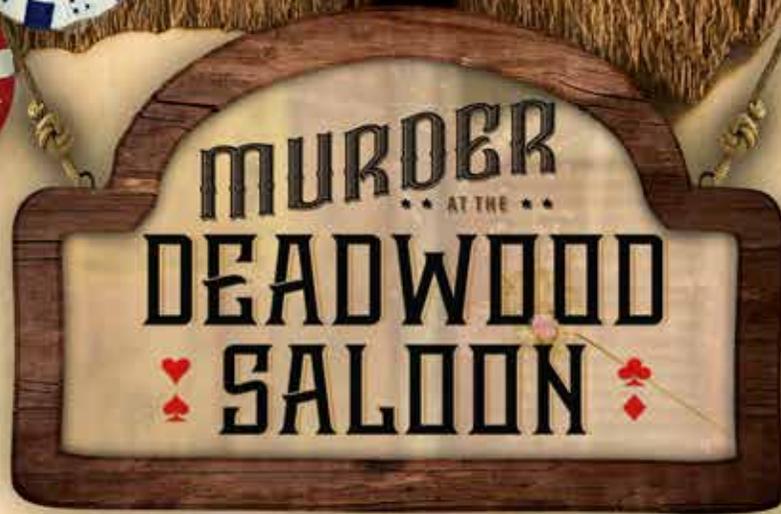


MURDER
★★ AT THE ★★
DEADWOOD
SALOON



Introduction File



For weeks, people have been pouring into the small western town of Deadwood for the biggest poker tournament this side of the Mississippi. From outlaws to marshals to saloon girls, the vast array of visitors and residents of Deadwood have made this small western frontier town THE place to be.

As the festivities of the poker tournament conclude, a celebration party is planned at the Deadwood Saloon to award the prize money for the tournament and to celebrate what is hoped to be a very financially successful venture for the saloon.

With a smattering of bandits, bank owners, saloon girls, gamblers, east coast debutantes, and a few of the locals, this is guaranteed to make for a very interesting evening indeed.

**YOU WOULD BE A FOOL
TO MISS THIS CELEBRATION!**

Night of
Mystery

HOST GUIDE

THANK YOU FOR CHOOSING MURDER AT THE DEADWOOD SALOON

We are confident that you will find this comprehensive packet provides 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 murderer. This format also allows for great mingling among your guests and ensures 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. Also, to add to the experience and suspense of the night, the murder happens during the party, not before, as is the case in some other murder mystery games. Murder at the Deadwood Saloon is guaranteed 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.

HOW TO HOST WITHOUT KNOWING WHO IS THE MURDERER

We realize that part of the fun of throwing the party is playing along. If you choose to host WITHOUT knowing who the murderer is, simply follow these directions so that you can avoid any spoilers.

First, you will want to read this host's guide in full. Nowhere in the Host Guide pdf will the murderer and/or victim's identity or gender be listed. Additionally, with these in-depth instructions, it will ensure you that you are setting up the party correctly while being able to fully participate!

Second, even if you avoid places where the murderer is identified, the mystery materials will give you clues, added information, etc. so we suggest you refrain from reading the mystery materials in full if desiring to play along.

There are only two places in the mystery materials that will tell you who the murderer is:

(1) In the solution. It will be separated into a different file AND flagged with a cover page to tell you not to read it. The name itself is not highlighted, rather usually listed within the text and amongst a lot of other text so there is little chance of “accidentally” seeing it when you are printing it off. If you still do not trust yourself, have someone else print it out and put it in the solution envelope.

(2) It is listed in that guest's secrets in their “B” materials. Since we cannot tell you which character to “not read,” since that too would give it away, you will want to avoid reading the character's “B” information but your own. Again, it is not highlighted or bolded, but if you do not trust yourself, you may want to have someone else stuff the envelopes.

Night of
Mystery

HOST GUIDE

ASSIGNING THE 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.
- **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.
- **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.
- **You can download an invite at:** <http://www.nightofmystery.com/invitations>
- **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 Marshal Dalton is not assigned, the victim will assume this role after they have "died."*
- **Who can I eliminate without ruining the mystery?** Information provided with purchase
- **If you have eliminated the investigator for your party,** then the victim will play the role of Marshal Dalton for the second half of the party. Following the "death," the victim will get up and the host can then explain that there will be an investigator for the second half (which will be the victim). The victim/investigator will then read the "investigation directions" to the crowd. You will have prepared the investigator's "b envelope," so the guest will know what to do next and how to proceed. Since the investigator's main role is based after the murder, it is ok if the investigator is eliminated from the first half of the party and only plays the second half. Additionally, the victim does not know who killed them or why, so the victim can assume the role of the investigator for the second half.
- **As host, who should I be?** This is really a personal decision for you. Since it is their party, some hosts choose to be a main role. However, some hosts choose a more secondary role so that they can more fully attend to their hosting duties. **See Hosting Timeline further in host guide to get a better indication of all that you will need to do the night of the party.*
- **Ideas for assigning couples:** Information included with purchase.

HOST GUIDE

With 8-12 guests: 3-4 male characters, 3-4 female characters, 2-4 gender neutral characters

With 10-15 guests: 4 male characters, 6-8 female characters, 2-3 gender neutral characters

With 15-20 guests: 6-8 males, 8-10 females, 1-2 neutral guests

With 20+ guests: At least 8+ males, 10+ females, 2+ gender-neutral guests

Harry High-Stakes—Saloon Owner. As the organizer of this grand event, Harry has a lot at stake if it is not successful!

Henrietta High-Stakes—Wife to Harry High-Stakes. Spending less and less time at the saloon lately, could Henrietta be into something or someone else?

Gambling Jack—Gambler. The best hand in poker either side of the Mississippi, Jack has not lost a major tournament in the last five years. Until now.

Anna Belle—Wife to Gambling Jack. Known as her husband's good luck charm, some say Anna Belle is the reason Gambling Jack never loses.

Mitch Maverick—Traveling Businessman. As the winner of the tournament, many question how a businessman could have such great card skills. Could Mitch be the next poker phenomenon?

Holly Hickok—Gambler. A real southern belle with a flare for poker, many wonder what a girl like Holly this doing in the Wild West?

Clay Coldwell—Gambler. A once known poker-great, Clay may no longer be lucky in cards, but he may be proving to be lucky in love.

Montgomery Money—Land Investor. Arriving just this last night, word is Montgomery has his eye on purchasing the saloon and is using this traveling opportunity to seize it.

Elizabeth Money—Wife to Montgomery Money. Although Elizabeth has been here scouting land prospects for her husband all week, she is still not used to the rough and rugged ways of the West.

Minnie Money—Debutante. As the sheltered daughter of Montgomery and Elizabeth Money, Minnie's first trip out west has been an adventure that has taught her a lot about the wild ways of the West and the people it breeds.

Banker Bob—Bank Owner. After the Bank of Deadwood was robbed earlier this week, Bob suspects the culprit is someone in need of ante money for the poker tournament. Will Bob take justice into his own hands to punish the bandit?

Banker Bonnie—Wife to Banker Bob. Desperate for Bob's attention, Bonnie will do anything to get it. Anything.

Jesse Wales—Outlaw. Is Jesse here to meet up with old acquaintances or is this purely a business trip?

Poker Alice—Poker Dealer. Alice works for the saloon dealing poker, but could she be hiding more than her love for her favorite bartender?

Sheriff Sam—Deadwood Sheriff. Although Sam is considered the law enforcement of this town, it has been said the only way to get anything 'enforced' is by padding Sam's wallet.

Marshal Dalton—Federal Marshal. The Marshal was assigned to Deadwood to insure that there is no unlawful activity at the poker tournament. With outlaw rule becoming the way of the West these days, it is time the federal government put some order into place.

Sally Starr—Saloon Girl. Because of Sally's strong allegiance to both Harry and Henrietta High-Stakes, Sally will see to it that the saloon thrives at all costs—but what price is too high to pay?

Taffy Garrette—Saloon Girl. Taffy is the eyes and ears of the saloon, someone who might know a little too much about what is about to go down.

Barb Cassidy—Outlaw. Barb has been in town all week and no one knows quite why.

Billy-The-Bartender—Saloon Bartender and Bookkeeper. Billy knows the saloon life from every side of the coin and has his own suspicions about who is holding the saloon back from succeeding.

HOST GUIDE

HOSTING TIPS

- Have masking tape and/or chalk, if you want your investigator to outline the body after “death.”
- If you have eliminated the investigator role for your party, you may want to have something prepared for them for the second half of the party to help identify that guest as the character they will later be assigned. In this case, the victim will assume the role of Marshal Dalton , so you might consider having a badge, handcuffs, etc. for them. (Optional)

MAKING THE INVITATIONS

Before the party, each guest must receive three things: (1) the invitation, (2) The Deadwood 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 DEADWOOD 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, Deadwood 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>
- **Downloadable invites, with character descriptions, will be available in your online account after purchase**

PREPARING THE MATERIALS FOR THE PARTY

- It is best to view and print all of your materials from Adobe Reader, a free application. Be sure you do not use a Preview Application to print or view materials.
- For the name tag and label pages (optional), they are best printed on adhesive label paper. *Name tag and label pages are compatible with Avery labels 15163, 18163, 5163, 5263, 5523, 5663, 5963, 8163, 8253, 8463, 8663 and 8763.*
- 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.
- Photocopy the printout of the money onto green paper. You will need as many copies as there are guests attending. Trim the money and bundle them in packages of \$500.
—To skip this step, you can purchase fake/play money.
—It is helpful to bundle your money using a paperclip.
- Cut the “A Objectives” sheets in half on the dashed lines. **DO NOT cut the “B Objectives” sheets in half.**
- 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, you can also label for “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 half- sheet of the character’s objective sheet that has objectives for the beginning of the party.

In the (B) envelopes place: the full-sheet objective sheet for each character which has objectives for after the murder happens. **In addition, place the following: Information with party purchase.**

- If you have eliminated Marshal Dalton’s character, you will need to prepare Marshal Dalton’s “B” envelope. Also insert Marshal Dalton’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 Marshal Dalton and will need this information.
- In a separate envelope place the Investigation sheet. Label it as “Investigation.”
- 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 envelope,” the “evidence envelope,” and the “solution envelope” in a convenient location so you can hand them out throughout the night as guests need them.
- Make enough copies of the accusation sheets for the number of guests you have coming. Cut the pages along the dashed lines.
- Make additional copies of the Smoking Gun Award, as there may be multiple people who guess the murderer.

HOST GUIDE

- Most likely, the party will take 2-4 hours. The party length will depend on a number of factors, such as the number of guests attending, 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 guests' name tags, bundle of money and their (A) and (B) envelopes available for them.

STAGE TWO - INTRODUCTION

- After all the guests have arrived, hand Harry High-Stakes the introduction and have him read it aloud.
- 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 AND INVESTIGATION

- When (this info included in the packet) happens arrange for the lights to go off and a cap gun to be shot off or a loud noise to sound.
- After the victim has "died" hand Marshal Dalton tape or chalk, so that they can outline the position of the body on the floor or ground.
- Have Marshal Dalton 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, Marshal Dalton has collected all of his evidence and you feel as though most people have completed their objectives, hand Marshal Dalton 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 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, hand the Marshal the solution and have them read it aloud to the guests.
- Using the tally sheet included, calculate who the winners are and award the certificates.

DEADWOOD GAZETTE

October 20, 1874

Celebration Party THE Place To Be

With the 1st Annual Poker Tournament in town here, there has been a sweltering of visitors and residents milling around town this week. As the tournament dwindles down, anticipation for the celebration party only grows. The party is planned to take place tonight at the Deadwood Saloon, Friday, October 20, 1874. The party is planned to reward the prize money to the winner and to celebrate the success of the tournament. Many of the visitors as well as the locals will be in attendance. Among those that are expected are:

Harry High-Stakes—Saloon Owner. As the organizer of this grand event, Harry has a lot at stake if it is not successful!

Henrietta High-Stakes—Wife to Harry High-Stakes. Spending less and less time at the saloon lately, could Henrietta be into something or something else?

Gambling Jack—Gambler. The best hand in poker either side of the Mississippi, Jack has not lost a major tournament in the last five years. Until now.

Anna Belle—Wife to Gambling Jack. Known as her husband's good luck charm, some say Anna Belle is the reason Gambling Jack never loses.

Mitch Maverick—Traveling Businessman. As the winner of the tournament, many question how a businessman could have such great card skills. Could Mitch be the next poker phenomenon?

Holly Hickok—Gambler. A real southern belle with a flare for poker, many wonder what a girl like Holly is doing in the Wild West?

Clay Coldwell—Gambler. A once known poker-great, Clay may no longer be lucky in cards, but he may be proving to be lucky in love.

Montgomery Money—Land Investor. Arriving just this last night, word is Montgomery has his eye on purchasing the saloon and is using this traveling opportunity to seize it.

Elizabeth Money—Wife to Montgomery Money. Although Elizabeth has been here scouting land prospects for her husband all week, she is still not used to the rough and rugged ways of the West.

Minnie Money—Debutante. As the sheltered daughter of Montgomery and Elizabeth Money, Minnie's first trip out west has been an adventure that has taught her a lot about the wild ways of the West and the people it breeds.

Banker Bob—Bank Owner. After the Bank of Deadwood was robbed earlier this week, Bob suspects the culprit is someone in need of ante money for the poker tournament. Will Bob take justice into his own hands to punish the bandit?

Banker Bonnie—Wife to Banker Bob. Desperate for Bob's attention, Bonnie will do anything to get it. Anything.

Jesse Wales—Outlaw. Is Jesse here to meet up with old acquaintances or is this purely a business trip?

Poker Alice—Poker Dealer. Alice makes her living dealing cards at the saloon, but could she be hiding more than her love for her favorite bartender?

Sheriff Sam—Deadwood Sheriff. Although Sam is considered the law enforcement of this town, it has been said the only way to get anything 'enforced' is by padding Sam's wallet.

Marshal Dalton—Federal Marshal. The Marshal was assigned to Deadwood to insure that there is no unlawful activity at the poker tournament. With outlaw rule becoming the way of the West these days, it is time the federal government put some order into place.

Sally Starr—Saloon Girl. Because of Sally's strong allegiance to both Harry and Henrietta High-Stakes, Sally will see to it that the saloon thrives at all costs—but what price is too high?

Taffy Garrette—Saloon Girl. Taffy is the eyes and ears of the saloon, someone who might know a little too much about what is about to go down.

Barb Cassidy—Outlaw. Barb has been in town all week and no one knows quite why.

Billy-The-Bartender—Saloon Bartender and Bookkeeper. Billy knows the saloon life from every side of the coin and has his own suspicions about who is holding the saloon back from succeeding.

REWARD
\$5,000

For information about the bandit who robbed the Deadwood Bank earlier this week. Information **MUST** lead to apprehension or death of the bandit. Please see Banker Bob.

Poker Tourn Draws Far, But Not Wide

The draw for this tournament has been a huge success, with gamblers coming from all parts of the Union. Poker greats such as Holly Hickok and Gambling Jack have made their way up from the South and we have even seen some faces from the East make their way to these parts to join in on the fun. While the gambling talent has reached record highs for these parts, the actual number of gamblers is not as abundant as anticipated. Some believe that the caliber of gambling talent is so great that most amateur gamblers chose not to compete. Others speculate that with a \$2,500 ante, the stakes were just too high for the average gambler. Of course, the \$100,000 purse is the highest known pay-out at this time.

Visit the
**DEADWOOD
SALOON**

WHERE THE WHISKEY NEVER
RUNS DRY AND THE SALOON
GIRLS ARE FRESH.

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.

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.

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 now that XXXX is dead.
- 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.

MURDER AT THE
DEADWOOD SALOON

**Sample Piece of Evidence
Taken From Another Mystery**

EXHIBIT A

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

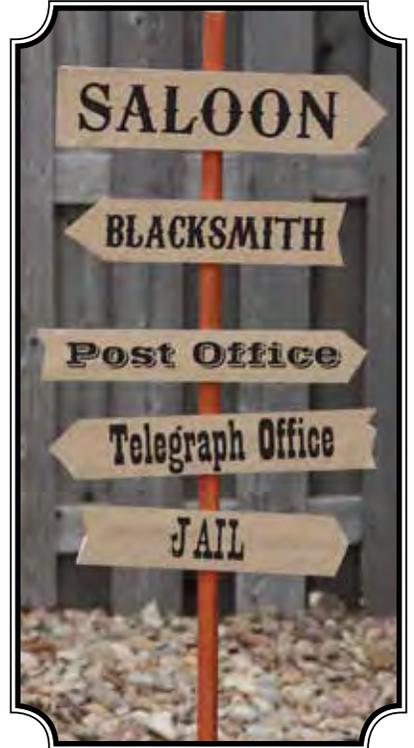
Notes: **Found to be the cause of death.**



HOST GUIDE

ALL THE EXTRAS

Included in the EXTRAS PDF are ideas and designs to help you decorate your Deadwood Saloon with fun and authentic materials that are easy to make.



of
Mystery

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!!!**

MurderAtTheDeadwoodSaloon.com

Simply type in murderatthedeaddwoodsaloons.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/murder-at-the-deadwoodsaloons/>

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! 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!

Night of
Mystery

MURDER AT THE DEADWOOD SALOON

This has been just a sampling of what you will receive
when you purchase Murder At The Deadwood Saloon.

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 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 Deadwood Gazette**— including background information on the deceased and the guest list.
- **Character Sheets**— full descriptions of the characters, including costuming and acting tips.
- **Character Objective Sheets**—includes objectives for each character to try to achieve at each stage of the game.
- **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 the what and why the murder happened including WHO is the murderer.
- **“Who Dunit” Cards**— to allow your guests to guess the murderer and to 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.
- **Party Printables and Extras**— directions, templates and designs to help you plan for your party.

All of our parties come in the form of a professionally designed 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 60 days 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 mystery today.

Night of
Mystery