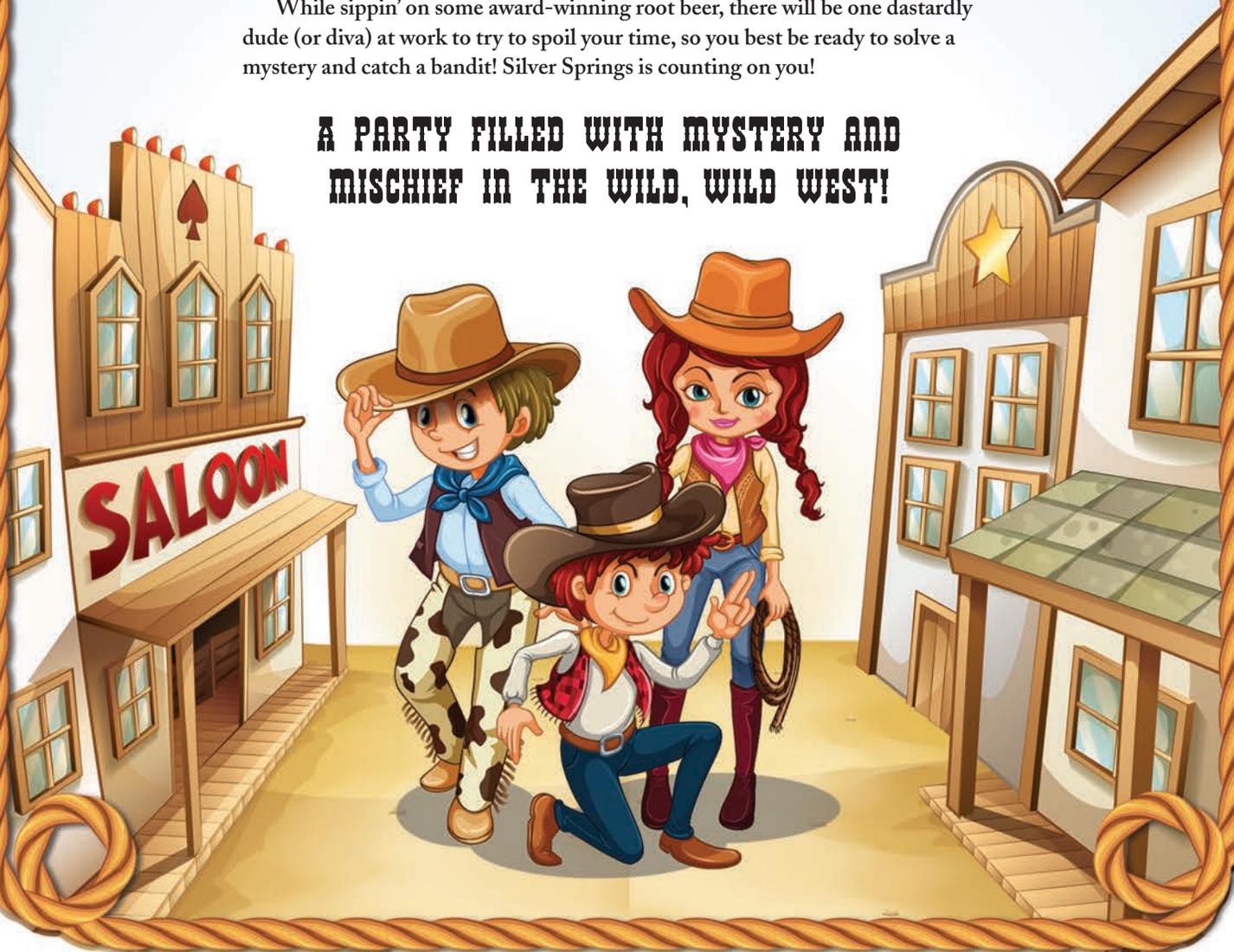


# RUSTLIN' RATTLESNAKES! IT'S A HONKY-TONK TAKEDOWN!

The Honky-Tonk Saloon is located in the fading western town of Silver Springs. A once gold rich town, the only thing keeping Silver Springs alive is the bustling saloon which serves the best root beer this side of the Mississippi. Or so it claims.

While sippin' on some award-winning root beer, there will be one dastardly dude (or diva) at work to try to spoil your time, so you best be ready to solve a mystery and catch a bandit! Silver Springs is counting on you!

**A PARTY FILLED WITH MYSTERY AND  
MISCHIEF IN THE WILD, WILD WEST!**



# HONKY-TONK TAKEDOWN

## THANK YOU FOR CHOOSING THE HONKY-TONK TAKEDOWN!

This comprehensive packet includes everything needed to host your murder mystery party—one that will have your kids talking about it for weeks, if not longer.

This mystery party is easy-to-run and fun for everyone. All of your guests have active roles in the game as suspects or investigators. Throughout the game, the kids will be asked to think not only about their own role, but WHO could have done the crime!?!? To add to the suspense of the party, someone will be taken out during the party (after sampling some bad root beer), not before, as in some other murder mystery games. Don't worry! That guest will return to help in the search for the culprit/bad guy or girl! The Honky-Tonk Takedown is certain to be a hit with all of your guests.

The following pages contain a short list of things the host does to ensure a successful party. Once the party starts, you will be surprised at how the party flows on it's own with the guests having the time of their lives!

## ASSIGNING THE CHARACTERS

- **What age is this mystery for?** This party is formatted for 8-12 year olds. The kids will need to know how to read for the game to flow smoothly. Adults or older friends can also help non-readers.
  - **Who should be the host?** An adult should host and manage the party. To ensure that everything runs smoothly, the host should read through all of the materials well before the party date.
  - **Because this party needs at least 8 guests,** you should determine ahead of time which guests are attending before assigning characters.
    - The invite should be sent early with an RSVP date of two weeks before the party. Once your guests confirm you can send them their complete invitation and character description. You can download an invitation to send via email at: <http://www.nightofmystery.com/invitations.php>
  - **What if I don't have enough guests?** Siblings, parents or friends can fill in for any of the missing 8 primary characters. Once 8 guests have confirmed and arrived, you are all set. The other character roles are helpful but not essential to the success of the party.
  - **The culprit will not know they are the guilty party until you hand them their confession sheet at the end of the party.**
  - **The victim will not know they are the victim until they get to the party.** The victim will be notified at the party that they are the victim. After the victim is "proclaimed dead," the child will re-enter the party as another character and help investigate the crime.
  - **If you are short of 12 guests listed, the game can be played without the following characters:** Information included with the packet.
  - **Honky-Tonk Takedown requires the following number of male and female guests:**
    - For the mixed version:** 1 boy character, 2 girl characters and 5 gender-neutral characters (roles that can be played by a girl or boy). The additional 4 characters are all gender-neutral characters.
    - For the boy version:** 8 - 12 boy characters. **For the girl version:** 8 - 12 girl characters.
- \* Characters listed in this introduction are based on the mixed version. If you would like to see the characters for the other versions, please email us at [info@nightofmystery.com](mailto:info@nightofmystery.com)

# HONKY-TONK TAKEDOWN

## MAKING THE INVITATIONS

Before the party, each guest must receive two things: (1) the invitation and (2) The Silver Springs Gazette.

### THE PRINT OPTION:

#### THE INVITATION

- To make the invitations, first input your party details into the designated field in an invite page.
  - Once you have filled in the field in one invite, it will transfer the information to the other 11 pages.
  - If you wish to handwrite your details into the invite, you can skip this step.
- Print out the front page for the number of invites that you need onto 8.5" x 11" paper.
  - Because of the use of color, you may want to consider using a thicker paper stock.
  - Your local office supply shop may also have "half-fold greeting cards" which allow you to print nicely.
- Once the front page is printed, turn the paper over and print the opposite page with the character descriptions on the back of the invite.
- Once printed on both sides, you will fold the paper in half.
- Invite should fit nicely into a greeting card sized envelope.

#### THE SILVER SPRINGS GAZETTE

- This will add excitement for the kids and provide information on the other guests at the party.
- If you wish for the newspaper to be more authentic, you can photocopy or print it onto newsprint or parchment paper.
- Fold and place inside of invite.

### THE DOWNLOAD AND EMAIL OPTION:

- Following your purchase the party, you may also access and use the downloadable character descriptions from our website.
- Each description is a pdf file containing the above information for each character.
- 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>

## GET A 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. (If you would like us to post your pictures, please email them to [info@nightofmystery.com](mailto:info@nightofmystery.com) once you have posted your comments.) *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.*

# HONKY-TONK TAKEDOWN

## PREPARING THE MYSTERY MATERIALS

- 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 to their outfits.) Name tag template is compatible with Avery labels 15163, 18163, 5163, 5263, 5523, 5663, 5963, 8163, 8253, 8463, 8663 and 8763.
- Be sure to make enough copies of the Who Dunit voting sheets for the number of guests attending.
  - There is only design with 2 voting ballots/page included.
  - You will have to print this page multiple times to ensure you have enough ballots for everyone.
- Cut all of the sheets with dotted lines in half.
- The mystery materials will be numbered 1 - 7 in the top right-hand corners. Paper clip all of the pages with the same numbers together. Keep the pages in the order they appear in the pdf.
- Discard any introductions for parts that will not be filled at the party.
- Separate out the name tag for Marshal Lincoln and paper clip it along with the #2 stack.
- Place the materials labeled with a #7 in a sealed envelope and label it "Solution."
- Make copies of the smoking gun award, as there may be multiple people who guess the murderer.
  - You can print or photocopy the certificates onto parchment paper for a more official look.
  - You can electronically input the names of the winners onto the certificate before printing.
- Keep the paper clipped stacks, as well as the name tags, awards and "solution envelope" in a safe and convenient location where you can access them as you need them throughout the party.

## OPTIONAL HOSTING IDEAS:

- Provided with purchase!

## MORE IDEAS ON PREPARING FOR YOUR PARTY SEE:

**Honky-TonkTakedown.com**

A whole website with ideas on how to party plan for THIS game.

**Our Pinterest page:**

[www.pinterest.com/nightofmystery/Honky-Tonk-Takedown/](http://www.pinterest.com/nightofmystery/Honky-Tonk-Takedown/)

**"Party Tips" section at [www.nightofmystery.com](http://www.nightofmystery.com)**

# HONKY-TONK TAKEDOWN

## THE START OF THE PARTY: THE GUESTS ARRIVE

- Have the guests' name tags and introduction speeches available for them.

## STAGE ONE: INTRODUCTION AND MURDER

- After all of the guests have arrived, have Billy-the-Bartender pour/uncap some root beer and Sunshine Kate hand it out to all of the guests.
- The host will read an introduction which will explain the game and start the introductions.
- Each of the kids will read their introduction speech.
- Once the introductions are done, Saloon Sam will lead a toast during which one of the children will fall down "dead."
- Have all of the kids help drag the body into another room.
- Once in the other room, instruct the kids to return to the main room and hand the victim a new name tag and speech.
- Return to the main room and introduce "Marshal Lincoln" to the crowd.
  - *If you would like to serve a meal, it is best to do it here. (Optional)*

## STAGE TWO: FIRST INVESTIGATIONS

- After the Marshal has been introduced, they will read a short speech in which the kids will be divided into suspects and investigators.
- Hand each child their appropriate sheet and have them practice their dialogue according to their part.
  - The children named as suspects will receive a suspect card with their name on it.
  - The children not named as suspects will participate as investigators.
  - Divvy up the investigator cards between the rest of the children that are not suspects. Some may have more than one investigator card.
- Have the children present their investigations one suspect at a time with the other children watching.
  - You may want to arrange two chairs at the front of the room to provide for this.
  - Have the investigations go in the order that they were named as suspects.

## STAGE THREE: EVIDENCE AND MORE INVESTIGATIONS

- After the first round of investigations, the host will present evidence and a new round of suspects will be named.
- Hand each child named as a suspect their suspect card and have them practice their dialogue.
  - Divvy up the investigator cards between the rest of the children that are not suspects.
  - There may be more kids than investigator cards, depending on party size.
- After the second round of investigations, the host will read a short synopsis and hand out the voting sheets so the kids can guess the culprit.
- At this time, it is best if the evidence is then laid on a table so that everyone may see it before making their accusations.

## STAGE FIVE: THE SOLUTION

- When all the 'Who Dunit' sheets are handed in, the host will read the solution aloud to the guests.
- The guilty party will confess!
- Award the super sleuth awards to anyone who guessed the culprit!

# SILVER SPRINGS GAZETTE

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## A TOAST TO THE TOWN

As the mayor is trying to rebuild the broken down town of Silver Springs, Saloon Sam has much to celebrate! There is nothing better than his root beer – and he has the sales to prove it! To try to liven the spirits of the townspeople, Sam is hosting a root beer social at The Honky-Tonk Saloon where only the best of the best - and maybe a few unwanted guests - will attend. **PLANNING TO BE THERE IS:**

**WYATT WILSON—MAYOR.** With the town in trouble, this leader will need to keep the bad guys out and the good guys in if they expect to keep their job!

**SHOOTIN' SAL—SHERIFF.** The mayor's sidekick, Sal will do whatever they are told... regardless of what side of the law it is on.

**DEPUTY DANNY—SHERIFF'S DEPUTY.** There is no more dutiful citizen than Danny. Because Danny believes it is their job to keep everyone in check, including those Danny answers to.

**MONEYBAGS MALONE—BANKER.** With the bank always getting robbed, no one wants to rid the town rid of outlaws more than Moneybags themself!

**SALOON SAM—SALOON OWNER.** Owner of the most popular joint in town, Sam takes the credit for keeping the town alive...and some don't like it!

**BILLY-THE-BARTENDER—BARTENDER.** Serving up everything from root beer to lemonade, this bartender knows how to stir things up!

**SUNSHINE KATE—SALOON SINGER.** No one can carry a tune like this little diva. And she knows it.

**DIRTY DAWG—BANDIT.** While Dirty Dawg would like to stay on the right-side of the law, they just can't seem to keep anything straight lately.

**MABEL ANNE—SOUTHERN BELLE.** Prim and proper, this little lady is out of place in the wild, wild west... or is that just what she wants you to think?

**ACE KELLY—GAMBLER.** Known for their sly style and card counting ways, this card shark can't seem to win while they are at the saloon. Ace is sure to want to make someone pay for all the money they have lost before they leave town.

**GOLD FINDER—PROSPECTOR.** Gold came to town to find just that... gold. But could Gold be looking for gold in all of the wrong places?

**WRANGLIN' RILEY—RANCHER.** Home on the range, Riley has been practicing their roping skills... but for what reason we do not know.

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## BANK ROBBED

Earlier this week, the Silver Springs Bank was robbed - leaving Moneybags Malone broke and without a dime to their name. Moneybags is wanting any and all information about who the bandit could be!

Visit the  
**HONKY-  
TONK  
SALOON**

FOR GOOD MUSIC AND EVEN  
GREATER ROOT BEER!

## Town Overrun With Outlaws!

No matter how hard Shootin' Sal (the sheriff) tries, it seems that Sal just can't rid the town of the riff-raff that likes to cause trouble. Some think that Shootin' Sal is too easy on the bandits and outlaws living in the city limits. Others think that Shootin' Sal may be working FOR the criminals instead of AGAINST them.

# HONKY-TONK TAKEDOWN

## Sample Character

(a sample of what each child will receive within their invitation.)



### YOUR CHARACTER

## GOLD FINDER PROSPECTOR

### BACKGROUND:

You live in the town of Silver Springs, a fading western town that the mayor is trying to bring to life again! Not too long ago, Silver Springs was a town rich with gold. Now that most of the gold is mined, many of the townspeople are poor and the town is overrun with outlaws. The only thing keeping Silver Springs alive is the bustling Honky-Tonk Saloon which serves the best root beer this side of the Mississippi. Or so it claims.

**ACTING AND DRESSING THE PART:** As the prospector, you are a rough and rugged character who works hard for their earnings. When you are not in the saloon drinking root beer, you are panning for gold in the river. Being that you live in the West, cowboy/girl hats, bandannas, spurs and horses are encouraged, but not required. Since you are the prospector, you may want to “dress up” with a toy mining ax or pan for your gold.

### YOUR INTRODUCTION SPEECH:

(You DO NOT have to memorize this.)

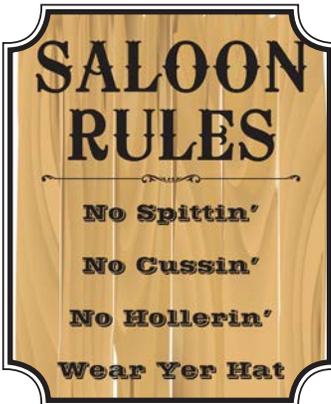
Hi y'all! I am Gold Finder and I came here to just that, find some gold! Problem is that after I got here all I found was some yummy root beer at the Honky-Tonk Saloon and I got hooked! That's right, all I want to do is sit here and drink me some root beer. And...in my spare time I go abouts finding gold so that I can pay for my root beer.



# HONKY-TONK TAKEDOWN

## ALL THE EXTRAS

Included with the mystery are ideas and designs to help you decorate your Honky-Tonk Saloon with fun and authentic materials that are easy to make (pictured below).



## HONKY-TONK TAKEDOWN

This has been just a sampling of what you  
will receive when you purchase

# HONKY-TONK TAKEDOWN

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 party 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 Silver Springs Gazette**—to be sent with the invitations, it includes background information on the other guests that will be at the party.
- **Character Sheets**—descriptions of the characters, including costuming and acting tips and the kids' first introduction speech (they do not have to memorize this!).
- **Name Tags**
- **Introduction and Investigation scripts for the kids**— These simple, yet fun, scripts will be for the kids to read throughout the party. Each will reveal some clues about who the culprit may or may not be!
- **Evidence** — more clues that will be presented throughout the party. This evidence will help the kids solve the mystery and find the culprit.
- **Solution & Confession**— a detailed description of the what and why the murder happened including WHO is the culprit.
- **"Who Dunit" Cards**— to allow your guests to guess the guilty party.
- **Award Certificates**— to be awarded to each of the guests that solve the murder.
- **Party Printables and Extras**— directions, templates and designs to help you plan for your party. (Pictured on previous page. **Included are:** how to make a jail, a directional sign post, various signs for in and around the saloon, a designed menu and more!)

All of our parties come in the form of a professionally designed pdf. Immediately after completing your order, you will be able to create a member account. Once in your account, you will have the ability to download your party (including optional emailable invitations for your guests and party extras) for sixty days after your purchase. 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](http://WWW.NIGHTOFMYSTERY.COM)**  
**TO PURCHASE YOUR MYSTERY TODAY.**