front of the restaurant, found by Simona Lecce.



## Evidence #2 – Example (different in full game)

Description: Police case file on Padre Angelo.  
Location: Issued by Capitano Bilotti.



## Evidence #3 – Example (different in full game)

Description: Will of Grazia Morelli  
Location: In trash can

### Testament

I, Grazia Morelli, hereby bequeath my entire artistic and material estate to my son, Mario Morelli. Vito Morelli, my husband shall expressly not receive any inheritance.

Signature: *G. Morelli*



# Awards Tally Sheet

At the end of the game, use this tally sheet to count the votes for the Best Dressed, Besting Acting Performance, and Most Corrupt.

Character	Best Acting	Best Dressed	Most Corrupt
<i>Example character</i>	III III	III III	3000 <i>Lira</i>
<b>Maria Dutto</b>			
<b>Vito Morelli</b>			
<b>Carlo Dragna</b>			
<b>Franca Bonanno</b>			
<b>Capitano Bilotti</b>			
<b>Ricarda Trinizia</b>			
<b>Jack Goodman</b>			
<b>Marcello Fornello</b>			
<b>Aurora Cuneo</b>			
<b>Vincent Castellano</b>			
<b>Simona Lecce</b>			
<b>Mario Morelli</b>			
<b>Toni Di Marco</b>			
<b>Sara Occhipinti</b>			
<b>Dottore Veronica</b>			
<b>Marco Cuneo</b>			
<b>Luca Lecce</b>			
<b>Manuele Ferrara</b>			
<b>Padre Angelo</b>			
<b>Grazia Morelli</b>			

# AWARD

This award goes to \_\_\_\_\_  
for the **Best Acting Performance** at the *Once Upon a Time  
in Sicily* murder mystery party! You were the star of the  
evening, your dazzling acting skills and total  
transformation will be remembered for a long time.



A Mysterando murder mystery  
[www.mysterando.com/murder-mystery-party/](http://www.mysterando.com/murder-mystery-party/)

# AWARD

This award goes to \_\_\_\_\_  
for being the **Best Dressed** at the *Once Upon a Time in Sicily* murder mystery party! Your costume, attention to detail, and winning style will be remembered for a long time.



A Mysterando murder mystery  
[www.mysterando.com/murder-mystery-party/](http://www.mysterando.com/murder-mystery-party/)

# AWARD

This award goes to \_\_\_\_\_  
for being the **Most Corrupt** and collecting the most bribe  
money at the *Once Upon a Time in Sicily* murder mystery  
party! Your love of corruption, penchant for nepotism, and  
incredible talent for extracting a few bucks from any  
situation made you the dark star of the evening.



A Mysterando murder mystery  
[www.mysterando.com/murder-mystery-party/](http://www.mysterando.com/murder-mystery-party/)