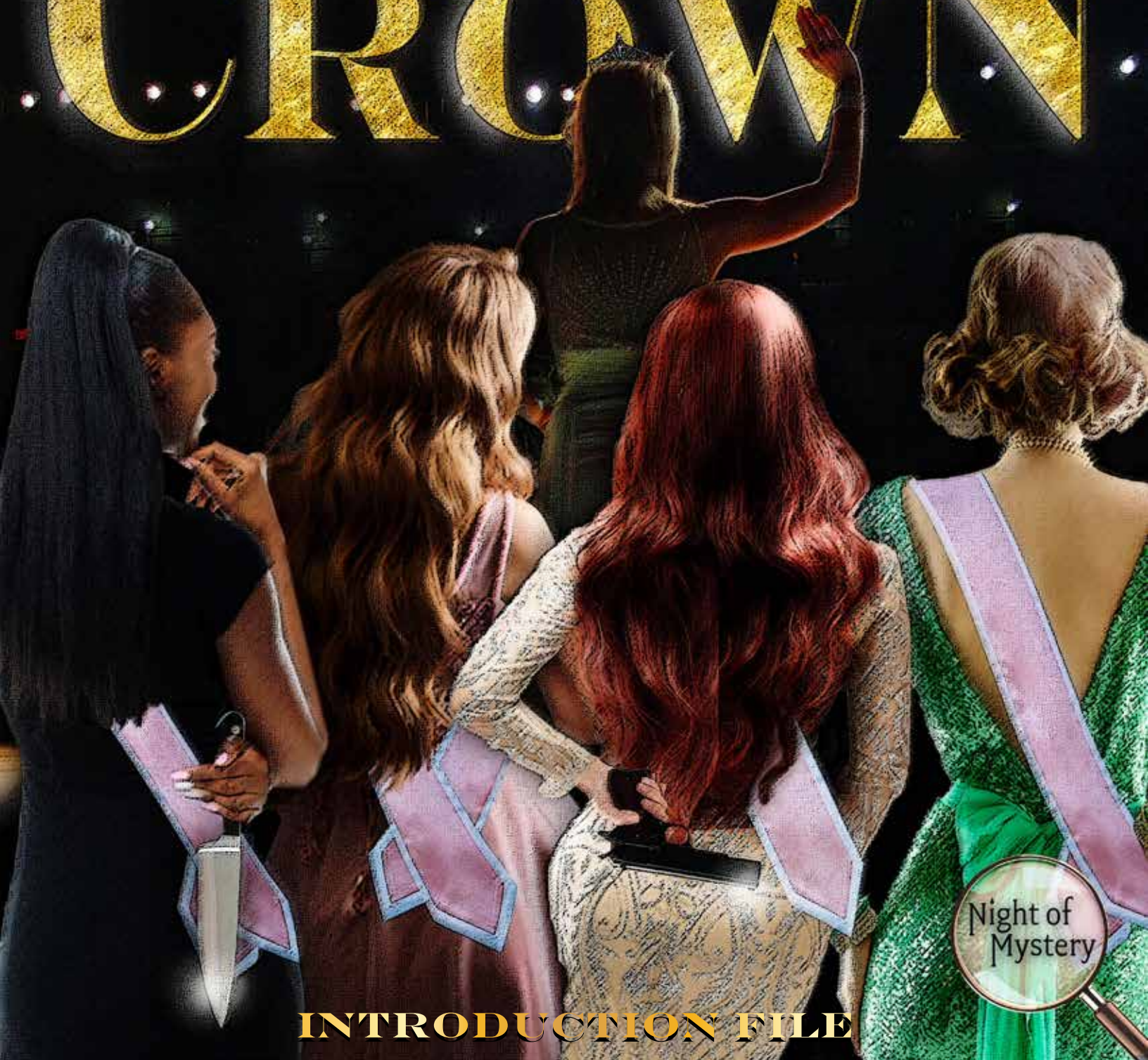


KILLING *for the* CROWN



Night of
Mystery

INTRODUCTION FILE


KILLING *for the* CROWN



A Night of
MURDER AND MAYHEM
at the
MISS AMERICA PAGEANT

After a week of competing in the nation's most prestigious beauty pageant, the contestants and the judges are invited to a pre-pageant party the night before the final round of competition.

With the Miss America crown on the line, everyone seems desperate to gain the competitive edge on their rivals...
and for one guest that means murder!



Will it be the whiny Miss Wisconsin who is obsessed with winning?
The ambitious Miss Alabama whose acting career is at stake?
The tawdry Miss Texas who uses her sexuality to get ahead?
Or possibly the reigning queen who will do anything to keep her crown?

With a pageant that has been plagued with scandal from its beginning, there is no reason this year should be any different.



**GET READY FOR AN
EVENING OF BACKSTABBING,
BLACKMAIL, & BRIBERY
AMONG BEAUTIES.**



Thank you for choosing Killing For The Crown

We are confident that you will find this comprehensive packet provides everything 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 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 among your guests and insures 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. Killing For The Crown 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.

How To Host Without Knowing 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.

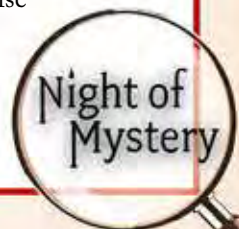
First, you will want to read this host’s guide in full. Nowhere in the Host Guide pdf will the murderer and/or victim’s identity or gender be listed. Additionally, with these in-depth instructions, it will ensure you that you are setting up the party correctly while being able to fully participate!

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 studying or 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 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 characters’ “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.





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.
- **WHO CAN I ELIMINATE WITHOUT RUINING THE MYSTERY?** Information included in the mystery file.
- **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.

Different Versions and Guest Counts

There are a few different versions of Killing For the Crown.

Adult: This mystery is set at the Miss America Pageant and may include references to some adult subjects.

Clean: This mystery is set at the Miss America Pageant and is void of references to alcohol, illegal drugs and/or extra-marital affairs.

Teen: This mystery is set at the Miss Teen USA Pageant, is formatted even cleaner than the clean version. This is the version recommended for youths.

- The information in this packet is based on the Adult 15-20 guest version.
- All characters listed in this packet will not be included with the smaller versions.
- None of the versions consist of ALL beauty pageant characters. However, all characters do have a glamorous background (ie, celebrity judge, former pageant winner, etc.)





Character Guest List

Amanda America—Reigning Miss America. When Amanda loses the crown, she is afraid she will lose a great deal more.

Anna Alabama—Miss Alabama. A talented actress, Anna's career may be riding on her ability to win the title of Miss America.

Allison Alaska—Miss Alaska. Beauty and brains are behind this businesswoman, but could Allison's calculating ways get her into trouble?

Candy California—Miss California. As a polished pageant pal who loves to travel, Candy is not afraid to use her looks and her resources to get ahead.

Cora Colorado—Miss Colorado. The daughter of a Miss America Runner-Up, Cora feels pressure to succeed where her mother fell short.

Flora Florida—Miss Florida. New to the pageant circuit, this contestant has more energy than she does experience. Will Flora's enthusiasm be the key to winning the judges over?

Hannah Hawaii—Miss Hawaii. A hard worker with a great mind, Hannah needs the scholarship award money to fund her way to her dream career.

Kailey Kentucky—Miss Kentucky. Loyal and loving are two words to describe this pageant pal. Kailey will do anything to stick up for her friends!

Lizzie Louisiana—Miss Louisiana. The most talented choreographer in the competition, Lizzie changed her dance routine to appease a cheater— but Lizzie has vowed not to lose to one as well.

Mary Mississippi—Miss Mississippi. Holier than thou, Mary doesn't intend to win the competition, but she does intend to make sure someone with high moral values does.

Natasha New Jersey—Miss New Jersey. Distraught over the loss of her beauty pageant cousin, Natasha may be in the pageant hunting more than just a crown.

Natalie New Mexico—Miss New Mexico. The overlooked sister of Tina Texas, Natalie is looking to be in the limelight once and for all.

Nina New York—Miss New York. Raised in a family known for its ties to organized crime, it is amazing that a woman with such a sordid past would be allowed to compete, let alone have a chance at winning it.

Oprah Oklahoma—Miss Oklahoma. Hailing from the winningest state in the pageant's history, this competitive contestant will do anything to get ahead.

Tina Texas—Miss Texas. Seen as the favored contestant to win, Tina has used her many resources to earn the top spot. Will Tina's drive come back to hurt her in the end?

Wendy Wisconsin—Miss Wisconsin. With a chance to bring home the title for Wisconsin, Wendy is on a mission to ensure a fair contest is run.

Patty Pageant—Pageant Coordinator. As a former Miss America, Patty's experience can only enhance her ability to run the perfect pageant. Patty will take charge if anything unexpected happens.

Judge Julie—Celebrity Judge. As a former beauty queen, Julie knows what it takes to win. Julie is making sure that the contestants do too.

Judge Jasmine—Celebrity Judge. With her talent scout background, Jasmine will use her expertise to ensure the most capable contestant wins, rather than the most conniving one.

Coach Cartier—Beauty Coach. As Miss Texas' beauty coach, Coach Cartier is looking for more than just accolades if/when Tina wins.





Hosting Tips

- Have masking tape and/or chalk, if you want your investigator to outline the body after “death.”

Making the Invitations

Before the party, each guest must receive three things: (1) the invitation, (2) the Pageant Press 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 PAGEANT PRESS

- 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, PAGEANT PRESS, 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. 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 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, 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 half-sheet of the character's objective sheet that has objectives for the beginning of the party.

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

—More Information included in the mystery

- Place the Investigation Directions and Exhibit A in an envelope. Label it as "Investigation."
- Place the Evidence Presentation in an envelope. 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 Dunit voting sheets for the number of guests you have coming. Cut the pages along the dashed lines.
- Make copies of the smoking gun award, as there may be multiple people who guess the murderer.





- Most likely, the length of the party will take 2-4 hours. The party length will depend on a number of factors, including how well your guests know each other and how well they mingle.
- 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' (A) envelopes, name tags and money available for them when they arrive.

Stage Two: Introduction

- After all of the guests have arrived, hand Patty Pageant the Introduction and have her 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

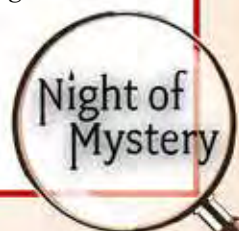
- When guests start to settle down and you are sure the victim has completed all of their objectives, arrange for the lights to go off.
- When the lights come back on, the victim will be dead.
- Give Patty Pageant tape, so that they can outline the position of the body on the floor. (Optional)
- Have Patty Pageant 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 Patty Pageant has let you know that she has finished her investigation, hand Patty Pageant the evidence presentation and have her present the evidence 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. ***If having a large party, consider making multiple copies that you can set out at this point.*
- Hand out the 'Who Dunit' answer sheets. 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 Patty Pageant to read the solution aloud to the guests.
- Using the tally sheet included, calculate who the winners are.
 - Award the certificates.



PAGEANT PRESS

The Votes Are In and Those Leading the Way Are...

It has been a grueling week of pre-qualifying rounds, the finalists have been chosen! Despite the scores of the week, anything can happen in the final round tomorrow. Among the final activities for the pageant includes a pre-pageant part, including:

Anna Alabama—Miss Alabama. A talented actress, Anna's career may be riding on her ability to win the title of Miss America.

Allison Alaska—Miss Alaska. Beauty and brains are behind this businesswoman, but could Allison's calculating ways get her into trouble?

Candy California—Miss California. As a polished pageant pal who loves to travel, Candy is not afraid to use her looks and her resources to get ahead.

Cora Colorado—Miss Colorado. The daughter of a Miss America Runner-Up, Cora feels pressure to succeed where her mother fell short.

Flora Florida—Miss Florida. New to the pageant circuit, this contestant has more energy than she does experience. Will Flora's enthusiasm be the key to winning the judges over?

Izzy Idaho—Miss Idaho. A hard worker with a great mind, Izzy needs the scholarship award money to fund her way to a brighter career.

Kailey Kentucky—Miss Kentucky. Loyal and loving are two words to describe this pageant pal. Kailey will do anything to stick up for her friends!

Lizzie Louisiana—Miss Louisiana. The most talented choreographer in the competition, Lizzie changed her dance routine to appease a cheater— but Lizzie has vowed not to lose to one as well.

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resources to earn the top spot. Will Tina's drive come back to hurt her in the end?

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Judge Jasmine—Celebrity Judge. With a talent scout background, Jasmine will use her expertise to ensure the most capable contestant wins, rather than the most conniving one.

Coach Cartier—Beauty Coach. As Miss Texas' beauty coach, Coach Cartier is looking for more than just accolades if/when Tina wins.

IN LOVING MEMORY BETTY BIG APPLE

Betty was crowned Miss New York earlier this year. Shortly after the competition, Betty fell ill and unexpectedly passed away. We will miss Betty. She is survived by her cousin Natasha New Jersey.

CURRENT STANDINGS:

After a week of competing, here are the judges favorites to win.

JUDGE JOE:

Tina Texas • Candy California • Wendy Wisconsin

JUDGE JASMINE:

Anna Alabama • Nina New York • Lizzie Louisiana

JUDGE JULIE:

Tina Texas • Oprah Oklahoma • Anna Alabama



Sample Character Description-taken from another mystery

Banker Bob

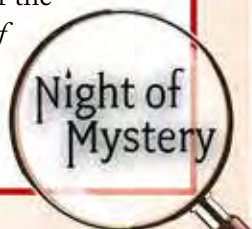
As the bank owner in the town of Deadwood, you do business with many of the people in the town and also some of the participants of the Deadwood Poker Tournament. One of your foremost clients is Harry High-Stakes (the Deadwood Saloon owner). In order to get the saloon established and operating in its 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 he can repay his debt. 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 reputation, you are certain that you will make a healthy profit off of selling the saloon to Montgomery and he will be consistent and reliable when making his loan payments.

In addition to all the excitement of the tournament, your bank was held up at gun point. Banker Bonnie (your wife) was watching the bank over the noon hour while 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 pay for the entry fee. Since you view Sheriff Sam (the sheriff) 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! In addition, you do not believe that Sheriff Sam is a moral character as well. Just this past week, you saw Sheriff Sam taking money from Harry High-Stakes. While you do not know the details of the transaction, the secretive nature in which the money was exchanged suggests that it was not for an honest reason.

As the Deadwood Poker Tournament Party quickly approaches, you are looking forward to attending for a few reasons. First, 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. Second, you plan to figure out which one of the poker players may have robbed your bank and you plan to bring them to justice! And lastly, by the end of the night, you will know whether Harry will have enough money to pay off his debt to you or if the saloon will be yours!

Acting and Dressing Your Part: As the bank owner 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. Consistent with the times, you may consider a button down shirt, vest, ascot and hat (bowler, derby, slouch, gambler or other). Popular of the time period, you may also consider adding in facial hair. *For more ideas on how to dress and a glossary of wild western words and phrases to use at the party, please see www.nightofmystery.com and murderatthedeadwoodsaloon.com*





Sample Objectives Sheet For Beginning of Party (taken from another mystery)

MURDER AT THE DEADWOOD SALOON

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 XXXXXXXX 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.



Sample Objectives Sheet For After The Murder (taken from another mystery)

MURDER AT THE DEADWOOD SALOON

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 saw Harry High-Stakes (the saloon owner) handing XXXXXXXX money. For what reason, you are not sure.
- Earlier tonight, you witnessed Banker Bonnie (your wife), talking to XXXXXXXX.

Objectives After The Murder:

- Find the murderer while maintaining your innocence.
- Ask Sheriff Sam how much money the killer is paying him to keep his mouth shut. (Sam is known to take bribes.)
- Accuse Harry High-Stakes of bribing XXXXXXXX so he will not be found guilty of murder. If Harry denies it, find out the real reason he is bribing XXXXXXXX.
- If asked, admit the saloon will go to XXXXXXXX if Harry is found guilty of murder and put in jail.
- If anyone has information on XXXXXXXX, find out what they know. You may have to pay them to get their information.
- Defend Banker Bonnie publicly, but question her privately on her ties to XXXX
- If Banker Bonnie threatens to leave you, question where she will get the funds to live.



Sample Evidence
(taken from another mystery)

EXHIBIT A

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

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

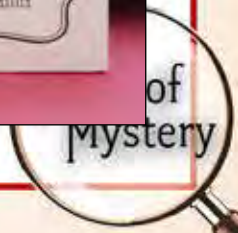


Night of
Mystery



The Extras

INCLUDED WITH THE MYSTERY ARE IDEAS AND DESIGNS TO HELP YOU DECORATE WITH FUN AND AUTHENTIC MATERIALS THAT ARE EASY TO MAKE.





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!!!**

KILLINGFORTHECROWN.COM

Simply type in KillingForTheCrown.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/killing-for-the-crown/>

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 the Killing For The Crown gallery at: www.nightofmystery.com/photos-KFC/

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 nom-partyofthemonth@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!





This has been just a sampling of what you will receive when you purchase Killing For The Crown.

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.
- **Pageant Press**— 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**—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 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. (Pictured on previous page.)

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 60 days after your purchase by logging into your account. 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.**

