

A NIGHT OF MURDER AND MAYHEM AT
THE MISS AMERICA PAGEANT

KILLING FOR THE CROWN

After a week of competing in the nation's most prestigious beauty pageant, the contestants and the judges are invited to a pre-pageant party the night before the final round of competition.

With the Miss America crown on the line, everyone seems desperate to gain the competitive edge on their rivals... and for one guest that means murder!

Will it be the whiny Miss Wisconsin who is obsessed with winning? The ambitious Miss Alabama whose acting career is at stake? The notorious Miss New York with a criminal past? Or possibly the reigning queen who is not looking forward to giving up her crown.

With a pageant that has been plagued with scandal from its beginning, there is no reason this year should be any different.

GET READY FOR AN EVENING OF BACKSTABBING,
BLACKMAIL & BRIBERY AMONG BEAUTIES.





HOST'S GUIDE

Thank you for choosing Killing For The Crown

We are confident that you will find this comprehensive packet to provide everything that you will want and need to run your very own murder mystery party—one that will have your guests talking about it for weeks, if not longer.

This murder mystery experience is designed to be easy to run and fun to play for all the guests involved. The game is played with all of your guests having active roles in the game and each guest having objectives to complete. These objectives keep the party from being pre-scripted and allow your guests to draw their own conclusions as to the motives and the identity of the murderer. This format also allows for great mingling amongst your guests and insures that all of your guests feel included. Before the night is through, each guest will have discovered that they have a motive for killing the victim and be inclined to protect their innocence as well as seek out the murderer. To add to the experience and suspense of the night, the murder happens during the party not before, as in some other murder mystery games. The victim is also allowed to play along after they 'die', since they have no clue who murdered them. Killing For The Crown is certain to be a hit with all of your guests.

In the following pages is a simple list of things you need to do as host in order to have the party run smoothly. Once the party is going, it is up to the guests to make the most of it—something you will be surprised at how well they do.

Get a \$5 coupon and a FREE Party!

Once your party is thrown, please let us know how your party went by posting it on our MURDER MYSTERY MESSAGE BOARD! We will email you a \$5 coupon for posting comments and/or pictures about your party. In addition to the coupon, each month we will select one posting to be featured in our "Party of the Month" forum and that customer will receive a \$45 gift certificate towards the purchase of a future party.

Assigning the Characters

- **You, as host, will need to decide upon a character for each of your guests.** The easiest way to assign the characters is to read the character descriptions and match each character with the guest that you feel suits that particular character the best.
- **If you choose NOT to know the murderer,** you can simply choose NOT to read the character descriptions or examine the evidence before the party. While you will be able to play along with everyone else, you will not be able to read the descriptions when assigning the characters. (You will find a short list of the characters with descriptions on the next page.)
- **Who should you (as host) be?** It is up to you to decide how active of a role you want to play in the mystery. Some hosts want to be very active and choose to be one of the contestants, such as Patty Pageant. Others prefer to take a lesser role and concentrate more on facilitating the evening.
- **Because this party is dependent on a minimum number of people showing up,** you may want to determine ahead of time which guests are attending before assigning characters.
 - It is recommended that you send out the general invite and the Pageant Press with an RSVP date of two weeks before the party. After your guests RSVP positive, you can send them their character sheet. You can download invites here: <http://www.nightofmystery.com/invitations.php>
- **The killer will not know they are the murderer until they open their second envelope at the party.**
- **The victim will not know they are the victim until they get to the party.** The victim will not have a list of objectives for after the murder. If the victim wishes to play along after the murder, they can do so without an identity. If you have an extra identity (that is, a role that is not being played), they can also assume that identity if they so choose.
- **What happens with less than 20 guests?** If you are short of 20 guests, the game can be played without the following characters: (Instructions included in the product)
- **What about the male characters?** Included in the packet are 5 OPTIONAL male characters. These characters are provided in the event that you have a few men that want to be included. The game can be played with or without these male guests. If possible, assign the male characters in the order listed in this document (Judge Joe first, Daddy Bigbucks second, etc).





HOST'S GUIDE

Character Guest List

Amanda America—Reigning Miss America: When Amanda loses the crown, she is afraid that she will lose a great deal more.

Anna Alabama—Miss Alabama: A talented actress, Anna has a movie career riding on her abilities to win the crown.

Allison Alaska—Miss Alaska: Beauty and brains are behind this businesswoman, but could her calculating ways get her into

trouble? **Amy Arizona—Miss Arizona:** A cunning contestant who is good for her word and expects the same of others. You had better not double-cross her, for she is always known to get her way.

Candy California—Miss California: As the daughter of a beauty queen, Candy was always pressured to succeed. Now that she is on her own, she must rely on her own abilities to win.

Flora Florida—Miss Florida: Her youthful look and innocent personality have certainly earned her points in the competition. But is her innocence an act or is it for real?

Kailey Kentucky—Miss Kentucky: Loyal and loving are two words to describe this pageant pal. Kailey will do anything to stick up for her friends who have been wronged!

Lizzie Louisiana—Miss Louisiana: The most talented choreographer in the competition, Lizzie changed her dance routine to appease a cheater— but she has vowed not to lose to one as well.

Mary Mississippi—Miss Mississippi: Holier than thou, Mary doesn't intend to win the competition, but she does intend to make sure someone with high moral values does.

Natasha New Jersey—Miss New Jersey: Natasha has more on her agenda than winning a crown, she is also in the competition to avenge the murder of her cousin.

Natalie New Mexico—Miss New Mexico: Natalie is the overlooked sister of Tina Texas. To her, the pageant may be more about winning Daddy's attention than winning any crown.

Nina New York—Miss New York: The daughter of a mob boss, it is amazing that a woman with a sorted past could be in the competition, let alone have a chance at winning it.

Tina Texas—Miss Texas: A shoo-in for the crown and a favorite with many of the judges, Tina will do anything to win. Will her drive come back to hurt her in the end?

Wendy Wisconsin—Miss Wisconsin: With a chance to bring home the first state title for Wisconsin, Wendy is making sure that a fair contest is run—she vows she will not lose to a cheater.

Patty Pageant—Pageant Coordinator: As a former Miss America, Patty is responsible for orchestrating the greatest pageant ever. Patty has been running the show all week and will have to take charge if anything happens.

Judge Julie—Celebrity Judge: As a former beauty queen, Julie knows what it takes to win and she is making sure that the contestants do, too.

Judge Jasmine—Celebrity Judge: As a Hollywood talent scout, she would rather see a talented contestant win than a conniving one.

Coach Cartier—Beauty Coach: As Miss Texas' beauty coach, she couldn't be more excited about the competition. Tina is favored to win which will raise her salary to an all-time high in the pageant industry.

Barbara Beauty—Beauty Coach: Betrayed by Miss Texas, Barbara now works for Lizzie Louisiana. Barbara's days of earning a big salary are over unless she can produce a winner.

Coach Connor—Beauty Coach: As Natalie New Mexico's coach, she has a lot to gain by Natalie winning (financially, that is).

Judge Joe—Celebrity Judge: The brother of a Hollywood heartthrob, Joe is far from celebrity status, but his relationship to Amanda America is what keeps him on the panel.

Daddy Bigbucks—Oil Tycoon: Father of both Tina Texas and Nina New Mexico, he couldn't be more proud. Some say Daddy is buying the competition, others say he is simply buying off the coaches to do the dirty work.

Guido Gunsmoke—Mob Boss: As a man with connections, it is no wonder his daughter was able to win the state crown. Will his connections be high enough to help her win a national one?

Judge Jake—Celebrity Judge: As a bright Hollywood producer, Jake is a great judge of talent. Jake is always looking for up and comers and has noticed some of the contestants in particular.

P.I. Pete—Private Investigator: Hired to find information on the contestants, Pete may have a few secrets that can get him—or others— in trouble.





HOST'S GUIDE

Making the Invitations

Before the party, each guest must receive three things: (1) the invitation, (2) The Pageant Press and (3) their character description. You can download the email invitations from the site (which contain this information) and email them to your guests, or you can print and send them out, following the instructions below.

THE INVITATION

- First input your party details into the invite page. Then, print out the number of invites that you need and fold each invite in quarters.
- Invite should fit nicely into an invitation sized envelope (4 3/8" x 5 3/4").

THE PAGEANT PRESS

- If you wish for The Pageant Press to be more authentic, you can photocopy or print it onto newsprint.

CHARACTER DESCRIPTION

- You need to assign each guest a character to be at the party. (See the previous sections)

Following your purchase of the party, you may also access and use the downloadable character descriptions from our website. This option allows you to email each of your guests their character description without having to print and mail the information. Please remember, the pdf file option does not include a place to enter the date, time or address of the party, so you will have to inform or remind your guests of the party location details in another fashion. For this, we do have downloadable, emailable invitations that can be found at: <http://www.nightofmystery.com/invitations.php>

Preparing the Materials for the Party

- Cut out and make name tags for the guests. (You can print out the name tag pdf on sticker paper or include a pin with the name tags so that the guests can secure them to their outfits.)
- Photocopy the print out of the money onto green paper. You will need as many copies as there are guests attending. Trim out the money and bundle them in packages of \$500.
 - To skip this step, you can purchase fake/play money rather inexpensively at a novelty or party store and use the fake/play money instead of the paper money.
- Cut the objective sheets in half on the dashed lines.
- Label two envelopes with each character's name. Label one envelope with an (A) and one with a (B) for each character. On the (B) envelope, also put "DO NOT open until AFTER the murder".

In the (A) envelopes, place: a name tag, safety pin(s) to adhere the name tag, a bundle of money, the left side of the character's objective sheet that has objectives for the beginning of the party.

In the (B) envelopes, place: the right side of the objective sheet for each character which has objectives for after the murder happens.

Have the (A) & (B) envelopes on hand to give to the guests as they arrive.

- Place the remaining evidence in a separate envelope along with the Evidence Presentation. Label it as "Evidence".
- Place the solution in a sealed envelope and label it "Solution".
- Keep the "introduction", the "investigation instructions", the "evidence envelope" and the "solution envelope" in a safe and convenient location so you can hand them out throughout the night as guests need them.
- Make enough copies of the Who Dunit voting sheets for the number of guests you have coming. Cut the pages into quarters along the dashed lines.
- Make copies of the smoking gun award, as there may be multiple people who guess the murderer.

PLEASE CHECK OUR PARTY TIPS PAGE FOR MORE MUSIC, FOOD AND THEME SUGGESTIONS FOR YOUR PARTY! WWW.NIGHTOFMYSTERY.COM





PARTY SCHEDULE

- Most likely, the length of the party will take 2-4 hours. The party length will depend on a number of factors, including how well your guests know each other and how well they mingle.
- The party may be longer if you choose to serve dinner, although much of the mingling done during Stage 2 may be done at the dinner table as well.
- Because the party is not pre-scripted, but set up in stages, as host it is important to observe the guests' behavior and move onto the next stage when you feel it is most appropriate. This will give everyone enough time to enjoy all aspects of the party and enable it to move along at an enjoyable pace.

Stage One: The Guests Arrive

- Have the guests (A) and (B) envelopes available for them.

Stage Two: Introduction

- After all of the guests have arrived, hand Patty Pageant the Introduction and have her read it aloud to everyone.
- Have time for guests to mingle and complete their objectives
 - This may require 30-60 minutes depending on how well your guests know each other.
 - If serving dinner, this may be a good time for dinner to be served.

Stage Three: Murder & Investigation

- When guests start to settle down and you are sure the victim has completed all of their objectives, arrange for the lights to go off.
- When the lights come back on, the victim will be dead.
- Give Patty Pageant (the pageant coordinator) tape, so that they can outline the position of the body on the floor.
- Have Patty Pageant read the sheet explaining the Investigation.
- The guests will open their (B) envelopes which will have new information and objectives for the guests to complete now that the murder has occurred.

Stage Four: Evidence Presentation

- When guests have settled down again, and you feel as though most people have completed their objectives, hand Patty Pageant the evidence packet that you prepared so that they can present the findings of the evidence at the crime scene to the guests.
- It is best if the evidence is then laid on a table so that everyone may see it.
- Give your guests additional time to review the evidence. You may want to make multiple copies of the evidence so that it can be seen by everyone.
- Hand out the 'Who Dunit' answer sheets and ask everyone to complete them and hand them back to you during this time.

Stage Five: The Solution

- When all the 'Who Dunit' sheets are handed in, ask Patty Pageant to read the solution aloud to the guests.
- Using the tally sheet included, calculate who the winners are and award the certificates.

End of Host Guide



THE PAGEANT PRESS

The Votes Are In and Those Leading the Way in the Pageant Are...

It has been a grueling week of pre-qualifying rounds, the finalists have been chosen! Despite the scores of the week, anything can happen in the final round tomorrow. Among the final activities for the pageant includes a pre-pageant party. Those in attendance are:

Amanda America: Reigning Miss America. When she loses the crown, Amanda is afraid she might be losing a great deal more.

Anna Alabama: Miss Alabama. A talented actress, Anna has a movie career riding on her abilities to win the crown.

Allison Alaska: Miss Alaska. Beauty & brains are behind this businesswoman, but could her calculating ways get her into trouble?

Amy Arizona: Miss Arizona. A cunning contestant who is good for her word & expects the same of others. You had better not double-cross her, for she is always known to get her way.

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sure that a fair contest is run—she vows she will not lose to a cheater.

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A Special Thanks to the Men Who Supported the Pageant

Judge Joe: Celebrity Judge. The brother of a Hollywood heartthrob, Joe is far from celebrity status, but his relationship to Amanda America is what keeps him on the panel.

Judge Jake: Celebrity Judge. As a bright Hollywood producer, Jake is a great judge of talent. Jake is always looking for up and comers and has noticed some of the contestants in particular.

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Guido Gunsmoke: Mob Boss. As a man with connections, it is no wonder his daughter (Nina NY) was able to win the state crown. Will his connections be high enough to help her win a national one?

P.I. Pete: Private Investigator. Hired to find information on the contestants, Pete may have a few secrets that can get him—or others—in trouble.

WHAT THE JUDGES THINK: After a week of competing, here are the judges favorites to win.

JUDGE JOE: Tina Texas • Candy California • Wendy Wisconsin

JUDGE JASMINE: Anna Alabama • Nina New Mexico • Lizzie Louisiana

JUDGE JULIE: Tina Texas • Amy Arizona • Anna Alabama

JUDGE JAKE: Anna Alabama • Flora Florida • Allison Alaska

In Loving Memory

WE REMEMBER

Betty Big Apple

Betty was crowned Miss New York earlier this year. Shortly after the competition, Betty fell ill and unexpectedly passed away. Nina New York stepped up to assume the crown. We will miss Betty. She is survived by her cousin Natasha New Jersey.



KILLING FOR THE CROWN

Sample Character Description Taken From Another Mystery

Elizabeth the Elaborate

You are a vassal woman on the manor of Fernwood. As a vassal, you were granted land by the lord and you have serfs and peasants work the land for you. In payment for the land granted to you, you give a percentage of your earnings to the king (King Kyle) in taxes and provide security to the lord if the manor is ever in danger from invaders. Since your husband's death in battle over 10 years ago, you have raised your daughter (Maid Victoria) by yourself.

Until recently, you enjoyed being part of the manor of Fernwood. Over the past year, Sheriff (the sheriff of Fernwood) has started demanding higher taxes for the king. Previously, the sheriff had been collecting taxes at the rate of 10%, but now insists the king has raised the tax rate to 15%. You suspect that King Kyle and Queen Genevieve (the king and queen) will be visiting Fernwood for the jousting tournament which is being thrown in celebration of the noble marriage between Lord Taylor's son, Baron Bartholomew and Lady Diana of Dunnsberry (a noblewoman), and you intend to talk to the king about the tax increase on his visit.

Among other things, you hope to talk to Lord Taylor (the lord) about your daughter's future. There are rumors circulating that Lord Taylor has intentions of arranging a marriage between your daughter and Sir Rufus (a knight). Although Sir Rufus is relatively new to the manor, you do not trust what you hear and know of him. The less fortunate peasants have said that Sir Rufus is terrorizing them when they cannot pay the higher taxes that the sheriff is now collecting. What a horrible man! Additionally, you want to ensure that the lord does not arrange a marriage between Maid Victoria and Wyatt Worker (a serf). While Wyatt is an honorable man who works on your land, you will not have your daughter marrying below her class, as she might endorse.

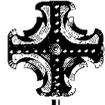
With the tournament celebration quickly approaching, you are excited to have the opportunity to talk to both your king and your lord. Although you do not wish to dishonor your lord by questioning his rule, you also do not want your daughter to have to marry a man who terrorizes peasants in the name of the king or someone below your class status. Additionally, you are apprehensive because speaking out against Sir Rufus, if he is as dastardly as he seems, your words may jeopardize your own safety. Considering this, you will have to quickly find another reason to tell Lord Taylor that you do not wish Victoria to be married to Sir Rufus, the tournament and celebration is almost here!

Acting and Dressing Your Part: You are a vassal woman who speaks her mind to others. Even though you are not a noble, you are one of the wealthier families in the manor and, being so, your opinion should carry some weight - or so you think. To the tournament, you will want to dress in your medieval best! Coming from wealth, you have nicer clothes (brightly colored dresses made of expensive fabrics like silk and velvet) and some jewels. *For more information, including on ideas on how to dress, who will be at the party, some olde English words to use, etc., please see the party tips page at www.nightofmystery.com or www.aknightofmurder.com*

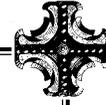




KILLING FOR THE CROWN
*Sample Objectives Sheet For Beginning of Party
Taken From Another Mystery*



A Knight of Murder



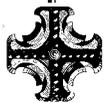
Elizabeth the Elaborate



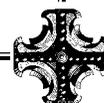
Objectives At The Start Of The Party:

These are things that are in your best interest to do before the evening goes much further. Be aware of what others around you are doing as well!

- Let Lord Taylor (the lord) know that you are not happy with the idea of an arranged marriage between your daughter, Maid Victoria (your daughter) and Sir Rufus (a knight).
- Assure Maid Victoria that you will see to it that she is not made to marry a ruthless man!
- Ask Sherilyn (the sheriff's wife) if she knows of the dastardly deeds that her husband and Sir Rufus are doing (terrorizing the peasants).
- Ask King Kyle (the king) why he decided to raise taxes.
- Inform Wyatt Worker (a serf) that you will not permit your daughter to marry a corrupt man.



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KILLING FOR THE CROWN
*Sample Objectives Sheet For After The Murder
Taken From Another Mystery*



A Knight of Murder



Elizabeth the Elaborate



Things You Know:

**This is information not known to many—and possibly only YOU.
Use it wisely in your scheming and bribery or hide it to help
maintain your innocence.**

- You disagreed with Lord Taylor's decision that Maid Victoria (your daughter) marry Sir Rufus (a knight).
- Sir Rufus was helping Sheriff (the sheriff of Fernwood) terrorize the peasants and vassals who have had trouble paying the higher taxes.
- Wyatt Worker (a serf) wishes to marry Maid Victoria.

Objectives After The Murder:

These are things that are in your best interest to do to help solve the murder. Be aware of what others around you are doing as well!

- Tell Wyatt Worker that you will never let your daughter marry a murderer!
- Assure Maid Victoria that everything is going according to your plan.
- Ask Lord Taylor if you may choose a suitor for your daughter now that Sir Rufus is dead.
- Tell Sheriff that you are going to tell King Kyle and Queen Genevieve (the king and queen) his dirty secret (about extorting money from the peasants) unless he can "convince" you not to reveal his scheme. Demand money for your silence.



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KILLING FOR THE CROWN

*Sample Piece of Evidence
Taken From Another Mystery*

EXHIBIT A

Description: **The murder weapon-- a dagger in the heart**

Notes: **Found to be the cause of death.**





KILLING FOR THE CROWN

THIS HAS BEEN JUST A SAMPLING OF WHAT YOU WILL RECEIVE
WHEN YOU PURCHASE KILLING FOR THE CROWN

The complete package includes:

- **A Host Guide**— A complete how-to of throwing your party which includes directions on preparing the invitations, assigning characters and preparing for the party.
- **A Schedule of the Night**— A step-by-step breakdown of how the night will go.
- **An Introduction**— to be read to the guests upon arrival.
- **Designed Invitations**— that you can customize with the details of your party.
- **The Pageant Press**— to be sent with the invitations, it includes background information on the happenings in and around the pageant and the guests coming to the pre-pageant party.
- **Character Sheets**— full descriptions of the characters, including costuming and acting tips.
- **Character Objective Sheets**—this includes objectives for each character to try to achieve at each stage of the game in order to uncover evidence and find the murderer.
- **Name Tags**
- **Fake Money**— to be distributed to guests and used in the party for scheming and bribery.
- **Evidence** — more clues that will be presented towards the end of the night. This evidence will help your guests solve the mystery and find the murderer.
- **Solution**— a detailed description of who the murderer is, why the murder happened and the clues that led to the outcome.
- **“Who Dunit” Cards**— to allow your guests to guess the murderer, along with vote for the most animated character and best outfit.
- **Award Certificates**— to be awarded to the best costume, the most theatrical guest, the player with the most money at the end of the night and to each of the guests that solve the murder.

All of our parties come in the form of a professionally designed 50-125 page pdf. Immediately after completing your order, you will be able to re-login to your account using the username and password you established in the purchasing process. Once in your account, you will have the ability to download your party (including optional emailable invitations for your guests). You can also access this information for two weeks after your purchase by logging into your account. If you forget your password, you can request a new password be sent to your email. By having our games online as instant downloads, we are able to satisfy even the most urgent need for a party.

Please log onto: **WWW.NIGHTOFMYSTERY.COM**
to purchase your package today.

