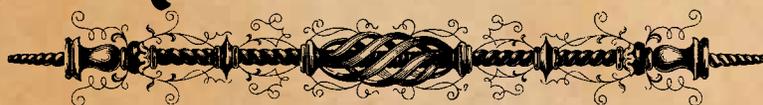


A Knight of Murder



Hear ye! Hear ye!
All ye Kings and Queens,
Knights and Nobles!

A tournament celebration is planned to honor the noble marriage of Baron Bartholomew to Lady Diana of Dunnsberry in the manor of Fernwood. As a resident of the manor, you are not only invited to be there, but your attendance is required by the request of your lord.

Whether it is to see knights jousting or to partake in the ale and entertainment, your business is but your own... that is until you find yourself in the middle of a murder.

With only one night to find the guilty, you will soon figure out that there is a lot more at stake, for murder in the manor is punishable by death. Whether you are guilty or not, there will be others trying to finger you as the culprit as you try to find the real murderer, and only you can defend your innocence. Whom do you trust? Who will betray you before the night is through? Everyone is a suspect and no one is safe in this mystery of medieval madness.

Be careful in attending.
Your life will depend not only
on your innocence,
but your ability to defend it.



A Knight of Murder

Thank you for choosing *A Knight of Murder*.

We are confident that you will find this comprehensive packet to provide everything that you will want and need to run your very own murder mystery party— one that will have your guests talking 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 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 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. 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. *A Knight of Murder* is certain to be a hit with all of your guests.

In the following pages include 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.** The easiest way to assign the characters is to read the character descriptions and match each character with the guest that you feel suits that particular character the best.
- **If you choose NOT to know the murderer, you can simply choose NOT to read the character descriptions or examine the evidence before the party.** While you will be able to play along with everyone else, you will not be able to read the descriptions when assigning the characters. (You will find a short list of the characters with descriptions on the next page.)
- **Because this party is dependent on a minimum number of people attending,** 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 manor announcements 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 here: <http://www.nightofmystery.com/invitations.php>
- **The game must be played with a minimum number characters/guests.** Directions in purchased packet here on whom to eliminate.
- **The killer will not know they are the murderer until they open their second envelope at the party.**
- **The victim will not know they are the victim until they get to the party.** The victim will not have a list of objectives for after the murder. If the victim wishes to play along after the murder, they can do so without an identity. If you have an extra identity (that is, a role that is not being played), they can also assume that identity if they so choose.
- **Some good suggestions for assigning couples include:** included in purchased packet.
- **Is this game suitable for youths and/or more conservative groups:** Yes. This party has been formatted without any reference to alcohol, affairs and illegal drugs. Although these mysteries do not have references to some topics; blackmail, bribery, murder and deceit are still part of the game.

Making the Invitations

Before the party, each guest must receive four things: (1) the invitation, (2) a copy of the manor announcements, (3) their character description and possibly (4) a copy of the Laws of the Land. You can download the email invitations from the site (which contains this information) and email them to your guests, or you can print and send them out, following the instructions below.

THE INVITATION

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

THE MANOR ANNOUNCEMENTS

- We have included two versions of the Announcements for your printing preference, but your guests only need to receive one copy. If you wish for the manor announcements to be more authentic, you can photocopy or print it onto parchment paper.

CHARACTER DESCRIPTION

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

LAWS OF THE LAND

- If your guests are not familiar with medieval history, you may want to send along a copy of this document. The document has background information that relates to the class system and the governing laws of medieval times and also contains some clues for the murder. Use your discretion as to how much information you wish to provide your guests with prior to the party.
- We have included two versions of the Laws of the Land for your printing preference, but your guests only need to receive one copy. If you wish for the laws to be more authentic, you can photocopy or print it onto parchment paper.

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>

Get a coupon and a FREE Party!

Once your party is thrown, please let us know how your party went by posting it on our MURDER MYSTERY MESSAGE BOARD! We will email you a \$5 coupon for posting comments and/or pictures about your party. (If you would like us to post your pictures, please email them to info@nightofmystery.com once you have posted your comments.) *In addition to the coupon, each month we will select one posting to be featured in our "Party of the Month" forum and that customer will receive a \$45 gift certificate towards the purchase of a future party.*

More Ideas On Preparing For Your Party

You can find more ideas on decorations, music, food, etc. in the "Party Tips" section at www.nightofmystery.com OR www.aknightofmurder.com

A Knight of Murder

Guest totals: With 20+ guests: At least 9 Male characters, 9 Female Characters, 2 Gender neutral characters (roles that can be assumed by either a male or female guest).

With 15-20 guests: 7-8 Male characters, 8-10 Female Characters, 0-2 Gender neutral.

With 10-15 guests: 6-7 Male characters, 4-6 Female Characters, 0-2 Gender neutral.

With 8-12 guests: 4 Male characters, 4-6 Female Characters, 0-2 Gender neutral.

** Not all characters will be included if you do not order 15-20 guest version.

King Kyle—King. As ruler of this prosperous kingdom, Kyle is well liked by everyone. It's hard to have many enemies when the punishment of betrayal is death!

Queen Genevieve—Queen. Genevieve rules equally alongside her king, or so she thinks.

Sheriff—The Sheriff of Fernwood. As Kyle's official in Fernwood, Sheriff is in charge of collecting the taxes in the manor. With the profits dwindling, Sheriff may have some explaining to do since the royal family's prosperity seems to be at its highest.

Sherilyn—Sheriff's Wife. Sherilyn will do anything to see her husband promoted, especially if her actions bring her more power and riches.

Lord Taylor—Lord of the Manor. In celebration of his only son's marriage to the noblewoman of his choosing, Lord Taylor is determined to host a tournament of epic proportions.

Lady Gwendolyn—Lady of the Manor. Gwendolyn is delighted for the approaching tournament. To Gwendolyn, the celebration symbolizes prosperity and happiness and a chance to marry off her only son to another noble.

Baron Bartholomew—Son to Lord Taylor and Lady Gwendolyn. The tournament is planned in honor of his marriage to another noble on the one year anniversary of his and Diana's meeting. Baron's only regret is that he must marry for wealth instead of love.

Lady Diana of Dunnsberry—Noblewoman. Diana arrived in Fernwood on a quest for a husband. While her heart is now satisfied, another's may now be broken.

Maid Marilyn—Lady Gwendolyn's Lady-In-Waiting. As Lady Gwendolyn's right-hand woman, Marilyn is like a daughter to the lady. Like a true mother, Gwendolyn will do anything to ensure Marilyn's happiness.

Sir Cameron—Knight. Sir Cameron is looking forward to entertaining and fighting for his honor in the manor tournament. If Cameron wins, rumor is that he will be asking for the favor of Maid Marilyn.

Sir Rufus—Knight. Sir Rufus is looking to boost his unfavorable reputation in the manor lands with a victory over Sir Cameron in the tournament. A triumph will not only win him the favor of a maid, but the popularity that he desires.

Gary Gallant—Squire. As Sir Cameron's apprentice, it is essential that Gary puts the needs of his master above his own. Once Gary proves valor, loyalty and honor, he will be knighted himself.

Joking Jerry—Court Jester. Jerry is commissioned to make everyone laugh. But at what cost does a laugh turn deadly?

Willie the Watchman—Manor Watchperson. As the guardian for the lord and his manor lands, Willie will be the force that keeps anyone from getting out of hand at the tournament.

Elizabeth the Elaborate—Vassal. With a class rank higher than others, Elizabeth has some favor with the nobles. Can Elizabeth's persuasion be enough to make Lord Taylor change his decisions concerning her daughter, or will she be forced to take measures into her own hands?

Maid Victoria—Maid. Another victim of a pre-arranged marriage to a man she does not love, Victoria question whether her destiny sealed or if she can change it in just one night?

Charlamagne—Chambermaid. Assuming the lowest tier of servant-hood in the castle, Charlamagne has unlimited access to all areas of the castle—a privilege others do not possess. While Charlamagne's knowledge of the intimate sections of the castle may be to her advantage, they may also be her ticket to trouble.

Maid Monica—Maid. Monica has always caught the Baron's eye (and heart) and assumed a marriage was impending. Since Bartholomew's engagement has been set with Diana, some say Monica has turned rather ruthless.

Poor Pearl—Peasant. Pearl's measly earnings have grown even smaller since the sheriff has been enforcing the laws.

Wyatt Worker—Serf. A member of the lowest class in the system, Wyatt will need to prove himself in order to get what he wants.

A Knight of Murder

Initial Timing For The Party

- 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.
- 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.

Preparing the Materials for the Party

- 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.) **Name tag template is compatible with most label paper for 4" x 2" labels. Note: Make sure your printer is set to print at 100% and NOT at "print to fit" or "print to scale".**
- Photocopy onto gold paper the printed page of coins. You will need as many copies as there are guests attending. Cut and trim the coins and bundle them into packages of 12.
—To skip this step, you can purchase fake/play coins 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 and the left side of the character's objective sheet that has objectives for the beginning of the party.

In the (B) envelopes, place: the right side of the objective sheet for each character which has objectives for after the murder happens.

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

- In a separate envelope place the Investigation sheet and label it as "Investigation".
- In a separate envelope place the Evidence Presentation and 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 attending. Cut the pages along the dashed lines.
- Make copies of the 'smoking gun award', as there may be multiple people who guess the identity of the murderer.
- Before the party, post "The Laws of the Land" somewhere on a wall. If any guests have questions about class system, etc. you may refer them to the poster to answer their questions.

Hear Ye! Hear Ye!

It is by decree of the lord and lady of Fernwood that the people of the manor are invited and ordered to attend the noble marriage of their son, Baron Bartholomew, to Lady Diana of Dunnsberry. The wedding is to take place on December Second, the one year anniversary of their meeting. A tournament of jousting pleasure is to follow to commemorate this momentous occasion in which the victorious knight will be awarded many riches plus the lady of his choice as escort for the celebration that night. Those expected to be in attendance are as follows:

King Kyle-King. As ruler of this prosperous kingdom, Kyle is well liked by everyone. It's hard to have many enemies when the punishment of betrayal is death!

Queen Genevieve-Queen. Genevieve rules equally alongside her king, or so she thinks.

Sheriff-The Sheriff of Fernwood. As Kyle's official in Fernwood, Sheriff is in charge of collecting the taxes in the manor. With the profits dwindling, Sheriff may have some explaining to do since the royal family's prosperity seems to be at its highest.

Sherilyn-Sheriff's Wife. Sherilyn will do anything to see her husband promoted, especially if her actions bring her more power and riches.

Lord Taylor-Lord of the Manor. In celebration of his only son's marriage to the noblewoman of his choosing, Lord Taylor is determined to host a tournament of epic proportions.

Lady Gwendolyn-Lady of the Manor. Gwendolyn is delighted for the approaching tournament. To Gwendolyn, the celebration symbolizes prosperity and happiness and a chance to marry off her only son to another noble.

Baron Bartholomew-Son to Lord Taylor and Lady Gwendolyn. The tournament is planned in honor of his marriage to another noble on the one year anniversary of his and Diana's meeting. Baron's only regret is that he must marry for wealth instead of love.

Lady Diana of Dunnsberry-Noblewoman. Diana arrived in Fernwood on a quest for a husband. While her heart is now satisfied, another's may now be broken.

Maid Marilyn-Lady Gwendolyn's Lady-In-Waiting. As Lady Gwendolyn's right-hand woman, Marilyn is like a daughter to the lady. Like a true mother, Gwendolyn will do anything to ensure Marilyn's happiness.

Sir Cameron-Knight. Sir Cameron is looking forward to entertaining and fighting for his honor in the manor tournament. If Cameron wins, rumor is that he will be asking for the favor of Maid Marilyn.

Sir Rufus-Knight. Sir Rufus is looking to boost his unfavorable reputation in the manor lands with a victory over Sir Cameron in the tournament. A triumph will not only win him the favor of a maid, but the popularity that he desires.

Gary Gallant-Squire. As Sir Cameron's apprentice, it is essential that Gary puts the needs of his master above his own. Once Gary proves valor, loyalty and honor, he will be knighted himself.

Joking Jerry-Court Jester. Jerry is commissioned to make everyone laugh. But at what cost does a laugh turn deadly?

Willie the Watchman-Manor Watchperson. As the guardian for the lord and his manor lands, Willie will be the force that keeps anyone from getting out of hand at the tournament.

Elizabeth the Elaborate-Vassal. With a class rank higher than others, Elizabeth has some favor with the nobles. Can Elizabeth's persuasion be enough to make Lord Taylor change his decisions concerning her daughter, or will she be forced to take measures into her own hands?

Maid Victoria-Maid. Another victim of a pre-arranged marriage to a man she does not love, Victoria questions whether her destiny is sealed or if she can change it in just one night?

Charlamagne-Chambermaid. Occupying the lowest tier of servant-hood in the castle, Charlamagne has unlimited access to all areas of the castle—a privilege others do not possess. While Charlamagne's knowledge of the intimate sections of the castle may be to her advantage, they may also be her ticket to trouble.

Maid Monica-Maid. Since Monica has always caught the Baron's eye (and heart), she assumed a marriage was impending. Since Bartholomew's engagement has been set with Diana, some say Monica has turned rather ruthless.

Poor Pearl-Peasant. Pearl's measly earnings have grown even smaller since the sheriff has been enforcing the laws.

Wyatt Worker-Serv. A member of the lowest class in the system, Wyatt will need to prove himself in order to get what he wants.

Other announcements by the lord include: An arranged marriage between Sir Rufus to Maid Victoria to take place next month.

Anyone not attending the wedding and celebration will be considered a traitor to the lord and be banished from the manor.

Laws of the Land

As set forth by King Kyle on how his kingdom is to be ruled

I. Betrayal of the king is punishable by death!!!

II. The lord's word is law in his manor

- a. The only person who can overrule a lord is the king.
- b. A manor consists of a castle, church and the surrounding lands granted to the lord by the king.

III. Everyone that makes earnings must tithe a percentage of their earnings to the king

- a. Percentages are set by the king.
- b. Tithes (taxes) are collected by the sheriff in compliance with the wishes of the king.

IV. The manor is to be run with a system as follows:

- a. Lords & Ladies—granted land from the king and may run the manor as they see fit. They award land to the vassals and knights in exchange for protection from invaders. Among their duties are arranging marriages within their manor and administering justice.
- b. Vassals & Knights—are awarded land from the nobles of the manor. They are free to farm the land or pay peasants to do so. They may also have serfs that live on and farm their land.
- c. Peasants—often live in huts outside the castle walls and work on land owned by vassals or knights for a percentage of the profits. They still have their freedom, but own no land.
- d. Serfs—they are slaves to the lord for life. They farm the land for food and shelter, they are not allowed to have earthly possessions and in order to gain any freedom, they must escape and live one year plus one day in another manor. They are never required to fight, but are guaranteed protection from invaders. They need permission to marry.

V. Tournaments are to be a time of great celebration

- a. To be held to honor such events as coronation, a noble marriage or to boost the economy of a manor.
- b. The victorious knight may request the favor of any lady at the celebration. She will then be his escort for the evening.

Sample Character Description (taken from another mystery)

Banker Bob

As the banker 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 owner of The Deadwood Saloon. 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 his saloon will not go into foreclosure. 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 wealth, you are certain that you will make a healthy profit off of selling the saloon to Montgomery. In addition, Montgomery will be consistent and reliable when making his loan payments.

Along with all the excitement of the tournament this week there has also been excitement in your bank. Earlier in the week, your bank was held up at gun point while your wife was watching the bank over the noon hour. Ordinarily, Bonnie does not watch the bank, but 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 enter to the poker tournament. Since you view Sheriff Sam, the sheriff of Deadwood, 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!

As the Deadwood Poker Tournament Party quickly approaches, you are looking forward to attending for a few reasons. 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. In addition to your dealings with Montgomery, you plan to figure out which one of the poker players may have robbed your bank and you plan to bring them to justice!

Acting and Dressing Your Part: As the banker 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. *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*

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. Ask Harry why he can't seem to make the loan payment on his saloon when business seems to be doing so well.
- Tell Montgomery Money, the investor from the East, that you may have a business proposition for him depending on how the evening turns out.
- Ask Sheriff Sam, the sheriff of Deadwood, if he has any leads on who robbed your bank earlier this week.
- Question some of the gamblers to see what they were doing over their lunch hours earlier this week when the bank was robbed.

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.
- When you went to see Sheriff Sam about your robbery earlier this week, you saw Harry High-Stakes handing him over money, for what reason, you are not sure.
- You saw your wife, Banker Bonnie, talking to Black Barbara earlier tonight and you don't know why.

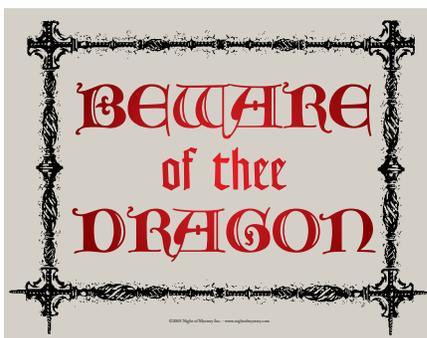
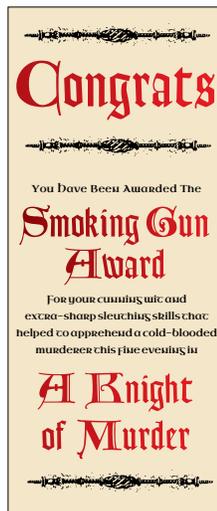
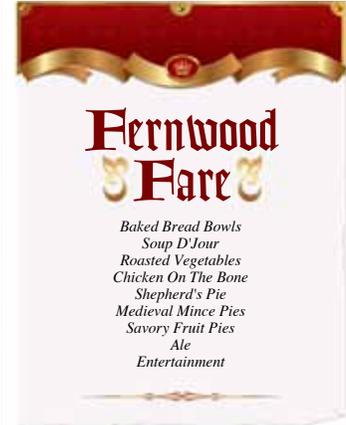
Objectives After The Murder:

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 Sheriff Sam, the sheriff of Deadwood, how much money the killer is paying him to keep his mouth shut. (Sam is known to take bribes.)
- Accuse Harry High-Stakes, the owner of the Saloon, of bribing Sheriff Sam so he will not be found guilty of murder. If he denies it, find out the real reason he is bribing the sheriff.
- If anyone has information on your potential client, Montgomery Money, find out what they know. You may have to pay them to get their information.
- If anyone approaches you with information about your bank robbery, question their sources and motives.

All the Extras

Included in the purchased mystery is ideas and designs to help you decorate your castle with fun and authentic materials that are easy to make (pictured here).



A Knight of Murder

This has been just a sampling of what you will receive when you purchase *A Knight of Murder*

THE COMPLETE PACKAGE INCLUDES:

- **A Host Guide**— A complete how-to of throwing your 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.
- **Manor Announcements**— to be sent with the invitations, it includes background information on the happenings in the manor and the guests coming to the tournament.
- **Laws of the Land Poster**— a poster to be hung up at the party explaining more about medieval times and how King Kyle rules his lands.
- **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, the motive 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 Printables and Extras**— directions, templates and designs to help you plan for your party. (Pictured on previous page. **Included are:**
 - How to make a scrolled invite
 - How to make a castle wall
 - Templates for flags, wine awards and menus
 - Designed signs for you to print

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 two weeks after your purchase by logging into your account. If you forget your password, you can request a new password be sent to your email. By having our games online as instant downloads, we are able to satisfy even the most urgent need for a party.

Go to: www.nightofmystery.com to purchase your package today.

For more ideas on decorations, costuming, etc:

www.aknightofmurder.com