



DEATH OF A HIGHWAYMAN

**INFORMATION AND
SAMPLE GAME
MATERIALS**

DEATH OF A HIGHWAYMAN

Thank you for downloading this information and sample file. The documents you need to run the game are contained in the main pdf file which is available to purchase.

THIS SAMPLE CONTAINS

- Instructions for running Death of a Highwayman
- An invitation
- A sample from the player rounds section
- A sample from the player clues section

THE MAIN GAME CONTAINS

- Instructions
- Introduction
- Group clues
- Invitation
- Costume suggestions
- Player rounds
- Player clues
- Accusation list
- Solution

HOW TO PLAY THE GAME

Death of a Highwayman is for 8, 9, 10, 11 or 12 players. The actual game is sold in different versions for each number of characters. As Mel O'Dee is a gender neutral character there can be a flexible number of male or female guests (4F/4M, 5F/4M, 4F/5M, 5F/5M, 6F/5M, 5F/6M, 6F/6M, 7F/5M) The host is responsible for printing out and organising the documents for the game (Full instructions are provided)

Games usually take two and a half to three hours and are designed to be played around a meal or a buffet

DEATH OF A HIGHWAYMAN

Ivor Tankard, the jovial host of The Coach and Horses Inn, in Blackheath, London is holding a party to celebrate the exploits of the highwayman, Dick Burpin. There are even rumours that Dick Burpin himself may put in an appearance.

If you are travelling to or from the Inn, why not try combining your trip on one of Ivor's super safe coaches with a night in his fine coaching inn. The Inn is renowned for fine foods, fine ales and bug free beds. A combined stagecoach ticket and overnight stay costs 1 guinea.

How to run this downloadable Murder Mystery Game

Instructions for 'Death of a Highwayman' – 12 Players

The male roles are Stan, Ivor, Evan, Jason and Nic. To give flexibility Mel O'Dee can be either male or female.

1) Instructions For Printing After You Have Purchased And Downloaded

- You will need Paper (A4 or similar), scissors and 12 envelopes (minimum size 22cm by 13cm)
- You should have ready for printing:

- A/** These 'How To Run' instructions
Introduction
- B/** Player invitations
Ideas for costumes
- C/** Player slips
- D/** Player clues
- E/** Accusation list
Solution to the Mystery
- F/** Labels

2) Printing

Print out the following:

- A/ One copy**
 - How to run
 - Introduction
- B/ Twelve copies**
 - Invitations
 - Costume suggestions
- C/ One copy**
 - Player slips

Cut along the dotted lines and place each player's slips in an envelope on which you should write their name (do this task with the papers upside down and try not to read anything!)
- D/** Print out the player clues (one copy of each). Fold each clue up from the bottom leaving only the top two lines showing
- E/** Print out one copy of the accusation list and solution taking care to fold the solution with-
out reading it
- F/** Print one copy of the labels

3) In advance of playing the game

- Allocate the characters to the players using the information on the invitation and ideas for costumes.
- Send an invitation and ideas for costumes sheet to each player at least one week before the Murder Mystery takes place (to give them chance to organise their costumes)
- You may wish to prepare labels or nametags for each character on the night (if you do, please be careful with delicate fabrics)

4) On The Night

- Welcome your guests with a nametag or label
- Hand out the player envelopes and clues
- Read out the introduction
- Each player reads their 'Secret information' slip to themselves
- Commence the game with each player reading out his or her 'Round 1-Reveal this information now' slips (starting with the hosts)
- Work through the remaining rounds ensuring that each player has read their slip (and clue if appropriate) before moving on to the next round
- This game has seven rounds. After the final round the players should make their accusations giving their reasons. Use the list to decide the order of the accusations
- When all accusations have been made the host reads out the solution to the mystery.

Important Notes

The story and characters in this Murder Mystery are fictitious. Any resemblance to any person living or dead is purely coincidental.

Any disputes arising from the sale of this game are subject to the laws of England and Wales irrespective of the geographical location of the customer

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DEATH OF A HIGHWAYMAN

An Invitation

A party is being held in an eighteenth century English coaching inn to celebrate the incredible ride from London to York in a single day by the infamous highwayman Dick Burpin.

THE PARTY IS AT:.....

ON:.....

YOUR CHARACTER IS.....

The guests will include

- | | | |
|--------------------|---|--|
| Parson Evan Elpuss | • | The local parson who runs the church of St Farthing's. |
| Norma Snockers | • | Serving wench |
| Stan Deliver | • | Highwayman |
| Ann Deliver | • | Lady highwayman |
| Gerta Hanzupp | • | German lady highwayman |
| Ima Sewandsew | • | Local dressmaker |
| Ivor Tankard | • | Inn owner |
| Jason D Villans | • | Guest at the Inn |
| Maeve Stowlitt | • | Shop owner |
| Mel O'Dee | • | Travelling musician |
| Nic Zeeloot | • | French highwayman |
| Wendy Coach-Cumzin | • | Stagecoach driver |
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BACKGROUND

Ivor Tankard, the jovial host of The Coach and Horses Inn, in Blackheath, London is holding a party to celebrate the exploits of the highwayman, Dick Burpin. There are even rumours that Dick Burpin himself may put in an appearance.

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PLEASE BRING YOUR OWN TANKARD IN CASE THE INN RUNS OUT

ROUND 3 ASK NORMA SNOCKERS

EVAN ELPUSS

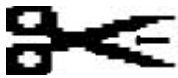
Norma, my child, don't you ever wish to take up a more suitable career for a young lady than being a barmaid?

ANSWER WHEN ASKED BY GERTA HANZUPP

I have a simpler method. I take the collection and throw it up in the air. God takes what he wants to go to the poor and I get what he lets drop back to the floor.

ASK WENDY COACH-CUMZIN

Wendy, what did you do before you became a coach driver?



ROUND 4 ASK STAN DELIVER

EVAN ELPUSS

Stan, I remember reading a statement in the news paper about a hanging in Tyburn. As I am interested in highwaymen I still have the paper.

(READ YOUR CLUE OUT NOW)

Did you kill Dick Burpin to get revenge for your brother?

ANSWER WHEN ASKED BY MEL O'DEE.

I am afraid I cannot do this in rhyme but I think the most apt quotation to come to mind is "The love of money is the root of all evil."



ROUND 5 ANSWER WHEN ASKED BY GERTA HANZUPP

EVAN ELPUSS

No, Gerta my child, I bought these vestments in good faith from Ima. Ima, are these stolen clothes?

ANSWER WHEN ASKED BY JASON D VILLANS

The only words that come to mind at the moment are "The wages of sin are death."

CLUE TO BE READ BY GERTA HANZUPP
ROUND 6

REWARD

of

£150

Is offered by His Majesty's Government

FOR INFORMATION LEADING TO
THE CAPTURE OF THE

HIGHWAYMAN

DICK BURPIN

known to be causing grief among
Travellers in these Parts
by Robbery of great violence

**RENDER THIS COUNTRYSIDE FREE
FROM SUCH A FIENDISH ROGUE**

and make safe passage for all Travellers

THIS 15TH DAY of June 1728