

MURDER AMONG THE MATEYS

INTRO FILE

Night of
Mystery

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 goes to bring the guilty to the gallows.

Is the culprit the profiteering pirate organizing a mutiny? Or, 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 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.**

Night of
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HOST GUIDE

Thank you for choosing Murder Among The Mateys

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 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.

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.

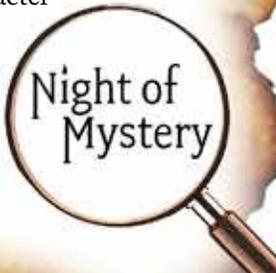
First, you will want to read this host's guide in full. Nowhere in the Host Guide pdf will the murderer and/or victim's identity or gender be listed. Additionally, with these in-depth instructions, it will ensure you that you are setting up the party correctly while being able to fully participate!

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 reading the mystery materials 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.



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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.
- **WHO CAN I ELIMINATE WITHOUT RUINING THE MYSTERY?** **If you are short of the maximum number of guests, the game can be played without the following characters:** Information included with mystery purchase.
- **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 Dirty Wiggins is not assigned, the victim will assume this role after they have "died."*
- **If you have eliminated the investigator for your party,** then the victim will play the role of Dirty Wiggins 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?** Information included with mystery purchase.
- **Ideas for assigning couples:** Information included with mystery purchase.

HOST GUIDE

With 8-12 guests: 4-5 males, 3-5 females, 1-2 neutral guests

With 10-15 guests: 5-7 males, 4-6 females, 1-2 neutral guests

With 15-20 guests: 8-9 males, 6-8 females, 1-3 neutral guests

With 20+ guests: At least 8+ males, 6+ females, 1+ neutral guests

***** Not all characters are included in the smaller versions.**

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

Sharktooth Brandy—Saucy Sea Mistress. Sister to the Cap'n, Brandy has been braving these waters since she was a girl. Her latest conquest, however, is not one that occupies her time at sea. *Female.*

Merciless Morgan—First mate. Found alone on an island, Redbeard took Morgan in and he quickly became one of the Cap'n's favorites. *Male.*

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

Thumbless Jacky—Crewmate. A seasoned pirate, Thumbless Jacky has only been on the crew of *The Jaded Jewel* for a short while. *Male or female.*

Cutthroat McPhearson—Powder monkey. Fierce and feisty are two words that best describe this pirate. Cutthroat has larger plans than most crewmen. *Male.*

Gurglin' Uma Scarr—Galley wench. Desperate to gain Cutthroat McPhearson's attention, Uma is a woman that will do many things to get noticed. *Female.*

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

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.*

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.*

Breathless Betty Napier—Governor's daughter. This rebellious daughter has a lot to learn about what she can and cannot get away with. Will her parents be able to teach Betty her limits? *Female.*

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.*

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.*

Shoutin' Roger Dagger—Innkeeper. Rumor has it that vigilante-minded Roger is out to bring a pirate to justice himself. *Male.*

Mad Rose—Serving wench. A real spitfire, Rose will make anyone who crosses her regret their actions. *Female.*

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

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

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.*

Jean Golddust—Gold dealer. Jean is eager to exchange gold with and 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.*

Dirty Wiggins—Gallows master. For many, justice in this seaside town means the gallows and Dirty is often the one responsible for putting the guilty there. *Male or female.*

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HOST GUIDE

Hosting Tips

- Included with mystery purchase.

Making the Invitations

Before the party, each guest must receive three things: (1) the invitation, (2) The Pirate Code, (3) The Port Royal Press and (4) their character description. You can download the email invitations from the site (which contain this information) and email them to your guests, or you can print and send them out, following the instructions below.

The Print Option

THE INVITATION

- To make the invitations, first input your party details into the invite page.
- Then, print out the number of invites that you need onto 8.5" x 11" paper. Fold each invite in quarters.
- Invite should fit nicely into an invitation sized envelope (4 3/8" x 5 3/4").

THE PIRATE 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. If you wish for the second version to be more authentic, you can photocopy or print it onto parchment paper and even soak the edges of the paper in coffee to give it an aged look.

THE PORT ROYAL PRESS

- If you wish for the press 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)

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>

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Preparing the Materials for the Party

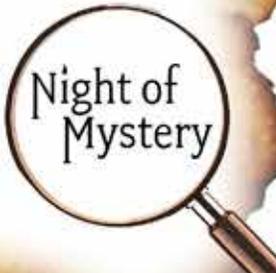
- It is best to view and print all of your materials from Adobe Reader, a free application. Be sure you do not use a Preview Application to print or view materials.
- For the name tag and label pages (optional), they are best printed on adhesive label paper. *Name tag and label pages are compatible with 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.
- 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 or coins rather inexpensively at a novelty or party store and use the fake/play money or coins instead of the paper money.
—It is helpful to bundle your money using a paperclip.
- Cut the “A Objectives” sheets in half. **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 included with mystery purchase

- If you have eliminated Dirty Wiggins’s character, you will need to prepare Dirty Wiggins’s “B” envelope. Also insert Dirty Wiggins’s 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 Dirty Wiggins 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.



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- 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 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, 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.

Night of
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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.

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

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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.

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.

MURDER AMONG THE MATEYS

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 it's 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*



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MURDER AMONG THE MATEYS

*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

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!

- 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 XXXX 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.

MURDER AMONG THE MATEYS

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

MURDER AT THE DEADWOOD SALOON

Banker Bob

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.**

- 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 XXXX handing XXXXX money. For what reason, you are not sure.
- Earlier tonight, you witnessed XXXXX, talking to XXXXXXXX.

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!**

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

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MURDER AMONG THE MATEYS

*Sample Evidence
(taken from another mystery)*

EXHIBIT A

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

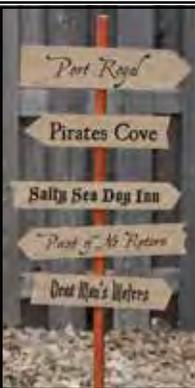
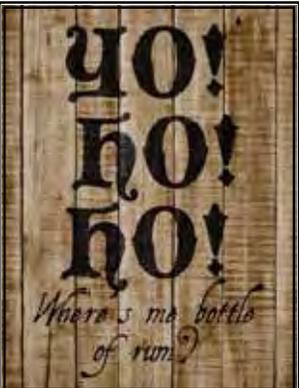
Notes: **Found to be the cause of death.**



Night of
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HOST GUIDE

All the Extras



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!!!**

MurderAmongTheMateys.com

Simply type in MurderAmongTheMateys.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-among-the-mateys/>

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 Murder Among The Mateys gallery at: www.nightofmystery.com/photos-MAM/

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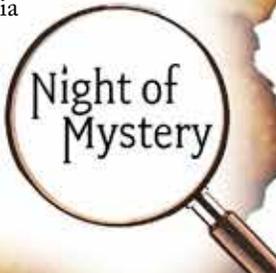
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Once your party is thrown, please let us know how your party went by emailing the details and pictures to nompartyofthemonth@gmail.com! We will email you a \$5 coupon for submitting your comments and/or pictures about your party. In addition to the 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 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.
- **Character Sheets**—Full descriptions of the characters, including costuming and acting tips.
- **Character Objective Sheets**—Includes objectives for each character 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 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, 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.
- **Party Extras**—A number of unique and easy designs and templates to help you make party decorations. Pictured on the two pages before this.
- **MurderAmongTheMateys.com**—check out this section of our website for loads of party planning tips and treasures for Murder Among The Mateys!

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. 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.

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