



# A HIGH SEAS SCANDAL

*Introduction File*

Night of  
Mystery



# A HIGH SEAS SCANDAL



## Ahoy there, mateys!

Life on the high seas is full of sailing, swashbuckling, and searching for sparkling treasure. Cap'n Goldgrin and the crew work together all year long—climbing the rigging, firing the cannons, fixing the ship, and sharing every glittering haul they discover.

**And today, the crew is celebrating their biggest, boldest haul of treasure yet! But after such a spectacular score, something strange starts stirring aboard the ship...**

Whispers are spreading. Suspicious stories are surfacing. And somewhere among the crew, a puzzling pirate problem is brewing!

Now the crew must search for clues, sort through suspicious stories, and catch the culprit behind the wrongdoing.

Could it be the first mate that keeps the crew in line who is to blame? The quartermaster with some curious treasure tallies that don't add up? Or a sneaky shipmate with a secret plan for plunder who will be forced to walk the plank?

Only the cleverest crew can collect the clues, question the characters, and uncover the truth.

**So steady your sea legs,  
sharpen your  
sleuthing skills, and  
prepare to solve A  
High Seas Scandal!**



Night of  
Mystery

# HOST GUIDE

## THANK YOU FOR CHOOSING A HIGH SEAS SCANDAL

This comprehensive packet has everything you need to host a mystery party your kids will be talking about for weeks to come. The game is simple to run and packed with fun for everyone. Every guest takes on an active role — either as a suspect or an investigator — and throughout the night, they'll be challenged to not only play their part but also figure out who committed the crime!

A High Seas Scandal is sure to be a hit with all of your guests.

In the following pages, you'll find a quick checklist of what the host needs to do to set the stage for success. Once the party begins, you'll be amazed at how smoothly it runs on its own — with kids fully engaged and 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 a minimum number of 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 initial invitation to send at: <http://www.nightofmystery.com/invitations>
  - The mandatory 8 characters are starred on the character list pages.
- **What if I don't have enough guests?** Siblings, parents, or friends can fill in for any of the missing primary characters. Once 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 guilty until you hand them their confession sheet at the end of the party.

- All characters in A High Seas Scandal can be played by any gender.



# HOST GUIDE

## Making the Invitations

Before the party, each guest must receive three things: (1) the invitation, (2) the pirate announcement, 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 PIRATE ANNOUNCEMENT

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

#### CHARACTER DESCRIPTION

- You will assign each guest a character to be at the party, and include their character description with the invite.
- ***Inrite, Pirate Announcement, 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>

– ***Downloadable invites with character descriptions will be available in your online account after purchase.***



# By Order Of the Captain!

All hands on deck! Tomorrow we be divvyin' up the pirate booty! Thanks to this mighty crew, the treasure be piled high with gold, goodies, and glitterin' loot. Every pirate gets a share... if ye show up!

**Cap'n Goldgrin – Captain.** The proud captain of the ship who flashes a huge grin whenever treasure is mentioned — which is almost always. Goldgrin loves giving dramatic pirate speeches about gold, glory, and the thrill of adventure.

**Riggin' Riley – First Mate.** The captain's right-hand pirate who keeps the crew busy climbing the rigging, tying ropes, and flying the sails high. Riley is always shouting helpful sailing commands across the deck.

**Treasure Tally Taylor – Quartermaster.** Keeps careful records of every coin, gem, and treasure chest the crew finds... though the numbers sometimes get a little creative when Taylor does the counting.

**One-Eyed Wynn – Lookout.** A mysterious pirate who insists their eyepatch actually improves their "depth perception for spotting treasure." Wynn spends most of the day scanning the horizon for ships, islands, or anything shiny.

**Pegleg Piper – Powder Monkey.** A pirate with a sturdy wooden leg who stomps proudly across the deck. Piper claims the pegleg is faster than a regular leg and definitely makes the loudest pirate stomp on the ship.

**Peyton Patch – Bosun.** A pirate who talks to their parrot, Captain Squawks, more than to the rest of the crew. Patch insists the parrot gives excellent sailing advice... even if the crew only hears squawking.

**Hook-Hand Harper – Deckhand.** A pirate with a polished hook who says it's perfect for pulling ropes, opening coconuts, and dramatically pointing toward

treasure whenever it's spotted.

**Mapmaker Morgan – Treasure Hunter.** Always sketching new treasure maps and convinced there's another secret treasure hiding just beyond the next island.

**Cannonball Casey – Gunner.** Loves cannons, explosions, and loud booms. Casey is always eager to fire the cannons — even when the captain says it's probably not necessary.

**Sharkbait Shay – Watchperson.** Claims to have survived more shark encounters than any pirate alive and enjoys telling dramatic stories about them to the crew.

**Salty Syd – Scalliwag.** The saltiest pirate on the ship who complains about everything — the weather, the food, the sails—and especially when the treasure takes too long to find.

**Slow-Sailin' Sam – Shipmate.** The slowest pirate in the crew — always the last to climb the rigging, the last to grab treasure, and sometimes the last to finish a sentence.

**Barnacle Blake – Matey.** The ship fixer who is always patching leaks, tightening ropes, and muttering about how the crew keeps breaking everything on the ship.

**Cutlass Cameron – Buccaneer.** Always polishing their shiny cutlass and practicing dramatic swashbuckling poses in anything reflective — from mirrors to polished treasure chests.

Miss it, and yer treasure might just "accidentally" end up in someone else's pocket... So don't be late~report to the deck ready for riches and mischief!  
~ Cap'n Goldgrin

# HOST GUIDE

## Preparing the Mystery Materials

- Cut out and make name tags for the guests. (You can print the name tags onto 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.
- 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.
- Place the materials labeled with a #7 in a sealed envelope and label it "Solution."
- 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.



# HOST GUIDE

## Start of The Party: The Guests Arrive

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

## Stage One: Introductions

- After all of the guests have arrived, the host will read an introduction which will explain the game and start the introductions.
- Each kid will read their introduction speech.
- Once the introductions are done, the host will invite Cap'n Goldgrin up to the treasure chest to unlock the treasure.
- Once Cap'n Goldgrin has unlocked the treasure, you will see that the treasure has been stolen!

## Stage Two: First Investigations

- The host will read a second speech, 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 character name on it.
  - Hand detective cards to the kids who are not listed as suspects.
- After 10 minutes, have the children present their investigations, one suspect at a time with the rest 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 they were named as suspects.

## Stage Three: Evidence & Investigations

- After the first round of investigations, evidence will be presented and more suspects will be named.
- Hand each child named as a suspect their suspect card and have them read and practice their dialogue.
  - Hand out investigator cards to children who are not suspects.
  - While suspects and investigators are practicing, encourage the rest to talk about the possible motives for the crime.
- Have a second round of investigations, much like the first.
- The host will read a short synopsis and hand out sheets for the kids to guess the culprit.
- Lay the evidence, including the newly introduced Exhibit E, 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!
- Present the awards!



# HOST GUIDE

## Sample Character

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

### A HIGH SEAS SCANDAL

## Treasure Tally Taylor

**Background:** You are part of Cap'n Goldgrin's pirate crew, sailing the seas in search of sparkling treasure and daring adventure! After the crew's biggest haul of treasure yet, the mateys are celebrating their success and dreaming of chests full of gold doubloons. But before the festivities can continue, something fishy starts stirring aboard the ship. Whispers are spreading across the deck, stories don't quite add up, and it seems one sneaky scallywag may have done something they shouldn't have. Keep your spyglasses sharp, matey—because someone aboard this ship must be caught!

**Acting and Dressing the Part:** Pretend to count treasure and record every coin. Sometimes recount and say, "Wait... was that 49 coins or 94?"

**Dressing Tip:** Carry a small notebook and pencil for tracking treasure. A pouch for "coins" works great too.

### Your Introduction Speech:

(You DO NOT have to memorize this.)

Greetings, mateys! I'm Treasure Tally Taylor, the quartermaster and official treasure counter of the crew. My job is to keep track of every coin, gem, goblet, and glittery thing we find. And let me tell you—this treasure chest is absolutely full! Now don't worry, I'll divide everything fairly... or at least mostly fairly. My math can get a little... creative sometimes. But trust me, every pirate will get their share...  
give or take a few shiny coins!



# HOST GUIDE

## The Extras

Included with the mystery are ideas and designs to help you decorate with fun and authentic materials that are easy to make.



# HOST GUIDE

What you get with the mystery:



Designed invites for your guests with character information and more details on the mystery for each of your guests. You can print or email these.



Introductions for each of the guests to help set up the mystery at hand.



EVIDENCE that will be presented.



Scripted investigations to facilitate kids questioning one another. (2 ROUNDS)



Accusation Forms!



SOLUTION!



Awards for Super Sleuth, Funniest, Most Dramatic, and Best Costume!

PLUS -- THE EXTRAS!!! (see next page)



# 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!!!**

### **AHighSeasScandal.com**

Simply type in [AHighSeasScandal.com](http://AHighSeasScandal.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!

### **Elickr 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**

### **And Instagram!**

### **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 [nompartyofthemoth@gmail.com](mailto:nompartyofthemoth@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!



# HOST GUIDE

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

# A HIGH SEAS SCANDAL

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 Pirate Announcement**— To be sent with the invitations, this 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 sabotage happened, including WHO is the culprit.
- **“Who Durnit” Cards**— To allow your guests to guess the guilty party.
- **Award Certificates**— To be awarded to each of the guests that guess the culprit.
- **Party Printables and Extras**— Directions, templates, and designs to help you plan for your party. (Pictured on previous page. **Included are:** suspect board, room signs, oversized candy decor how-tos, 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.



Check out:

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