

# A Knight of Murder

Intro  
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File

Night of  
Mystery





# 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, 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.*

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# 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:** 6+ males, 7+ female, 7+ gender-neutral.

**With 15-20 guests:** 5-6 male characters, 6-7 female characters, 4-7 gender-neutral.

**With 10-15 guests:** 4-5 male characters, 2-6 female characters, 3-4 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](http://www.nightofmystery.com). Please refer to those when hosting a party for a more conservative crowd.

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## 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](mailto: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.** <sup>\*\*</sup>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.

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# 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.

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# Host Guide

**King Kyle—King.** Ruler of a flourishing realm, Kyle has maintained loyalty through fairness—and fear. But in Fernwood, even kings can find secrets buried under smiles. *Male.*

**Queen Genevieve—Queen.** Wise and sharp, Genevieve rules alongside Kyle, or so it appears. Genevieve senses something is off in Fernwood—will her instincts uncover the truth? *Female.*

**Sheriff—The Sheriff.** Fernwood's enforcer of taxes, the Sheriff has grown wealthy under the crown's nose. Can deception stay hidden when royalty comes calling? *Gender-neutral.*

**Lord Taylor—Lord.** Leader of Fernwood Manor, Taylor's tenure has been prosperous—until now. With his position under scrutiny, will his careful plans unravel? *Male.*

**Lady Gwendolyn—Lady.** The gracious matron of Fernwood, Gwendolyn thrives on tradition. Whispers of discontent threaten her carefully built legacy. *Female.*

**Baron Bartholomew—Baron.** A loyal son and leader in training, Bartholomew obeys his duty. Yet, his past promises linger, casting shadows on his joyous celebration. *Male.*

**Lady Diana—Noblewoman.** Elegant and poised, Diana is ready to live her destined life of privilege. But lies have a way of surfacing when you least expect it. *Female.*

**Maid Marilyn—Lady-in-Waiting.** Devoted and hopeful, Marilyn is Lady Gwendolyn's confidante. With love on the horizon, will Marilyn's dreams survive Fernwood's intrigue? *Female.*

**Morgan the Magnificent—Vassal.** A loyal steward of Fernwood's lands, Morgan works tirelessly to uphold their family's honor. Will Morgan stand silent when their daughter's future is at stake? *Gender-neutral.*

**Maid Victoria—Maid.** Raised on Fernwood's traditions, Victoria dreams of love over duty. But can dreams survive when the class system decides your fate? *Female.*

**Sir Cameron—Knight.** Fernwood's valiant knight, Cameron is a hero of honor. However, a single loss has tarnished his reputation—was it mere chance or something darker? *Male.*

**Sir Rufus—Knight.** A shadowy figure in Fernwood's court, Rufus wields intimidation over honor. How long can ambition hide Rufus' disgrace? *Male.*

**Glen Gallant—Squire.** A loyal squire with a strong moral code, Glen sees injustice in Fernwood. Exposing the truth could come at a dangerous cost. *Gender-neutral.*

**Daring Darby—Squire.** Opportunistic and cunning, Darby knows how to play the game. Aligning with the wrong allies can ruin even the sharpest player. *Gender-neutral.*

**Steel Sterling—Blacksmith.** A master craftsman, Steel takes pride in their work. After the tournament's oddities, Steel's suspicion could forge a path to the truth. *Gender-neutral.*

**Joking Jerry—Jester.** Quick-witted and sharp-tongued, Jerry keeps Fernwood laughing. When the jokes hit too close to home, even jesters must tread carefully. *Gender-neutral.*

**Charlamagne—Chambermaid.** Resentful of missed opportunities, Charlamagne has learned to scheme. However, ambition comes at a price, and her allies may not be true. *Female.*

**Maid Monica—Chambermaid's Daughter.** Cast aside for noble gain, Monica's bitterness burns bright. Will Monica's quest for justice set Fernwood ablaze? *Female.*

**Patchwork Pip—Peasant.** Humble and resilient, Pip has seen the worst of Fernwood's struggles. Sometimes, survival requires more than just endurance—it demands action. *Gender-neutral.*

**Wyatt Worker—Serf.** Bound to the land, Wyatt dreams of freedom and love. In a rigid world, ambition is as dangerous as it is necessary. *Male.*

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# 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 Durnit?' 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.

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# 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 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 Willie to read the solution aloud to the guests.
  - Calculate who the winners are and award the certificates.

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# Hear Ye! Hear Ye!

By order of the Lord and Lady of Fernwood, all in the manor are invited and commanded to attend the marriage of their son, Baron Bartholomew, to Lady Diana of Dunnsberry on December 2nd, the anniversary of their meeting. A jousting tournament will follow, with the victorious knight receiving riches and the honor of choosing a lady as his escort for the evening celebration.

Those expected to attend are as follows:

**King Kyle—King.** Ruler of a flourishing realm, Kyle has maintained loyalty through fairness—and fear. *In Fernwood, even kings can find secrets buried under smiles.*

**Queen Genevieve—Queen.** Wise and sharp, Genevieve rules alongside Kyle, or so it appears. *Genevieve senses something is off in Fernwood—will her instincts uncover the truth?*

**Lord Taylor—Lord.** Leader of Fernwood Manor, Taylor's tenure has been prosperous—until now. *With his position under scrutiny, will his careful plans unravel?*

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**Wyatt Worker—Serf.** Bound to the land, Wyatt dreams of freedom and love. *In a rigid world, ambition is as dangerous as it is necessary.*

## Other announcements by the lord:

- King Kyle and Queen Genevieve will be visiting for the celebration!
- Sir Rufus and Maid Victoria are arranged to marry next month.
- Anyone who does not attend the wedding celebration will be deemed a traitor and banished from the manor.



# Laws of the Land

By decree of King Kyle, these laws governing his realm:

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

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

a. Except when overruled by the king.

**III. All who earn must tithe to the king**

a. Percentages are set by the king.

b. Taxes collected by the sheriff at the king's command.

**IV. The manor hierarchy:**

a. Lords & Ladies—granted land by the king, ruling their manor as they see fit. They distribute land to vassals and knights for protection, arrange marriages, and administer justice.

b. Vassals & Knights—awarded land by nobles. They may farm it or hire peasants, and may have serfs to tend the land.

c. Peasants—free but landless, they work for vassals or knights in exchange for a portion of profits.

d. Serfs—bound to the lord, they work for food and shelter. Serfs cannot own property and need permission to marry. To gain freedom, they must escape and live elsewhere for greater than a year.

**V. Tournaments are grand celebrations!**

a. held for events like coronations, noble marriages, or to boost the economy.

b. The victorious knight may ask for a lady's favor of their choosing and have her as 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](http://www.nightofmystery.com)*

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# 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 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.

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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.



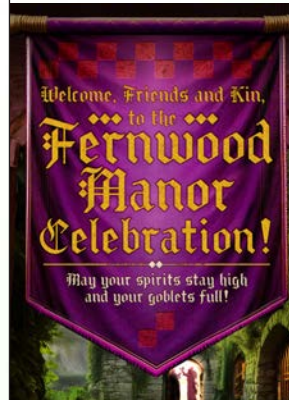
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# A Knight of Murder

## All The Extras

*Included in the following pages are ideas and designs to help you create fun and authentic materials that are easy to make for your A Knight of Murder party!*



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# 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/](http://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](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 \$65 gift certificate towards the purchase of a future party!

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# A 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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