Murder Among The Mateys

Well, shiver me timbers and sharpen me sword.

After a voyage filled with pillaging and plundering, *The Jaded Jewel*—a pirate ship captained by Redbeard, an old but dangerous pirate—is docked in a cove near Port Royal. As the pirates head into town to celebrate their homecoming and spend their gold and goods, a night of turmoil and trouble is sure to transpire.

As the night quickly steers out of control, one guest meets a tragic demise and ends up in Davy Jones' Locker leaving the rest of the party goers to bring the guilty to the gallows.

Is the culprit the profiteering pirate organizing a mutiny? The saucy sea mistress who wanted more than a casual commitment? The perpetrator could be the seafaring merchant desperate to win the love of the governor's daughter, or possibly a treasure seeking seaperson incapable of sharing.

In a harbor village filled with backstabbers and buccaneers looking to get ahead, there is little reward for honesty and a high price to pay for deceit.

A night of seamen, secrets and scallywags await you at The Salty Sea Dog.

©2007 Night of Mystery Inc. - www.nightofmystery.com

The Host's Guide

Thank you for choosing Murder Among The Mateys

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 have no clue who murdered them. Murder Among The Mateys is certain to be a hit with all of your guests.

The following pages contain 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.

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. 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.

PLEASE NOTE: Due to the pirate theme of this party, even the clean versions contain references to violent behavior in the past (such as pirates being hung, flogged and marooned). Please see the introduction file to get a sense of what to expect.

Assigning the Characters

- **You, as host, 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 that you feel suits that particular character the best.
- **If you choose NOT to know the murderer,** you can simply choose NOT to read the character descriptions or examine the evidence before the party. While you will be able to play along with everyone else, you will not be able to read the descriptions when assigning the characters. (You will find a short list of the characters with descriptions on the next page.)
- **Because this party is dependent on a minimum number of people showing up,** you may want to determine ahead of time which guests are attending before assigning characters.
    - It is recommended that you send out the general invite and The Port Royal Preview with an RSVP date of two weeks before the party. After your guests RSVP positive, you can send them their character sheet.
- **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. 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.

Please check our party tips page for more music, food and theme suggestions for your party! http://www.nightofmystery.com

©2007 Night of Mystery Inc. - www.nightofmystery.com

The Host's Guide

Cap'n Redbeard—Pirate Captain. A fierce but fair pirate, this man runs a tight ship and won't have anyone overthrowing it! *Male. Should be played by a boisterous and commandful man.*

Sharktooth Brandy—Saucy Sea Mistress. Sister to the cap'n, Brandy has been braving these waters since she was a girl. Her latest conquer, however, is not one that she partakes in on the sea. *Female. Conniving and calculating.*

Merciless Morgan—First mate. Found alone on an island, Redbeard took Morgan in and he quickly became a favorite of the cap'n's. *Male. Slimy and deceitful. He is always looking out for his own best interest.*

One-eyed Wanda—Gunner. Raised as a boy on the pirate ship, Wanda was over passed by Merciless Morgan when it came to a promotion. Wanda has a lot to prove if she is to earn her rightful place. *Female. Abrasive and boastful. She is capable and willing to fit in as "one of the guys".*

Thumbless Jack—Crewman. A seasoned pirate, Thumbless Jack has only been on the crew of The Jaded Jewel for only a short while. *Male. A salty seaman. He has seen a lot in his days, including losing both of his thumbs.*

Cutthroat McPhearson—Powder monkey. Fierce and feisty are two words that describe this pirate best. Cutthroat has larger plans than most of the crewmen he sails with. *Male. Considers himself very underappreciated and is willing to do anything to get the respect he deserves.*

Gurglin' Uma Scarr—Galley wench. Desperate to gain Cutthroat McPhearson's attention, Uma is a woman that will do whatever to get noticed. *Female. A bit of a follower on the ship. She will do as she is told.*

Governor Napier—Governor of Port Royal. As the governor of this seaside town, it is his job to keep it safe at all costs! *Male. He is reserved and aristocratic, yet he will resort to any means to accomplish his goals.*

Juliana Napier—Governor's wife. Tired of living in terror, Juliana is ready to take matters into her own hands to insure the safety of her family. *Female. As a wife and mother she is very demanding and controlling. Juliana has a very cunning side to her personality.*

Antonia Napier—Governor's daughter. In love with a merchant sailor, Antonia is destined to lead a happily married life—as long as nothing gets in her way! *Female. A bit naive but very set on attaining her goals. She is hopeless in love.*

Breathless Betty Napier—Governor's daughter. The rebellious daughter has a lot to learn about what she can and cannot get away with. Who better to teach Betty her limits than her parents? *Female. Rebellious and out-of-control, Betty will do anything to get what she wants, her independence.*

Commodore Clearing—Commodore. In charge of the fleet that defends Port Royal, the commodore may lose his job and his arranged marriage if he can't bring a pirate to justice. *Male. Sneaky and deceitful. The commodore will betray whomever in order to advance himself.*

Buccaneer Bradshaw—Privateer. Ready to step in and take over where the commodore is lacking, Buccaneer Bradshaw needs to prove that he has what it takes to get the job done and win the heart of Breathless Betty. *Male. Loyal and deserving. Bradshaw may be the only fair person at the party... or is he?*

Shoutin' Roger Dagger—Innkeeper. Rumor has it that Roger is out to bring a pirate to justice himself. *Male. Loud, brash and authoritative. Roger likes to give off the appearance of being in control (even though he is not).*

Mad Rose—Serving wench. A real spitfire, Rose will make anyone who crosses her regret it. Female. Cunning and jaded, Mad Rose will hold a grudge for a very long time.

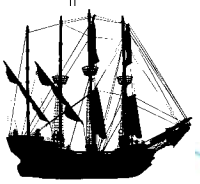
Blackspot Jane—Pirate's widow. Widowed and alone, Jane is desperate to make someone pay for her loss. *Female. Sorrowful with a deep-seeded vengence.*

Sealegs Sam—Merchant sailor. A lowly merchant sailor, Sam wants nothing more than to be married to his true love, Antonia. *Male. Cunning, clever and secretive. Sam is very in love with Antonia.*

Rovin' Reynolds—Treasure hunter. Hot on the trail of Toothless Willie's buried treasure, there is little that can come between them and their fortune in gold. *Male or female. Ambitious and driven.*

Jean Golddust—Gold dealer. Jean is eager to exchange gold for anyone in town. Not only does the gold tell tales of where it's been but who has been dealing with the pirates. *Male or female. Smart, knowledgeable and knows how to use information to their advantage.*

Dirty Wiggins—Gallow master. Justice in this town for many means the gallows and Dirty is often the one responsible for putting the guilty there. *Male or female. Must be comfortable speaking to the guests at the party as a whole and one-on-one.*



©2007 Night of Mystery Inc. - www.nightofmystery.com

The Host's Guide

Making the Invitations

Before the party, each guest must receive three things: (1) the invitation, (2) The Pirate's Code, (3) The Port Royal Press and (4) their character description.

THE INVITATION

- To make the invitations, print out the number of invites (page 7) that you need onto 8.5 x 11 paper. (You may print on nicer paper, such as parchment, to add authenticity to the invitation.)
- Fold each invite in quarters.
- Fill out the information for the place, date and time of your party.
- Invite should fit nicely into a invitation sized envelope (4 3/8" x 5 3/4").

THE PIRATES CODE--There are two versions of the code, you only need to send one.

- If you wish to conserve printer ink you can either color copy the first version of the code or print the second version of the code. (Included in the introduction is the first version of the code.)

THE PORT ROYAL PREVIEW

- If you wish for the preview to be more authentic, you can photocopy or print it onto newsprint.

CHARACTER DESCRIPTION

- You need to assign each guest a character to be at the party. (See the previous sections)

Preparing the Materials for the Party

- Cut out and make name tags for the guests. **(You can print out the name tag pdf on sticker paper or include a pin with the name tags so that the guests can secure them to their outfits.)**
- Photocopy the printout of the money onto green paper. You will need as many copies as there are guests attending. Trim out the money and bundle them in packages of $500.
    - To skip this step, you can purchase fake/play money rather inexpensively at a novelty or party store and use the fake/play money instead of the paper money.
- 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".

In the (A) envelopes, place: a name tag, safety pin(s) to adhere the name tag, a bundle of money, 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.

Have the (A) & (B) envelopes on hand to give to the guests as they arrive.

- In a separate envelope, place the Evidence Presentation. Label it as "Evidence".
- Place the solution in a sealed envelope and label it "Solution".
- Keep the "introduction", the "investigation instructions", 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 Dunnit voting sheets for the number of guests you have coming. Cut the pages into quarters along the dashed lines.
- 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.

©2007 Night of Mystery Inc. - www.nightofmystery.com

The Party Schedule

- Most likely, the length of the party will take 2-4 hours. The party length will depend on a number of factors, including the number of guests, if you are serving dinner, how well your guests mingle, etc.
- The party may be longer if you choose to serve dinner, although much of the mingling done during Stage 2 may be done at the dinner table as well.
- Because the party is not pre-scripted, but set up in stages, as host it is important to observe the guests' behavior and move onto the next stage when you feel it is most appropriate. This will give everyone enough time to enjoy all aspects of the party and enable it to move along at an enjoyable pace.

Stage One: The Guests Arrive

- Have the guest's nametags, bundle of money and their (A) and (B) envelopes available for them.

Stage Two: Introduction

- After all of the guests have arrived, hand Shoutin' Roger Dagger, the Innkeeper, 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, tell the victim that they are free to "die" when they see fit.
- After victim has "died", hand Dirty Wiggins (the gallows master) tape or chalk, so that they can outline the position of the body on the floor or ground.
- Have Dirty Wiggins read the sheet explaining the Investigation.
- The guests will open their (B) envelopes which 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, Dirty Wiggins has collected all of his evidence and you feel as though most people have completed their objectives, hand Dirty Wiggins the evidence packet 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. You may want to make multiple copies of the evidence so that it can be seen by everyone.
- Hand out the 'Who Dunnit' 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 Dunnit' sheets are handed in, ask Dirty Wiggins to read the solution aloud to the guests.
- Using the tally sheet included, calculate who the winners are and award the certificates.

End of Host Guide

©2007 Night of Mystery Inc. - www.nightofmystery.com

Port Royal Preview

Port Royal ·· Jamaica ·· 1688

Jig At The Salty Sea Dog

Life is never dull in this quaint seaside town. With pirates on the prowl and the governor as a guest, those in attendance are sure to keep the entertainment lively! Join us for a celebration at The Salty Sea Dog where the guest list includes:

Cap'n Redbeard—Pirate Captain. A fierce but fair pirate, this man runs a tight ship and won't have anyone overthrowing it!

Sharktooth Brandy—Saucy Sea Mistress. Sister to the cap'n, Brandy has been braving these waters since she was a girl. Her latest conquer, however, is not one that she partakes in on the sea.

Merciless Morgan—First mate. Found alone on an island, Redbeard took Morgan in and he quickly became a favorite of the captain's.

One-eyed Wanda—Gunner. Raised as a boy on the pirate ship, Wanda was over passed by Merciless Morgan when it came to promotion. Wanda has a lot to prove if she is to earn her rightful place.

Thumbless Jack—Crewman. A seasoned pirate, Thumbless Jack has only been on the crew of The Jaded Jewel for only a short while.

Cutthroat McPhearson—Powder monkey. Fierce and feisty are two words that describe this pirate best. Cutthroat has larger plans than most of the crewmen he sails with.

Gurglin' Uma Scarr—Galley wench. Desperate to gain McPhearson's attention, Uma is a woman that will do anything to get noticed.

Governor Napier—Governor of Port Royal. As the governor of this seaside town, it is his job to keep it safe at all costs!

Juliana Napier—Governor's wife. Tired of living in terror, Juliana is ready to take matters into her own hands to insure the safety of her family.

Antonia Napier—Governor's daughter. In love with a sailor, Antonia is destined to lead a happily married life—as long as nothing gets in her way!

Breathless Betty Napier—Governor's daughter. The rebellious daughter has a lot to learn about what she can and cannot get away with. Who better to teach Betty her limits than her parents?

Commodore Clearing—Commodore. In charge of the fleet that defends Port Royal, the commodore may lose his job and his arranged marriage if he can't bring a pirate to justice.

Buccaneer Bradshaw—Privateer. Ready to step in and take over where the commodore is lacking, Buccaneer Bradshaw needs to prove that he has what it takes to get the job done and win the heart of Breathless Betty.

Shoutin' Roger Dagger—Innkeeper. Rumor has it that Roger is out to bring a pirate to justice himself.

Mad Rose—Serving wench. A real spitfire, Rose will make anyone who crosses her regret it.

Blackspot Jane—Pirate's widow. Widowed and left all alone, Jane is desperate to make someone pay for her loss.

Sealegs Sam—Merchant sailor. A lowly merchant sailor, Sam wants nothing more than to be married to his true love, Antonia.

Rovin' Reynolds—Treasure hunter. Hot on the trail of Toothless Willie's buried treasure, there is little that can come between them and their fortune in gold.

Jean Golddust—Gold dealer. Jean is eager to exchange gold for anyone in town. Not only does the gold tell tales of where it's been but who has been dealing with the pirates.

Dirty Wiggins—Gallow master. Justice in this town means the gallows and Dirty is often the one responsible for putting the guilty in them.

GOLD DEALING SERVICES BY

JEAN GOLDDUST

* Licensed Dealer
* Fair Conversion Rates
* No Questions Asked

Toothless Willie's Treasure

After the capture and hanging of Toothless Willie over two years ago, we all thought we had seen the last of Toothless Willie and his treasure. Recent discoveries, however, have revealed that Toothless Willie buried a large portion of his treasure before he was caught by the authorities. Although the treasure has yet to be found, Rovin' Reynolds, the treasure hunter, is said to be hot on the trail!

Privateer's Bond Issued

With the number of pirate attacks on the rise and the number of pirates prosecuted lower than ever, the governor has issued a privateer's bond to assist him with the apprehension of pirates. In the bond, the governor promises the position of Admiral in the Royal Navy and the hand in marriage to either of his daughters to the first person who can help bring a pirate to justice! So far, Commodore Clearing and Buccaneer Bradshaw are in fierce competition to win the bond and the hand of Breathless Betty.

©2007 Night of Mystery Inc. - www.nightofmystery.com

The Pirate Code

Before sailing, each crew member must swear to abide by the rules of the code.

1. Everyone shall obey orders.
2. Booty will be shared out as follows: 1 share to every ordinary seaman; 2 shares to the captain; 1 1/2 shares to the first mate; 1 1/4 shares to the gunner.
3. Anyone keeping secret of attempting to desert will be marooned. He may take only a flask of gunpowder, a bottle of water, a gun and one shot.
4. The punishment for hitting a man is 40 lashes on the bare back.
5. Anyone being lazy or failing to clean his weapons will lose his share of booty.
6. Everyone may vote on all important decisions.
7. Everyone may have a share of captured drink and fresh food.
8. Anyone found stealing from another member of the crew will have his ears and nose slit open and be set ashore.
9. Gambling with cards and money is forbidden.
10. The penalty for bringing a woman aboard in disguise is death.
11. Any booty lost, buried or seized and later discovered must be shared with the original crew who originally found it.
12. The compensation of losing a limb is 800 silver dollars.

©2007 Night of Mystery Inc. - www.nightofmystery.com

Sample Character Description
Taken From Another Mystery

Elizabeth the Elaborate

You are a vassal woman on the manor of Fernwood. Being a vassal, you were granted land by the lord and you have serfs and peasants work the land for you. In payment for the land granted to you, you give a percentage of your earnings to the king in taxes and provide security to the lord if the manor is ever in danger from invaders. You have raised your daughter, Maid Victoria, by yourself ever since your husband died in battle over ten years ago.

Until recently, you enjoy being part of the manor of Fernwood. Over the past year, the sheriff has started demanding higher taxes for the king. Previously, the sheriff had been collecting taxes at the rate of 10%, but now insists the king has raised the tax rate to 15%. You intend to talk to the king about the tax increase when he arrives on the manor. You suspect that King Kyle and Queen Genevieve will be visiting Fernwood for the jousting tournament which is being thrown in celebration of the noble marriage between Lord Taylor's son, Baron Bartholomew and Lady Diana of Dunnsberry.

Among other things, you hope to talk to Lord Taylor about your daughter's future. You have heard that he has intentions of arranging a marriage between your daughter, Maid Victoria, and Sir Rufus. Sir Rufus is a knight that is relatively new to the manor, but you do not trust what you hear and know of him. The less fortunate peasants have said that he is terrorizing them when they cannot pay the higher taxes that the sheriff is now collecting. What a horrible man!

You do not want to dishonor your lord by questioning his rule, but you do not want your daughter to have to marry a man who terrorizes peasants in the name of the king. You are apprehensive because speaking out against Sir Rufus may jeopardize your own safety. You will have to quickly find another reason to tell Lord Taylor that you do not wish Victoria to be married to Sir Rufus–the tournament and celebration is almost here!

Acting and Dressing Your Part: You are a vassal woman who speaks her mind to others. You are not a noble, but you are one of the more wealthier families in the manor. You have nicer clothes (brightly colored dresses made of expensive fabrics like silk and velvet) and some jewels.

©2007 Night of Mystery Inc. - www.nightofmystery.com

Sample Objectives Sheet For Beginning Of Party Taken From Another Mystery

A Knight of Murder

Elizabeth the Elaborate

Objectives At The Start Of The Party:

These are things that are in your best interest to do before the evening goes much further. Be aware of what others around you are doing as well!

- Let Lord Taylor know that you are not happy with the arranged marriage between your daughter, Maid Victoria and Sir Rufus.
- Tell your daughter, Maid Victoria, that you will see to it that she is not made to marry out of love.
- If Sherilyn, the sheriff's wife, is here, ask her if she knows of the dastardly deeds that her husband and Sir Rufus are doing (terrorizing the peasants).
- If King Kyle is here, ask him why he decided to raise taxes.

©2007 Night of Mystery Inc. - www.nightofmystery.com

©2007 Night of Mystery Inc. - www.nightofmystery.com

Murder Among The Mateys

Sample Objectives Sheet For After The Murder Taken From Another Mystery

A Knight of Murder

Elizabeth the Elaborate

Things You Know:

This is information not known to many–and possibly only YOU. Use it wisely in your scheming and bribery or hide it to help maintain your innocence.

- Lord Taylor declared that your daughter, Maid Victoria, is to marry Sir Rufus.
- Sir Rufus was helping the sheriff terrorize the peasants and vassals who have had trouble paying the higher taxes.

Objectives After The Murder:

These are things that are in your best interest to do to help solve the murder. Be aware of what others around you are doing as well!

- Tell your daughter, Maid Victoria, that everything is going according to your plan.
- Ask your Lord Taylor if you may choose a suitor for your daughter.
- Tell the sheriff that you are going to tell King Kyle & Lady Genevieve his dirty secret (about extorting money from the peasants) unless he can "convince" you not to reveal his scheme.

©2007 Night of Mystery Inc. - www.nightofmystery.com

©2007 Night of Mystery Inc. - www.nightofmystery.com

Sample Piece Of Evidence
Taken From Another Mystery

EXHIBIT A

Description: The murder weapon--a dagger in the heart

Notes: Found to be the cause of death.

©2007 Night of Mystery Inc. - www.nightofmystery.com

Murder Among The Mateys

This has been just a sampling of what you will receive when you purchase Murder Among The Mateys

The complete party pdf 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 night 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 Port Royal Preview—**To be sent with the invitations, it includes background information on the happenings in and around Port Royal and the guests coming to the party.
- **The Pirate's Code—**The code are the rules and regulations of those seabaring individuals that will be attending 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 that will be presented towards the end of the night. This evidence will help your guests solve the mystery and find the murderer.
- **Solution—**A detailed description of who the murderer is, why the murder happened and the clues that led to the outcome.
- **"Who Dunnit" Cards—**To allow your guests to guess the murderer, along with vote for the most animated character and best outfit.
- **Award Certificates—**To be awarded to the best costume, the most theatrical guest, the player with the most money at the end of the night and to each of the guests that solve the murder.

All of our parties come in the form of 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 will have the ability to download your party (including optional emailable invitations for your guests). You can also access this information for two weeks after your purchase by logging into your account. 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**
to purchase your package today.

©2007 Night of Mystery Inc. - www.nightofmystery.com