

Dead Men Do Tell Tales

A Host-Party Murder Mystery Game



Game Materials

**Host A
Mystery
Party**

www.host-party.com

Dead Men Do Tell Tales

Created By Host-Party.com and Nora Louise Syran

Copyright © 2012 Host-Party.com

All rights reserved. Worldwide copyright laws and conventions protect all Host-Party.com printed material. No part of this document may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, scanning or by any information storage and retrieval system without express written consent from Host-Party.com. The buyer is entitled to use these materials for one event only. Please contact us for multiple usage rights.

Whenever Host-Party.com materials are used in a public performance, the following must be included in all programs, printing and advertising: ©Host-Party.com, www.host-party.com. All rights reserved.

DISCLAIMER: Because we have no control over the application and production of this murder mystery, Host-Party cannot guarantee results and will not be responsible for any personal injury, death and/or loss to participants. No use of this production other than the stated entertainment use is implied or intended. Such use is the sole responsibility of the user. The subject matter contained here is fiction and is intended purely for entertainment. The names and actions carried out by the characters are not intended to represent or imply the behavior of any person, living, dead or undead.

Table of Contents

CHAPTER	PAGE
Notes From Author	1
Host Preparation	2
Guest Instructions	3
Round 1 - Introductions	4
Character Information	8
Suggested Recipes	9
Other Host-Party.com Games	10

ADDITIONAL MATERIALS

The Black Spot
The Scene of the Crime
Blackmail Letter
Treasure Hunt Clues (Blank)
The Pardon
Sample Treasure Hunt Clues
Round One Dialogue
A Pirate's Vocabulary
Pirate Insult Generator

These materials are available for download on our site.
Login at www.hostparty.com and go to Materials page.

Notes From Author

Thank you for downloading a sample of this game. This is an abbreviated sample of the full game kit available for purchase. This sample should give you a basic understanding of the game and how it is played. If you have any questions, check out our Frequently Asked Questions: http://www.host-party.com/murdermysterygame_faqs.asp.

Host Preparation

Here are a few tips to help you prepare yourself and your cast for the murder mystery.

Read the Guide on How to Host a Host-Party Murder Mystery. This guide will give you all the specifics on preparing for and hosting your party. This guide should have been emailed to you upon purchase. It is also available from the Materials menu on the Host-Party website.

Guest Instructions

Playing one of our murder mysteries requires no special acting abilities, just a willingness to have fun. Our site gives you all the details you need to prepare for the party including character descriptions of all guests, internal information about your character (do not reveal this to others), and costume/prop recommendations.

During the party, each of you will be given clues. The clues provide all the information required to unlock the mystery. Each clue is designated as a clue to be CONCEALED or a clue to be REVEALED. Clues to be CONCEALED are generally information about your character that you conceal until directly challenged. **You should then use the information to defend yourself.** However, the clue to be CONCEALED might also contain information that you need to conceal completely until instructed otherwise. Clues to be REVEALED are generally accusations you make against other characters or questions you need to ask of other characters. Follow the instructions on each clue, listen and have fun.

As the game progresses, you will gather more and more information and at the end of the game you will need to sift through fact and fiction to decide who is the murderer.

The characters can be played to suit the comfort zone of each player. If you like the spotlight or enjoy role playing, immerse yourself in your character's persona and live the night as you think they would. You may even decide to exaggerate your character's personality for even more effect. While ad-libbing (to an extent!) is encouraged, a straight reading of the clue is also perfectly acceptable.

There are only a few simple rules to follow when playing our games.

1. Stay in Character. (Costumes are highly recommended)
2. Hide/Stretch the truth, but don't lie!
3. When accused, defend yourself and then shift attention away from yourself.
4. Interrogate others.

The game takes approximately 3 hrs to play, depending on the number of people playing.

Round 1 - Introductions

Round Instructions

As your guests arrive, hand out their introductory monologues. Give everyone a moment to read them through.

You may also want to have cut out the CHARACTER INFORMATION for each guest--as a reminder of their character and motive. Remind them to keep their motive a secret.

TO START THE GAME, the HOST should read the following aloud:

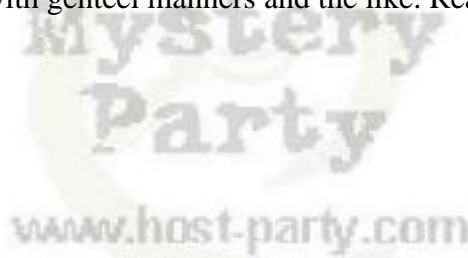
"Captain Jack Ketch is dead. There be no bones about it. He was last seen here at The Three Horseshoes the night before last. His hat was found on the shore the next morning, but his body was lost to the briny deep. Now, dead men don't usually tell tales, but the Captain is talking. His killer must be caught or neither the Captain's soul nor any of us here in Port Bourbon will ever rest again. Do you all know each other? Perhaps we should begin by introducing ourselves?"

INTRODUCTIONS: Have everyone introduce themselves. They can speak in any order. The host should keep this moving along, e.g. "and who are you, sir/madam?"

NEXT, hand each of your guests a copy of the ROUND ONE DIALOGUE. Have copies ready for each player (or 1 per 2 players). This is to be read aloud/played together by the 8 principal characters.

Round 1 Clue for Bertha Bilgewater
INTRODUCE YOURSELF TO EVERYONE

I am Bertha. Bertha Bilgewater. I work 'ere, at "The Three 'Orseshoes" serving up cans of flip night after night. It's not much of a life, but what choice does a lass like me have? I can only dream about living in a great, grand mansion like the one the Lord Governor 'as, havin' fancy parties with real gen'leman with genteel manners and the like. Real landlubbers. I'm tired of pirates!



This clue should be revealed to others.

Round 1 Clue for Diego Doubloon
INTRODUCE YOURSELF TO EVERYONE

I am Diego Doubloon. Privateer for his Majesty, the King of Spain. I am very wealthy and enjoy my wealth. I have been in Port Bourbon for a number of years. It's well located for my business affairs.



This clue should be revealed to others.

Round 1 Clue for Even Keel INTRODUCE YOURSELF TO EVERYONE

My name is Even, Even Keel. I'm an orphan. When I grow up I want to be a pirate. I enjoy listening in on everything the pirates have to say. I was there that night. I heard quite a lot.



This clue should be revealed to others.

Round 1 Clue for Habaka Da'bora INTRODUCE YOURSELF TO EVERYONE

Siku ya kufa nyani miti yote huteleza "The day a monkey is destined to die, all trees get slippery." There is no escaping one's fate. Someone here is the murderer. Don't look at me! Focus your deadlights on someone else. My name is Habaka Da'bora. I am a powerful shaman. A witch-doctor. I knew Captain Ketch well. I read his fortune that night. *Mvuvi ndiye ajuaye pweza alipo.* "The fisherman knows where the octopuses are."

NOTE: *Have fun with the Swahili! If you don't know the language, try your best with the pronunciation or just say the English. Either way, speak slowly and mystically.*



This clue should be revealed to others.

Round 1 Clue for Ima O'Pare

INTRODUCE YOURSELF TO EVERYONE

I am Ima (pronounced "I'm a...") O'Pare, Lord Hiram Cheape's Governess. I look after his children. They are quite naughty and spoiled and I've much to do to improve their characters. I have found that reading greatly expands the mind. As Samuel Johnson says, "Literature is a kind of intellectual light which, like the light of the sun, enables us to see what we do not like." If we ask no questions, we will hear no lies. We must face this unpleasantness...find our murderer! Even if it means my having to spend time in a place of ill-repute. Johnathan Swift was right to say, "A tavern is a place where madness is sold by the bottle." So, I would appreciate it if we could get this investigation moving.

NOTE: Throughout the game you will be quoting from various sources. Show off how well-educated you are. Speak up and be heard!

This clue should be revealed to others.

Character Information

The information below will provide you with the basic information for each character. If you have assigned guests to the characters, these pages will include the guest name and login information. THESE PAGES MAY INCLUDE DETAILS RELATED TO SOLVING THE MYSTERY! You may want to avoid these pages if you intend to try to solve the mystery. This sample kit will only show the first two characters.

Lieutenant Lee Shore (The Naval Officer)

Description: Newly appointed Surveyor-General, Mr. Lee Shore, is determined to rid the British colonies in the Indian Ocean of corruption and piracy once and for all. He is never seen out of uniform and his sword remains sheathed in its scabbard by his side.

Motive: Years ago, when you were merely a sailor, Captain Ketch seized the boat you served on. He gave you the option of joining him and turning pirate or being marooned on a desert island. You refused to "go on the account" and he left you to die. It's a miracle you were saved in time. You've sworn to do everything you can to defeat piracy ever since.



Lieutenant Lee Shore (The Naval Officer) played by Kyle Miller

Description: Newly appointed Surveyor-General, Mr. Lee Shore, is determined to rid the British colonies in the Indian Ocean of corruption and piracy once and for all. He is never seen out of uniform and his sword remains sheathed in its scabbard by his side.

Motive: Years ago, when you were merely a sailor, Captain Ketch seized the boat you served on. He gave you the option of joining him and turning pirate or being marooned on a desert island. You refused to "go on the account" and he left you to die. It's a miracle you were saved in time. You've sworn to do everything you can to defeat piracy ever since.



Suggested Recipes

Recipes are provided in the purchased game kit.

Other Games From Host-Party.com

Below is a list of other games available from Host-Party.com.

A Rockin' Hot Tub Murder

A classic style murder mystery game for 8 to 12 players set in the present. Ideal for playing around a hot tub or pool or for a summer barbecue. It's electrifyin'.

A Broken Heart Murder on Valentine's Day

"A Broken Heart Murder" is a simple to use murder mystery for 8-14 people. It's a great way to move a party, have lots of fun and entertain your guests. How exciting to celebrate with the trivia and dancing that is included, and of course a murder! Everyone is a suspect, so come join the fun!

A Devilish Masquerade

A non-murder mystery game for at least 5 teens. A great choice as a Halloween party for teens, can be expanded to include an unlimited number of characters. A brief appearance by an adult hostess is built into the game to help set the scene.

A Holiday Murder

This holiday murder mystery game for 8-14 party guests is a great way to move a party, have lots of fun and entertain your guests! Set in the era of the 70s & 80s, it includes trivia, dancing and of course, a murder! Come join the fun!

A Knight's Quest

King Arthur is dying. The Knight's of the Round Table have been called together. They are to be sent on 4 quests with the final goal of finding the Holy Grail, a magic cup that will heal the King. However, Mordred and his band of evil knights will be doing everything they can to stop the Knights of the Round Table from helping the King.

A Lethal Luau

This simple to use adult murder mystery for 10-15+ people is a great way to have lots of fun with your guests! So don your colorful Island attire and prepare for an exciting evening that spikes up a murder!

A Licence To Murder

The party is being held at Funnymunny's Health Spa to celebrate the wedding of top secret agent James Bland, and you are invited to attend. A murder mystery game for 8 to 12 players set in the world of secret agents and mad megalomaniacs.

A License To Murder

A murder mystery game for 8 to 12 players set in the world of secret agents and mad megalomaniacs.

A Medieval Murder

This is a simple to use, entertaining and innuendo packed murder mystery appropriate for both first timers and regular players. The scripted dialogue enhances the rounds, and the mystery combines the fun of a medieval night with a murder most horrid!

A Mediterranean Murder

A Mediterranean Murder is a simple to use, entertaining Murder Mystery appropriate for both first timers and regular players. Ideal for Murder Mystery fanatics who want just that little bit more complexity in their game.