

A Knight of Mystery

Intro File



A Knight of Murder

*Hear ye! Hear ye!
All ye Kings and Queens, Knights and Nobles!*

A tournament celebration is planned to honor the noble marriage of Baron Bartholomew to Lady Diana of Dunnsberry in the manor of Fernwood. As a resident of the manor, you are not only invited to be there, but your attendance is required by the request of your lord.

Whether it is to see knights jousting or to partake in the ale and entertainment, your business is but your own... that is until you find yourself in the middle of a murder.

With only one night to find the guilty, you will soon figure out that there is a lot more at stake, for murder in the manor is punishable by death. Whether you are guilty or not, there will be others trying to finger you as the culprit as you try to find the real murderer, and only you can defend your innocence. Whom do you trust? Who will betray you before the night is through?

Everyone is a suspect and no one is safe in this mystery of medieval madness.

*Be careful in attending.
Your life will depend not only on your innocence,
but your ability to defend it.*



Host Guide

Thank you for choosing A Knight of Murder

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 do not know who murdered them. A Knight of Murder 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.

Choosing the Right Version:

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

Gender Counts:

With 20+ guests: At least 9 male characters, 9 female characters, 2 gender neutral-characters (roles that can be assumed by either a male or female guest).

With 15-20 guests: 7-8 male characters, 8-10 female characters, 0-2 gender-neutral.

With 10-15 guests: 6-7 male characters, 4-6 female characters, 0-2 gender-neutral.

With 8-12 guests: 4 male characters, 4-6 female characters, 0-2 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.

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.
- **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.
- **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. Also listed in their first set of objectives is to, “fall down dead when the lights go off.”
- **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 Willie 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.

Host Guide

King Kyle—King. As ruler of this prosperous kingdom, Kyle is well liked by everyone. It's hard to have many enemies when the punishment of betrayal is death!

Queen Genevieve—Queen. Genevieve rules equally alongside her king, or so she thinks.

Sheriff—Sheriff. As Kyle's official in Fernwood, Sheriff is in charge of collecting the taxes in the manor. With the profits dwindling, Sheriff may have some explaining to do since the royal family's prosperity seems to be at its highest.

Sherilyn—Sheriff's Wife. Sherilyn will do anything to see her husband promoted, especially if her actions bring her more power and riches.

Lord Taylor—Lord. In celebration of his only son's marriage to the noblewoman of his choosing, Lord Taylor is determined to host a tournament of epic proportions.

Lady Gwendolyn—Lady. Gwendolyn is delighted for the approaching tournament. To Gwendolyn, the celebration symbolizes prosperity and happiness and a chance to marry off her only son to another noble.

Baron Bartholomew—Baron. The tournament is planned in honor of his marriage to another noble on the one year anniversary of his and Diana's meeting. Baron's only regret is that he must marry for wealth instead of love.

Lady Diana of Dunnsberry—Noblewoman. Diana arrived in Fernwood on a quest for a husband. While her heart is now satisfied, another's may now be broken.

Maid Marilyn—Lady-In-Waiting. As Lady Gwendolyn's right-hand woman, Marilyn is like a daughter to the lady. Like a true mother, Gwendolyn will do anything to ensure Marilyn's happiness.

Sir Cameron—Knight. Sir Cameron is looking forward to entertaining and fighting for his honor in the manor tournament. If Cameron wins, rumor is that he will be asking for the favor of Maid Marilyn.

Sir Rufus—Knight. Sir Rufus is looking to boost his unfavorable reputation in the manor lands with a victory over Sir Cameron in the tournament. A triumph will not only win him the favor of a maid, but the popularity that he desires.

Gary Gallant—Squire. As Sir Cameron's apprentice, it is essential that Gary puts the needs of his master above his own. Once Gary proves valor, loyalty and honor, he will be knighted himself.

Joking Jerry—Jester. Jerry is commissioned to make everyone laugh. But at what cost does a laugh turn deadly?

Willie—Watchperson. As the guardian for the lord and his manor lands, Willie will be the force that keeps anyone from getting out of hand at the tournament.

Elizabeth the Elaborate—Vassal. With a class rank higher than others, Elizabeth has some favor with the nobles. Can Elizabeth's persuasion be enough to make Lord Taylor change his decisions concerning her daughter, or will she be forced to take measures into her own hands?

Maid Victoria—Maid. Another victim of a pre-arranged marriage to a man she does not love, Victoria questions whether her destiny sealed or if she can change it in just one night?

Charlamagne—Chambermaid. Occupying the lowest tier of servant-hood in the castle, Charlamagne has unlimited access to all areas of the castle—a privilege others do not possess. While Charlamagne's knowledge of the intimate sections of the castle may be to her advantage, they may also be her ticket to trouble.

Maid Monica—Maid. Since Monica has always caught the Baron's eye (and heart), she assumed a marriage was impending. Since Bartholomew's engagement has been set with Diana, some say Monica has turned rather ruthless. .

Poor Pearl—Peasant. Pearl's measly earnings have grown even smaller since the sheriff has been enforcing the laws.

Wyatt Worker—Serf. A member of the lowest class in the system, Wyatt will need to prove himself in order to get what he wants.

Host Guide

hosting Tips

- Included with mystery purchase.

Making the Invitations

Before the party, each guest must receive three things: (1) the invitation, (2) The Manor Announcements and (3) their character description. Laws of Land (optional). *Instructions on how to do so included with the mystery.*

Preparing the Materials for the Party

- Make name tags for the guests. (You can print out the name tags onto adhesive label paper, or print out on regular paper and include a pin with the name tags so that the guests can secure them to their outfits.) *Name tag template is compatible with most label paper for 4" x 2" labels. Note: Make sure your printer is set to print at 100% and NOT at "print to fit" or "print to scale."*
- Photocopy onto gold paper the printed page of coins. You will need as many copies as there are guests attending. Cut and trim the coins and bundle them into packages of 12.
—To skip this step, you can purchase fake/play coins rather inexpensively at a novelty or party store.
- 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." **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 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.

- Included with Mytery
- If you have eliminated Willie's character, you will need to prepare Willie's "B" envelope. Also insert Willie's character description and 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 Willie and will need this information.
- In a separate envelope place the Investigation sheet and label it as "Investigation."
- In a separate envelope place the Evidence Presentation and 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 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 attending. Cut the pages along the dashed lines.
- Before the party, post "The Laws of the Land" somewhere on a wall. If any guests have questions about class system, etc. you may refer them to the poster to answer their questions.

Host Guide

Stage One: The Guests Arrive

- As host, you will need to give each guest the appropriate (A) envelope that includes their gold coins, name tag, a safety pin and their objectives for the beginning of the party.

Stage Two: Introduction

- After all the guests have arrived, hand Lord Taylor the Introduction and have him 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 Willie tape, so that they can outline the position of the body on the floor.
- Have the Willie read the sheet explaining the Investigation. If
- As host, you will hand everyone their second (B) envelope that you have prepared. This envelope 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 Willie the evidence envelope 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.
- Hand out the 'Who Durnit' 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 Durnit' sheets are handed in, ask Willie to read the solution aloud to the guests.
- Calculate who the winners are and award the certificates.

Hear Ye! Hear Ye!

It is by decree of the lord and lady of Fernwood that the people of the manor are invited and ordered to attend the noble marriage of their son, Baron Bartholomew, to Lady Diana of Dunnsberry. The wedding is to take place on December Second, the one year anniversary of their meeting. A tournament of jousting pleasure is to follow to commemorate this momentous occasion in which the victorious knight will be awarded many riches plus the lady of his choice as escort for the celebration that night. Those expected to be in attendance are as follows:

King Kyle—King. As ruler of this prosperous kingdom, Kyle is well liked by everyone. It's hard to have many enemies when the punishment of betrayal is death!

Queen Genevieve—Queen. Genevieve rules equally alongside her king, or so she thinks.

Sheriff—The Sheriff. As Kyle's official in Fernwood, Sheriff is in charge of collecting the taxes in the manor. With the profits dwindling, Sheriff may have some explaining to do since the royal family's prosperity seems to be at its highest.

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only win him the favor of a maid, but the popularity that he desires.

Gary Gallant—Squire. As Sir Cameron's apprentice, it is essential that Gary puts the needs of his master above his own. Once Gary proves valor, loyalty and honor, he will be knighted himself.

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Poor Pearl—Peasant. Pearl's measly earnings have grown even smaller since the sheriff has been enforcing the laws.

Wyatt Worker—Serf. A member of the lowest class in the system, Wyatt will need to prove himself in order to get what he wants.

Other announcements by the lord include: An arranged marriage between Sir Rufus to Maid Victoria to take place next month. Anyone not attending the wedding and celebration will be considered a traitor to the lord and be banished from the manor.

Laws of the Land

As set forth by King Kyle on how his kingdom is to be ruled

I. Betrayal of the king is punishable by death!!!

II. The lord's word is law in his manor

- a. The only person who can overrule a lord is the king.
- b. A manor consists of a castle, church and the surrounding lands granted to the lord by the king.

III. Everyone that makes earnings must tithe a percentage of their earnings to the king

- a. Percentages are set by the king.
- b. Tithes (taxes) are collected by the sheriff in compliance with the wishes of the king.

IV. The manor is to be run with a system as follows:

- a. Lords & Ladies—granted land from the king and may run the manor as they see fit. They award land to the vassals and knights in exchange for protection from invaders. Among their duties are arranging marriages within their manor and administering justice.
- b. Vassals & Knights—are awarded land from the nobles of the manor. They are free to farm the land or pay peasants to do so. They may also have serfs that live on and farm their land.
- c. Peasants—often live in huts outside the castle walls and work on land owned by vassals or knights for a percentage of the profits. They still have their freedom, but own no land.
- d. Serfs—they are slaves to the lord for life. They farm the land for food and shelter; they are not allowed to have earthly possessions and in order to gain any freedom, they must escape and live one year plus one day in another manor. They are never required to fight, but are guaranteed protection from invaders. They need permission to marry.

V. Tournaments are to be a time of great celebration

- a. To be held to honor such events as coronation, a noble marriage or to boost the economy of a manor.
- b. The victorious knight may request the favor of any lady at the celebration. She will then be his escort for the evening.

A Knight of Murder

Sample Character

From Another Mystery

Banker Bob

As the banker 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 owner of The Deadwood Saloon. 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 his saloon will not go into foreclosure. 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 wealth, you are certain that you will make a healthy profit off of selling the saloon to Montgomery. In addition, Montgomery will be consistent and reliable when making his loan payments.

Along with all the excitement of the tournament this week there has also been excitement in your bank. Earlier in the week, your bank was held up at gun point while your wife was watching the bank over the noon hour. Ordinarily, Bonnie does not watch the bank, but 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 enter to the poker tournament. Since you view Sheriff Sam, the sheriff of Deadwood, 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!

As the Deadwood Poker Tournament Party quickly approaches, you are looking forward to attending for a few reasons. 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. In addition to your dealings with Montgomery, you plan to figure out which one of the poker players may have robbed your bank and you plan to bring them to justice!

Acting and Dressing Your Part: As the banker 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. *For more ideas on how to dress and a glossary of wild western words and phrases to use at the party see www.nightofmystery.com*



A Knight of Murder

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.

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A Knight of Murder

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.

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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 XXXXXX 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.

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A Knight of Murder

Sample Evidence

From another mystery

EXHIBIT F

Description: **Picture** turned over by XXXXXX.

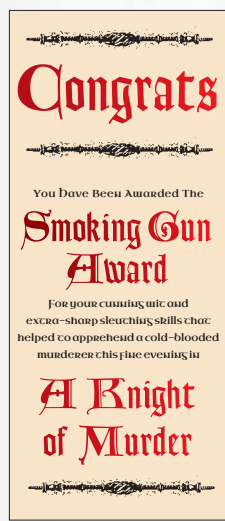
Notes: **Picture** taken of XXXXX earlier tonight.



A Knight of Murder

All the Extras

Included in the purchased mystery is ideas and designs to help you decorate your castle with fun and authentic materials that are easy to make (pictured here).



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!!!**

AKnightOfMurder.com

Simply type in AKnightOfMurder.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!

<https://www.pinterest.com/nightofmystery/a-knight-of-murder-mystery-party-ideas/>

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 A Knight Of Murder gallery at: www.nightofmystery.com/photos-AKM/

Visit Us On Facebook <https://www.facebook.com/nightofmystery/>

Follow us on Instagram! <https://www.instagram.com/nightofmystery/>

Get a coupon & 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 nompartyofthemonth@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!

Knight of Murder

This has been just a sampling
The complete package 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.*
- Manor Announcements and Laws of the Land**— 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!

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