

A night of mystery and mayhem in the Wild West

MURDER AT THE DEADWOOD SALOON



It's the 1st Annual Deadwood Poker Tournament Party!

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 hoping to be a very financially successful venture for the saloon.

With a smattering of bandits, bankers, 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!

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.

ASSIGNING THE CHARACTERS:

- **You, as host, will need to decide upon a character for each of your guests.**
- **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. This will allow you to play along with everyone else, but will not allow you to read the descriptions when assigning the characters. (You can find a short list of the characters with descriptions on the next page.) **DO READ** the host's guide in full. This will tell you everything you need to know to host your party without telling you who the murderer is.
- **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 Deadwood Gazette 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 invites at: <http://www.nightofmystery.com/invitations.php>
- **If you are short of the maximum guests,** the game can be played without (information included in purchase).
- **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, they can also assume that identity if they so choose.
- **Some good suggestions for assigning couples include:** (information included in purchase).
- **Is this mystery suitable for youth and/or conservative groups?** You will want to purchase the clean version of this mystery in order to avoid any references to alcohol and/or extramarital affairs.

PLEASE CHECK OUR PARTY TIPS PAGE FOR MORE MUSIC, FOOD AND THEME SUGGESTIONS FOR YOUR PARTY! [HTTP://WWW.NIGHTOFMYSTERY.COM](http://www.nightofmystery.com) - OR -

MURDERATTHEDEADWOODSALOON.COM
FOR PLENTY OF PARTY PLANNING IDEAS!



HOST GUIDE

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

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

*** You will not receive all 20 characters listed below if you order a smaller party.

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.

Black Barbara—Outlaw. Barbara 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

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 the number of invites that you need onto 8.5" x 11" paper and fold each invite in quarters.
- Invite should fit nicely into an invitation sized envelope (4 3/8" x 5 3/4").

THE DEADWOOD GAZETTE

- If you wish for *The Deadwood Gazette* to be more authentic, you can photocopy or print it onto newsprint.

CHARACTER DESCRIPTION

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

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.php>

PREPARING FOR THE PARTY:

- Cut out and make name tags for the guests. (You can print out the name tags onto adhesive label paper or print out on regular paper and include a pin with the name tags so that the guests can secure them to their outfits.)
- Photocopy the print out 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.
- 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.



MURDER AT THE DEADWOOD SALOON

PREPARING FOR THE PARTY: (Continued)

Seal the (B) envelopes and mark on them “DO NOT OPEN UNTIL AFTER THE MURDER”.

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

- Place the Evidence Presentation in a separate envelope. Label it as Evidence.
—Depending on the size of your party, you may want to make multiple copies of the evidence to make it easier when your guests are examining it.
- Place the solution in a sealed envelope and label it solution.
- Keep the copy of the introduction, the investigation explanation, the evidence envelope and the solution envelope in a safe place where you can hand them out throughout the night to the guests as they need them.
- Make copies of the “Who Dunit” voting sheets and 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.
 - You can input the names of the winners into the awards before printing the certificates.

EXTRA TIPS:

Get a \$5 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. That customer will receive a \$45 gift certificate towards the purchase of a future party.

Utilize the “EXTRAS”

At the back of this packet, you will find a number of decoration ideas, design templates, etc. to help you enhance your Murder at The Deadwood Saloon party. Read through all of this to see which ideas will be right for your party!

MurderAtTheDeadwoodSaloon.com

Check out this website for plenty of party planning tips specific to THIS mystery! From costumes, to food, to background on the characters, you will find everything you need to plan the PERFECT Murder At The Deadwood Saloon party!



SCHEDULE

- 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 1: THE GUESTS ARRIVE

- Have the guests' name tags, bundle of money and their (A) and (B) envelopes available for them.

STAGE 2: 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 3: THE MURDER & 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 4: 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 5: 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 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.

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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?

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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
DANCE FLOOR IS
ALWAYS OPEN!

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!

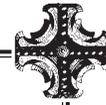
Acting and Dressing Your Part: You are a vassal woman who speaks her mind to others. You are not a noble, but you are one of the more wealthier families in the manor. You have nicer clothes (brightly colored dresses made of expensive fabrics like silk and velvet) and some jewels.



Sample Objectives Sheet For Beginning of Party Taken From Another Mystery



A Knight of Murder



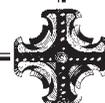
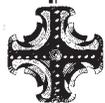
Elizabeth the Elaborate



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.**



MURDER AT THE
DEADWOOD SALOON

ALL THE EXTRAS

Included with the mystery are ideas and designs to help you decorate your Deadwood Saloon with fun and authentic materials that are easy to make (pictured below).



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 Deadwood 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.
- **“Who Dunit” Cards**— to allow your guests to guess the murderer, along with vote for the most animated character and best outfit.
- **A Solution**— a detailed description of who the murderer is, why the murder happened and the clues that led to the outcome.
- **Award Certificates**— to be awarded to the best costume, the most theatrical, the player with the most money at the end of the night and to each of the guests that solve the murder.
- **Recipes and Decoration ideas**—Templates, designs, etc. to help you make the most authentic and original decorations and food for your party. See pictures from previous page and descriptions on our website:
www.murderatthedeatwoodsaloos.com
- **Party Planning Website**—See ideas for menu, music, decoration, and more at

www.MurderAtTheDeadwoodSaloon.com

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.

