

REWARD

# HONKY-TONK TAKEDOWN

Mischief & Mayhem in the Wild West!


INTRO FILE









# RUSTLIN' RATTLESNAKES!

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



The Honky-Tonk Takedown is a kid-friendly mystery party game set in the Wild West town of Silver Springs, where guests gather at the local saloon for a root beer social—only to find themselves in the middle of a puzzling crime! Designed for kids ages 8–12, this immersive experience keeps all participants engaged from beginning to end.

The kids will gather at the saloon for a glass of world-famous root beer when—suddenly—one of them drops “dead.” Don’t worry, the “victim” quickly returns as a Marshal, who leads the investigation to uncover the culprit. The party unfolds in two rounds of interactive sleuthing. Some guests are named suspects, while the others become deputy investigators, asking scripted questions and collecting clues. As new evidence emerges, suspects are questioned again, theories fly, and finally—everyone casts their vote on who they think did it!



Honky-Tonk Takedown is packed with wild west fun, silly surprises, and clever sleuthing. With character-driven storytelling and hands-on activities, it’s an unforgettable way to get kids laughing, collaborating, and solving mysteries together.



Night of  
Mystery

## 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! 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>
- **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 the maximum number of guests listed, the game can be played without the following characters:** Information included with the packet.
  - **All characters in Honky-Tonk Takedown can be played by any gender.**



## MAKING THE INVITATIONS

Before the party, each guest must receive three things: (1) the invitation, (2) The Silver Springs Gazette, and (3) their character description.

### THE PRINT OPTION:

#### THE INVITATION

- To make the invitations, first input your party details into the invite page.
- Print out, double-sided the number of invites that you need. Fold each invite in half.
- Invite should fit nicely into an A9 invitation envelope (5 3/4" x 8 3/4").

#### THE SILVER SPRINGS GAZETTE

- This will provide information on the other guests at the party.

#### CHARACTER DESCRIPTION

- You need to assign each guest a character to play at the party. (See the previous sections.)
- **INVITE, GAZETTE, AND CHARACTER DESCRIPTIONS ARE FOUND IN THE MYSTERY MATERIALS PDF.**

### THE DOWNLOAD AND EMAIL OPTION

- Following your purchase of 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](http://www.nightofmystery.com/invitations)
- **DOWNLOADABLE INVITES WITH CHARACTER DESCRIPTIONS WILL BE AVAILABLE IN YOUR ONLINE ACCOUNT AFTER PURCHASE**

### 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 \$95 gift certificate towards the purchase of a future party.*



# INTRO FILE

## 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.) The 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 one design included which has 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.
- Cut out the commercial strips along the dotted lines.
- 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 characters who will not be included in your 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 correctly guess the identity of the murderer.
  - You can print or photocopy the certificates onto parchment paper giving them a more professional appearance.
- Keep the paper clipped stacks, as well as the name tags, awards and "solution envelope" in a safe and convenient location so you can access them quickly when needed.

## OPTIONAL HOSTING IDEAS:

- Included with Mystery Purchase.
- Included with Mystery Purchase.
- Included with Mystery Purchase.
- Included with Mystery Purchase.



# INTRO FILE

## 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 Piano Eddie help serve it 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 he will fall down "dead."
- Have all of the kids help drag the body into another room, then return to the main room.
- After the kids have left, hand the victim a new name tag and an introduction speech.
- Return to the main room and introduce "Marshal Lincoln" to the crowd.
  - *If you plan to serve a meal during the party, it is best to do it here. (Optional)*

## STAGE TWO: FIRST INVESTIGATIONS

- Marshal Lincoln will read an introduction to the crowd, and 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 to help solve the mystery.
  - Divvy up the investigator cards between the children who are not suspects. *Some guests 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 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 read and practice their dialogue.
  - Divvy up the investigator cards between the rest of the children who 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.

- Lay the evidence on a table so everyone may see it before making their guesses.

## STAGE FOUR: THE SOLUTION

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



# SILVER SPRINGS GAZETTE

## 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 their root beer – and they have 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 folks out and the good folks in if they expect to keep their job!

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

**DEPUTY DANNY - SHERIFF'S DEPUTY.** There's no more dutiful citizen than Danny. Danny believes it's their job to keep everyone in check—even the folks they report to.

**MONEYBAGS MALONE - BANKER.** With the bank always gettin' robbed, no one wants to run outlaws outta town more than Moneybags! They've got a lot to protect... and even more to lose.

**SALOON SAM - SALOON OWNER.** Owner of the most popular joint in town, Sam takes credit for keepin' Silver Springs

alive—and not everyone's happy about it!

**BILLY THE BARTENDER - BARTENDER.** Servin' up everything from root beer to lemonade, Billy knows how to mix more than drinks—they stir up stories, too!

**PIANO EDDIE - SALOON PIANO PLAYER.** No one can tickle the ivories like this musical genius—and Eddie knows it. But could that confidence be coverin' somethin' up?

**DIRTY DAWG - BANDIT.** Dirty Dawg's tryin' to stay on the right side of the law... but trouble keeps followin'. Are they misunderstood—or just up to no good?

**MONTGOMERY - SOUTHERN VISITOR.** Prim, proper, and mighty polite, Montgomery seems a bit outta place in the wild, wild West... or is that just what they want you to think?

**GOLD FINDER - PROSPECTOR.** Gold Finder came to Silver Springs lookin' for

fortune—but could they be diggin' up more than just gold?

**ACE KELLY - GAMBLER.** Known for slick style and sneaky card tricks, Ace can't seem to win a hand at the saloon. One thing's for sure—Ace is ready to settle the score.

**WRANGLIN' RILEY - RANCHHAND.** Home on the range, Riley's been ropin' and ridin' nonstop. But no one knows why they've been trainin' so hard—or what they're gettin' ready for.

**SLICK RICKIE - MIRACLE PEDDLER.** A smooth talker always pushin' some kinda "miracle tonic." They've got a bottle for everything—and a secret or two up their sleeve.

**DUSTY BOOTS - STAGECOACH DRIVER.** Has seen every shady character ride through Silver Springs. Dusty knows more gossip than the Gazette—and ain't afraid to share it.

## 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.

# INTRO FILE

## Sample Character

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

### YOUR CHARACTER

# DUSTY BOOTS

## Ranch Hand

### 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.

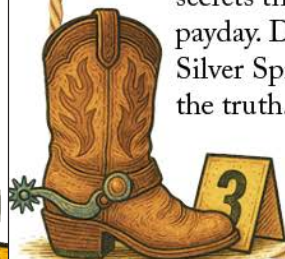
**ACTING AND DRESSING THE PART:** Acting Tip: Be calm and watchful, like you've seen too much to be surprised anymore. Squint into the distance and say things like, "Back in Tombstone..." or "I seen worse in Dodge City."

**Dressing Tip:** Hat pulled low, dusty clothes or long coat, maybe a neckerchief or leather gloves. A toy whip or reins (even yarn!) make a great prop.

### YOUR INTRODUCTION SPEECH:

(You DO NOT have to memorize this.)

Name's Dusty Boots. I've hauled folks, freight, and a few shady characters across every dusty trail in the territory. I've seen more secrets than a diary and heard more lies than a poker table on payday. Don't think I ain't noticed what's been happenin' in Silver Springs—this time, I'm stickin' around to find out the truth.



# INTRO FILE

# 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).



## 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!!!**

### HONKY-TONKTAKEDOWN.COM

Simply type in honky-tonktakedown.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 was 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/honky-tonk-takedown-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.

### 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 [nompartyofthemonth@gmail.com](mailto: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 \$95 gift certificate towards the purchase of a future party!



## INTRO FILE

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.**

