




MURDER AMONG THE MATEYS

INTRO FILE

Night of
Mystery



MURDER AMONG THE MATEYS

**Well, shiver me timbers
and sharpen me sword.**

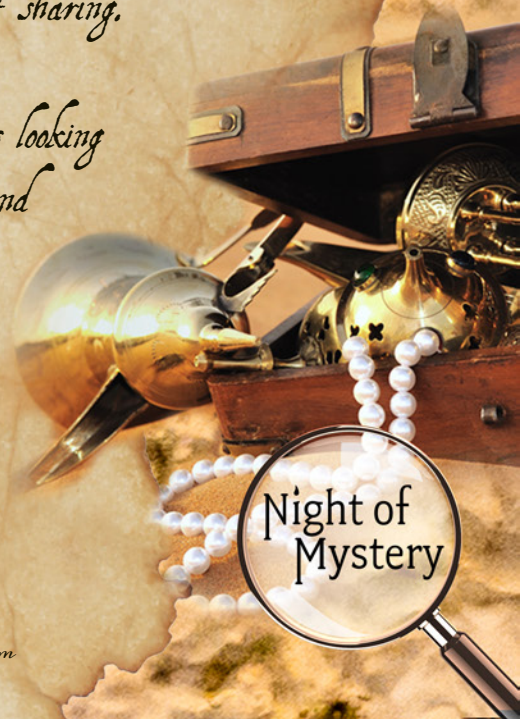
After a voyage filled with pillaging and plundering, The Jaded Jewel—a pirate ship captained by Redbeard, an old but dangerous pirate—is docked in a cove near Port Royal. As the pirates head into town to celebrate their homecoming and spend their gold and goods, a night of turmoil and trouble is sure to transpire.

As the night quickly steers out of control, one guest meets a tragic demise and ends up in Davy Jones' Locker leaving the rest of the party goers to bring the guilty to the gallows.

Is the culprit the profiteering pirate organizing a mutiny? Or, the saucy sea mistress who wanted more than a casual commitment? The perpetrator could be the seafaring merchant desperate to win the love of the governor's daughter, or possibly a treasure seeking seaperson incapable of sharing.

In a harbor village filled with backstabbers and buccaneers looking to get ahead, there is little reward for honesty and a high price to pay for deceit.

**A night of seamen, secrets,
and scallywags await you
at The Salty Sea Dog.**



Night of
Mystery

HOST GUIDE

Thank you for choosing Murder Among The Mateys

We are confident that you will find this comprehensive packet provides 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 ensure 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 it does 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. Murder Among The Mateys is certain to be a hit with all of your guests.

The following pages contain 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.

Choosing the Right Version:

Versions available: 8-12 guests, 10-15 guests, 15-20 guests, 20+ guests.

Gender Counts:

For 20-80 guests: at least males, 5 females,, and 10 gender-neutral.

For 15-20 guests: 5 males, 4-5 females, 10 gender-neutral.

For 10-15 guests: 3-4 males, 1-3 females, 6-8 gender-neutral.

For 8-12 guests: 4 males, 1-2 females, 3-6 gender-neutral.

Can I upgrade or downgrade between versions after purchase? Unfortunately, you cannot. With the exception of moving from the 15-20 guest version to the 20+ version, upgrading between mysteries is not an option, which is why we encourage getting an accurate guest count before purchasing.

How do I get an accurate guest count? It is recommended that you send out the general invite with an RSVP date of two weeks before the party. After your guests RSVP positive, you can send them their character sheet and other party information.

You can download an invite at: <http://www.nightofmystery.com/invitations>

Is this mystery suitable for youths and/or church groups? Yes. Our site offers “clean” versions of a few other mysteries on our site: www.nightofmystery.com. Please refer to those when hosting a party for a more conservative crowd.

Night of
Mystery

HOST GUIDE

Assigning Characters

- **As host, you 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 you feel suits that particular character the best. They will be listed in this host's guide, along with a sheet that will help you assign the characters best to your guests.
- **Is there a set character list?** Yes. You will not be able to pick and choose which characters are included with your mystery. This intro file has the guests listed for the 15-20 guest version. If you are curious about specifically which characters will be included with your purchase, you can email support@nightofmystery.com to inquire about that information ahead of purchase.
- **WHO CAN I ELIMINATE WITHOUT RUINING THE MYSTERY?** Information in mystery purchase.
- **Because this party is dependent on a minimum number of people showing up,** you need to determine ahead of time which guests are attending before assigning characters.
- **An accurate guest count is important.** It is recommended that you send out the general invite with an RSVP date of two weeks before the party. After your guests RSVP positive, you can send them their character sheet and other party information.
- **You can download an invite at:** <http://www.nightofmystery.com/invitations>
- **After purchase, you will not be able to “upgrade” or “downgrade” your party to the next level, so an accurate guest count is imperative.** **There is an upgrade when moving from the 15-20 guests version to the 20+ guest version for purchase on the site, but the 15-20 guest version is the only version where the upgrade works.
- **The killer will not know they are the murderer until they open their second envelope at the party.**
- **The victim after “death”:** 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. **If Dirty Wiggins is not assigned, the victim will assume this role after they have “died.”*
- **As host, who should I be?** Information in mystery purchase.
- **Ideas for assigning couples:** Information in mystery purchase.
- **Different versions for this mystery:** Adult, Clean versions.

HOST GUIDE

Some Frequently Asked Questions:

Can I run this as a first-time host? First-time hosts need not be wary. Night of Mystery parties have everything you need to throw a successful party and are designed to be easy-to-run.

Can I play along without knowing who the victim and/or murderer are? OF COURSE! Unlike some other mystery parties, we have designed our materials so that the hosts can play along! As host, you will read the host's guide in full to ensure that you are setting the game up correctly **WITHOUT** letting you know who the murderer is! If you wish to know the murderer, you can simply read the solution.

Will a murder happen AT the party? **YES again!** We found this adds to the excitement, intrigue, and fun of the party! It's another reason why we are a stickler for "no spoilers on social media" – we can't have pictures of the victims for fear of ruining the intrigue for others!

How can I pick the "right" party theme? We always recommend you pick the theme that you are most passionate about hosting and/or you believe your guests will be most excited about coming to! We do our best to accommodate multiple sizes within each party theme to accommodate that.

- If having specific gendered roles is important to you, please see the gender counts for the version you plan on ordering.
- Additionally, if you are worried about a mystery being too racy, please see our clean versions.
- If specific characters within a mystery are important to you, reach out to support@nightofmystery.com and we can let you know (specifically) which characters are included with the version you are considering.

Can I run this with my business and/or group organization? With a business license, you can run these mystery parties with your organized group and/or business. Please see our FAQ for more information on business licenses.

Do you come and run the party? We do not. Our services are in providing YOU with everything you need to throw your party in your own home or venue. IF you have a desire for someone else to run your party, please see our resources page for party planners who have purchased our business license and are licensed to run our parties in your area.

A Note about Social Media: While we LOVE to see your fun parties – and often highlight and cross-promote those who tag us – we can't have anyone posting pictures of spoilers! This includes, but is not limited to, pictures, videos, or mentions of the victim, murderer, and/or pertinent clues in the game. Since spoiler posts create a calculated loss of business, you can be liable to pay the calculated loss of sales upon discovery of the violation. So keep it fun, crazy, and show us your best spoiler-free content!!! **And don't forget to tag us after! #nightofmystery**

How does this work? All of our parties come as 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 can download your party (including optional emailable invitations for your guests) for 120 days.



Night of
Mystery

HOST GUIDE

Cap'n Goldhook—Pirate Captain. A fearsome yet fair buccaneer, Cap'n Goldhook commands the ship with an iron hook, making sure no scurvy dog dares mutiny under his watch! *Either*

Sharktooth Brandy—Sea Maiden. Sister to the Cap'n, Brandy's been navigating the treacherous seas her whole life. But her latest adventure pulls her far from the salty waves and into new waters. *Female*.

Merciless Morgan—First Mate. Plucked from a desolate island, Morgan swiftly became the backbone of The Jaded Jewel's crew and a trusted matey to Cap'n Goldhook. *Male*.

One-eyed Wynn—Gunner. Raised from a wee nipper on The Jaded Jewel, Wynn's loyalty to Goldhook is as solid as an anchor, but their patience with being overlooked for promotion is wearing thin. *Either*.

Thumbless Jacky—Crewmate. A veteran seadog, Thumbless Jacky's stint aboard The Jaded Jewel has been brief, despite a long and swashbuckling history across the high seas. *Either*.

Cutthroat McPhearson—Powder Monkey. A fierce and feisty pirate, McPhearson's got the ambition of a captain but finds little room for advancement on the crowded deck. *Either*.

Gurglin' Charlie Scarr—Galley Wench. Known for slingin' the finest slop on the seven seas, Charlie's a wizard in the galley but must learn to speak their mind if they want to rise in the ranks. *Either*.

Royal Ryanne—Their Majesty. Hearing tales of this lawless port, the monarch has sailed in to bring order to the chaos, whether by guidin' the current leaders or appointing new ones. *Either*.

Governor Napier—Governor of Port Royal. Charged with safeguarding this seaside haven from the grasp of piracy, Governor Napier will defend it with all his might! *Male*.

Lady Napier—Governor's Wife. Tired of living in the shadow of fear, Juliana is ready to take the helm and ensure her family's safety by any means necessary. *Female*.

Antonia Napier—Governor's Daughter. Smitten with a merchant sailor, Antonia dreams of a joyous married life, so long as no misfortune crosses her path! *Female*.

Breathless Betty Napier—Governor's Daughter. Set for an arranged marriage, this rebellious daughter is learning just how far she can push her limits before she sails too close to danger. *Female*.

Commodore Clearing—Commodore. Tasked with defending Port Royal's waters, the commodore risks losing his command and his betrothal if he fails to capture a pirate. *Male*.

Buccaneer Bradshaw—Privateer. Ready to take over where the commodore falls short, Buccaneer Bradshaw is eager to prove he's got the mettle to rule the waves. *Male*.

Shoutin' Robin Dagger—Innkeeper. Rumors swirl that Robin is a secret vigilante set on bringing justice to this unruly town. *Either*.

Mad Rose—Serving Wench. A fiery spirit, Rose serves more than just grog at the inn and ensures any swabbie who crosses her will regret it dearly. *Female*.

Blackspot Bailey—Pirate's Widow. Left widowed and vengeful, Bailey is desperate to find someone to blame for their sorrow. *Either*.

Sealegs Sam—Merchant Sailor. A lowly seafarer, Sam must climb the social rigging if he aims to secure the future he dreams of. *Male*.

Rovin' Reynolds—Treasure Hunter. Hot on the trail of Toothless Willie's buried plunder, Reynolds is obsessed with gold but might lack the wits to claim it. *Either*.

Jean Golddust—Gold Dealer. Keen to trade gold with any soul in the port, Jean's dealings not only fill their pockets but also keep them well-informed of pirate escapades. *Either*.

Night of
Mystery

HOST GUIDE

Hosting Tips

- Included with mystery purchase.

Making and sending Invitations

Before the party, each guest must receive three things: (1) the invitation, (2) The Pirate Code, (3) The Port Royal Press and (4) 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.

Instructions on how to do so included with the mystery.

Preparing the Materials for the Party

- It is best to view and print all of your materials from Adobe Reader, a free application. Be sure you do not use a Preview Application to print or view materials.
- For the name tag and label pages (optional), they are best printed on adhesive label paper. *Name tag and label pages are compatible with Avery labels 15163, 18163, 5163, 5263, 5523, 5663, 5963, 8163, 8253, 8463, 8663 and 8763.*
- Cut out and make name tags for the guests. You can print the name tags onto on adhesive label paper or print on regular paper and include a pin with the name tags so that the guests can secure them.
- Photocopy the printout of the money onto green paper. You will need as many copies as there are guests attending. Trim the money and bundle them in packages of \$500.
 - To skip this step, you can purchase fake/play money or coins rather inexpensively at a novelty or party store and use the fake/play money or coins instead of the paper money.
 - It is helpful to bundle your money using a paperclip.
- Cut the “A Objectives” sheets in half. **DO NOT cut the “B Objectives” sheets in half.**
- 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, you can also label for “AFTER the murder.”
OPTIONAL: We have formatted some labels that you can adhere to your envelopes, so that you will not need to label them yourself. Please see the label pages in the Mystery Materials pdf.

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

In the (B) envelopes place: the full-sheet objective sheet for each character which has objectives for after the murder happens. **In addition, place the following:**

— Information included with mystery purchase

- If you have eliminated Dirty Wiggins’s character, you will need to prepare Dirty Wiggins’s “B” envelope. Also insert Dirty Wiggins’s name tag into their envelope. (You do not need to add money, as the guest will have money from the first half of the party.) After “death,” the victim will assume the role of Dirty Wiggins and will need this information.
- In a separate envelope place the Investigation sheet. Label it as “Investigation.”
- In a separate envelope place the Evidence Presentation. Label it as “Evidence.”
- Place the solution in a sealed envelope and label it “Solution.”
- Keep the “introduction,” the “investigation envelope,” the “evidence envelope,” and the “solution envelope” in a convenient location so you can hand them out throughout the night as guests need them.

Night of
Mystery

HOST GUIDE

- The party will likely last 2-4 hours, varying based on the number of guests, whether dinner is served, and how well guests interact.
- As the host of a non-scripted, staged party, observe your guests' behavior and progress to the next stage when appropriate, ensuring a smooth and enjoyable experience for everyone.

Stage One: The Guests Arrive

- Have the guest's name tags, bundle of money, and their (A) and (B) envelopes available for them.

Stage Two: Introduction

- After all of the guests have arrived, hand Shoutin' Robin Dagger the Introduction and have them 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 to have the lights go out. *The victim is instructed in their starting objectives to "discreetly let the host know when they have completed their objectives."*
- When the lights come back on, the victim will have fallen down "dead."
- After the victim has "died," you (as host) can outline the position of the body on the floor or ground.
- Announce to the crowd that Dirty Wiggins will now be joining you to investigate. Have the victim rise and assume the role of Dirty Wiggins.
- Hand Dirty Wiggins the "investigation envelope" and have them read the instructions aloud to the guests.
- Hand the guests their (B) envelopes. *This 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, Dirty Wiggins has collected all of his evidence, and you feel as though most people have completed their objectives, hand Dirty Wiggins the evidence packet 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 Dirty Wiggins to read the solution aloud to the guests.
- Using the tally sheet included, calculate who the winners are and award the certificates.

Night of
Mystery

Port Royal Preview

Port Royal • Jamaica • 1688

Jig At The Salty Sea Dog

Life is never dull in this quaint seaside town. With pirates on the prowl and the governor as a guest, those in attendance are sure to keep the entertainment lively! Join us for a celebration at The Salty Sea Dog with:

Cap'n Goldhook—Pirate Captain. A fearsome yet fair buccaneer, Cap'n Goldhook commands the ship with an iron hook, making sure no scurvy dog dares mutiny under his watch!

Sharktooth Brandy—Sea Maiden. Sister to the Cap'n, Brandy's latest adventure pulls her far from the salty waves and into new waters.

Merciless Morgan—First Mate. Plucked from a desolate island, Morgan swiftly became the backbone of The Jaded Jewel's crew and a trusted matey to Cap'n Goldhook.

One-eyed Wynn—Gunner. Raised from a wee nipper on The Jaded Jewel, Wynn's loyalty to Goldhook is as solid as an anchor, but their patience with being overlooked for promotion is wearing thin.

Thumbless Jacky—Crewmate. A veteran seadog, Thumbless Jacky's stint aboard The Jaded Jewel has been brief, despite a long and swashbuckling history across the high seas.

Cutthroat McPhearson—Powder Monkey. A fierce and feisty pirate, McPhearson's got the ambition of a captain but finds little room for advancement on the crowded deck.

Gurglin' Charlie Scarr—Galley Wench. Known for slingin' the finest slop on the seven seas, Charlie's a wizard in the galley but must learn to speak their mind if they want to rise in the ranks.

Royal Rianne—Their Majesty. Hearing tales of this lawless port, the monarch has sailed in to bring order to the chaos, whether by guidin' the current leaders or appointing new ones.

Governor Napier—Governor of Port Royal. Charged with safeguarding this seaside haven from the grasp of piracy, Governor Napier will defend it with all his might!

Lady Napier—Governor's Wife. Tired of living in the shadow of fear, Juliana is ready to take the helm and ensure her family's safety by any means necessary.

Antonia Napier—Governor's Daughter. Smitten with a merchant sailor, Antonia dreams of a joyous married life, so long as no misfortune crosses her path!

Breathless Betty Napier—Governor's Daughter. Set for an arranged marriage, this rebellious daughter is learning just how far she can push her limits before she sails too close to danger.

Commodore Clearing—Commodore. Tasked with defending Port Royal's waters, the commodore risks losing his command and his betrothal if he fails to capture a pirate.

Buccaneer Bradshaw—Privateer. Ready to take over where the commodore falls short, Buccaneer Bradshaw is eager to prove he's got the mettle to rule the waves.

Shoutin' Robin Dagger—Innkeeper. Rumors swirl that Robin is a secret vigilante set on bringing justice to this unruly town.

Mad Rose—Serving Wench. A fiery spirit, Rose serves more than just grog at the inn and ensures any swabbie who crosses her will regret it dearly.

Blackspot Bailey—Pirate's Widow. Left widowed and vengeful, Bailey is desperate to find someone to blame for their sorrow.

Sealegs Sam—Merchant Sailor. A lowly seafarer, Sam must climb the social rigging if he aims to secure the future he dreams of.

Rovin' Reynolds—Treasure Hunter. Hot on the trail of Toothless Willie's buried plunder, Reynolds is obsessed with gold but might lack the wits to claim it.

Jean Golddust—Gold Dealer. Keen to trade gold with any soul in the port, Jean's dealings not only fill their pockets but also keep them well-informed of pirate escapades.

GOLD DEALING
SERVICES BY

JEAN
GOLDDUST

* Licensed Dealer

* Fair Conversion Rates

* No Questions Asked

Toothless Willie's Treasure

After the capture and hanging of Toothless Willie over two years ago, we all thought we had seen the last of Toothless Willie and his treasure. Recent discoveries, however, have revealed that Toothless Willie actually hid a large portion of his treasure before he was caught by the authorities. Although the treasure has yet to be found, Rovin' Reynolds, the treasure hunter, is said to be hot on the trail!



Privateer's Bond Issued

With the number of pirate attacks on the rise and the number of pirates prosecuted lower than ever, the governor has issued a privateer's bond to assist him with the apprehension of pirates. In the bond, the governor promises the position of admiral in the Royal Navy along with the hand in marriage to either of his daughters to the first person who can help bring a pirate to justice! So far, Commodore Clearing and Buccaneer Bradshaw have indicated they are in fierce competition to win the bond and the hand of Breathless Betty.

The Pirate Code

Before sailing, each crew member must swear
to abide by the rules of the code.

1. Everyone shall obey orders.
2. Booty will be shared out as follows: 1 share to every ordinary seaman; 2 shares to the captain; 1 1/2 shares to the first mate; 1 1/4 shares to the gunner.
3. Anyone keeping secret of attempting to desert will be marooned on an island and left for dead
4. Anyone being lazy or failing to clean their weapons will lose their share of booty.
5. Everyone may have a share of captured drink and fresh food.
6. Anyone found stealing from another member of crew will have his ears and nose slit open and be set ashore.
7. The penalty for bringing a woman aboard in disguise is death.
8. Any booty lost, buried or seized and later discovered must be shared with the original crew who obtained it.
9. The compensation of losing a limb is 800 silver dollars.

MURDER AMONG THE MATEYS

Sample Character

From Another Mystery

Banker Bob

As the bank owner in the town of Deadwood, you do business with many of the people in the town and also some of the participants of the Deadwood Poker Tournament. One of your foremost clients is Harry High-Stakes (the Deadwood Saloon owner). In order to get the saloon established and operating in it's first year, you have loaned Harry a substantial amount of money. Although the saloon appears to be doing very well, you are uncertain why Harry is continually delinquent and sometimes misses his payments on his loan. Just last month, Harry was late again on his payment and you warned him that you will have to put his saloon into foreclosure if he cannot repay the money he owes on the loan by next month. You suspect that Harry is throwing the Deadwood Poker Tournament in order to get enough money so that he can repay his debt. This will be an important week to see if you will gain your money back from Harry's loan or if you will gain control over the saloon.

Because Harry is such a difficult and delinquent client, you hope that you will gain control over the saloon. If the saloon becomes the bank's property, you speculate that you may have a very wealthy buyer in Montgomery Money, an investor from the East. Because of Montgomery's reputation, you are certain that you will make a healthy profit off of selling the saloon to Montgomery and he will be consistent and reliable when making his loan payments.

In addition to all the excitement of the tournament, your bank was held up at gun point. Banker Bonnie (your wife) was watching the bank over the noon hour while you were meeting with Harry about his payments. Because of the high ante for the poker tournament, you are convinced that the robber must have been a gambler who was trying to accumulate enough money to pay for the entry fee. Since you view Sheriff Sam (the sheriff) as a very lazy individual, you plan on taking matters into your own hands when it comes to finding the culprit of the bank robbery and bringing them to justice! In addition, you do not believe that Sheriff Sam is a moral character as well. Just this past week, you saw Sheriff Sam taking money from Harry High-Stakes. While you do not know the details of the transaction, the secretive nature in which the money was exchanged suggests that it was not for an honest reason.

As the Deadwood Poker Tournament Party quickly approaches, you are looking forward to attending for a few reasons. First, the party will be a perfect place for you to talk business with Montgomery Money about his intentions on investing in the saloon if your bank gains control of it. Second, you plan to figure out which one of the poker players may have robbed your bank and you plan to bring them to justice! And lastly, by the end of the night, you will know whether Harry will have enough money to pay off his debt to you or if the saloon will be yours!

Acting and Dressing Your Part: As the bank owner of Deadwood, you are a businessman first. Your bank and your money come before everything, including your wife Bonnie. Since you will be using the party to for business matters, you will want to dress dignified for the night. Consistent with the times, you may consider a button down shirt, vest, ascot and hat (bowler, derby, slouch, gambler or other). Popular of the time period, you may also consider adding in facial hair. *For more ideas on how to dress and a glossary of wild western words and phrases to use at the party, please see www.nightofmystery.com and murderatthedeadwoodsaloon.com*

Night of
Mystery

MURDER AMONG THE MATEYS

Sample Objectives

From another mystery



OBJECTIVES

Banker Bob

Objectives At The Start Of The Party

- Tell Harry High-Stakes (the saloon owner) that you need the money he owes to the bank by tomorrow or the bank will have to retake the saloon.
- If asked, insist that you may have to foreclose on the saloon if Harry High-Stakes doesn't make enough money by hosting the tournament.
- Tell XXXX that you may have a business proposition for him depending on how the evening turns out.
- Ask Sheriff Sam (the sheriff) if he has any leads on who robbed your bank earlier this week.
- Question some of the gamblers to see what they were doing during the noon hour earlier this week when the bank was robbed.
- Ask Jesse Wales and Black Barbara (two outlaws) why they are in town this week.
- When asked about your wife's actions, insist she can do as she pleases! (But be secretly concerned.)
- If Banker Bonnie questions your relationship, insist that you are only trying to provide a better life for her.
- If anyone approaches you with information about your bank robbery, question their sources and motives.

©Night of Mystery, www.nightofmystery.com

Night of
Mystery

MURDER AMONG THE MATEYS

Sample Objectives

From another mystery



OBJECTIVES

Banker Bob

Things You Know:

- You are about to foreclose on the Deadwood Saloon if Harry High-Stakes (the saloon owner) cannot repay his debt to you.
- Earlier this week, you XXXX handing XXXXX money. For what reason, you are not sure.
- Earlier tonight, you witnessed XXXXX, talking to XXXXXXX.

©Night of Mystery, www.nightofmystery.com



OBJECTIVES

Banker Bob

Objectives After The Murder:

- Find the murderer while maintaining your innocence.
- Ask XXXX how much money the killer is paying him to keep his mouth shut. (XXXXX is known to take bribes.)
- Accuse XXXXX of bribing XXXXXXX so he will not be found guilty of murder. If XXXXX denies it, find out the real reason he is bribing XXXXX.
- If asked, admit the saloon will go to XXXXXXX if XXXXX is found guilty of murder and put in jail.
- If anyone has information on XXXXX, find out what they know. You may have to pay them to get their information.
- Defend XXXX publicly, but question her privately on her ties to XXXXXXX.
- If XXXX threatens to XXXXXXX, question where she will get the XXXXXXX.

©Night of Mystery, www.nightofmystery.com

Night of
Mystery

MURDER AMONG THE MATEYS

Sample Evidence

From another mystery

EXHIBIT F

Description: Picture turned over by XXXXXX.

Notes: Picture taken of XXXXX earlier tonight.



Night of
Mystery

HOST GUIDE

All the Extras



HOST GUIDE

More Party Planning Resources

Night of Mystery does our best to provide you with everything you need to create a unique and creative mystery party - including giving you plenty of party planning resources and ideas for each mystery theme we offer! **Check out any/all of the resources below!!!**

MurderAmongTheMateys.com

Simply type in MurderAmongTheMateys.com and it will take you to the "Party Tips" section of Night of Mystery dedicated to giving you the best ideas for decoration, costumes, hosting tips, etc. for THIS MYSTERY!!! Be sure to explore the "Hosting Tips" section of this as well!

"All The Extras" supplement

Check out the supplement that is filled with designs, posters, ideas, etc.

Our Pinterest Page

Get ideas and how-tos on theme-centric decorations, food, etc. Be sure to "Follow Us" to get the latest and greatest pins that we add to the boards!

<http://www.pinterest.com/nightofmystery/murder-among-the-mateys/>

Flickr Albums

Check out pictures from other host and hostesses from your mystery theme! See how much fun others had throwing this theme and get ideas for your own mystery party. Find the Murder Among The Mateys gallery at: www.nightofmystery.com/photos-MAM/

Visit us on Facebook

<https://www.facebook.com/nightofmystery/>

Follow us on Instagram! See loads of party pics!

<https://www.instagram.com/nightofmystery/>

Get a coupon and a chance to win a FREE Party!

Once your party is thrown, please let us know how your party went by emailing the details and pictures to nom-partyofthemonth@gmail.com! We will email you a \$5 coupon for submitting your comments and/or pictures about your party. In addition to the coupon, party pictures and comments may be highlighted on social media and/or the blog. Each month we will select one posting to be featured in our "Party of the Month" blog and that customer will receive a \$65 gift certificate towards the purchase of a future party!

Night of
Mystery

MURDER AMONG THE MATEYS

This has been just a sampling The complete party pdf includes:

- ☐ **Host Guide**— A complete how-to of throwing your party which includes directions on preparing the invitations, assigning characters and preparing for the party.
- ☐ **Schedule of the Night**— A step-by-step breakdown of how the night will go.
- ☐ **Introduction**— to be read to the guests upon arrival.
- ☐ **Designed Invitations**— that you can customize with the details of your party.
- ☐ **Digital Invitations**— that you can customize with the details of your party. *Available on site.*
- ☐ **The Port Royal Preview**— to be sent with the invitations, it includes background information on the happenings surrounding the party and the guests coming to the 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 to be distributed and presented during the second half of the night.
- ☐ **Solution**— a detailed description of who the murderer is, why the murder happened, and the clues that led to the outcome.
- ☐ **“Who Durnit” Cards**— for guests to guess the murderer, and vote for best costume and best actor.
- ☐ **Award Certificates**— for best costume, best actor, most money, and super sleuths.
- ☐ **Party Extras!!!**— Printable designs to help you make authentic and original decorations to enhance your party! (See previous pages for more information.) Coming soon!

Please log onto: www.nightofmystery.com
to purchase your package today.

