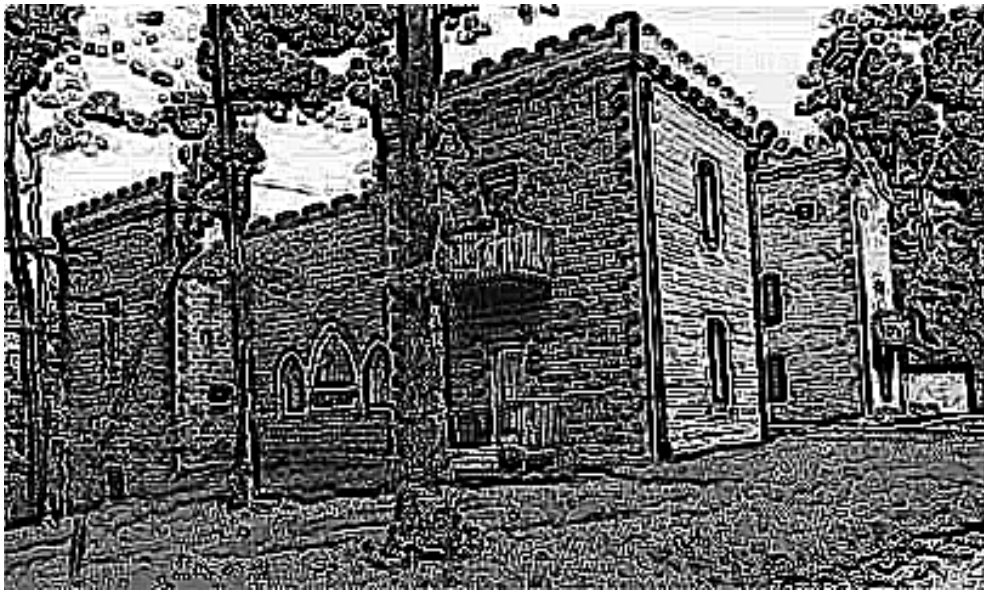


A FEAST FOR A KING

A
MEDIEVAL
MYSTERY



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WELCOME TO

A FEAST FOR A KING A MEDIEVAL MYSTERY

Tonight you are going to take part in a Mystery Dinner. The mystery is not what we are having to eat, rather, the mystery is all about the rights to a throne and who it is that has those rights. Each of you has a part to play in the drama that will unfold before you. Each of you is to put aside your own identity and assume that of the character that you have been assigned. Ham it up. The more fun you have with your part the more fun everyone will have with this Mystery Dinner.

Read the information contained within this booklet carefully. It defines the person that you are to be tonight. If you have any questions, or if your instructions are unclear, don't hesitate to ask the moderator of the evening's activities. Be sure to express your concerns confidentially. Others could be listening in and you wouldn't want them to overhear what you are supposed to do.

Remember, this game will only be as much fun as you make it. The amount of fun that you are about to have tonight is in your hands. I trust that you will have a blast!

COMMON KNOWLEDGE

Fifteen years ago King Regibald, the crowned King of Helston, died in battle. He left no known living heirs so it was believed that he made a proclamation just before he died that placed King George the First on the throne. From that day forward King George the First ruled the Kingdom of Helston.

King George the First immediately appointed others into position of power and leadership. Although those appointments were questioned by the peasants of the kingdom at the time they were made, they were not contested by any members of aristocracy and the positions were immediately filled with King George the First's friends.

It is widely known that King George the First enjoys feasting around a full table each and every night. In fact, rumor has it that King George the First has yet to eat an evening feast where the table has not been full. Tonight each of you has been invited to dine with the king, to fill his banquet table at his evening feast, to be his guest for an evening, and to enjoy the entertainment fit for a king, just as others have each and every evening that King George the First has been in power.

But tonight there is something different about the evening feast.

Earlier today King George the First heard rumors that there were those within the castle who had come with plans to contest the throne. He called his two best royal magistrates to his aid, shared with them his dilemma, and under their advice, has called together each who are suspected of planning to contest the throne. Tonight he will put an end to the rumors and cause the culprit to put his claims to the test. Tonight he will host *A Feast For A King*, for tonight the true King of Helston will be revealed.

YOUR MISSION

Your main goal is not only to determine who should be crowned King and/or Queen of Helston, but to also determine why they should be given the throne, and what should happen to others who have wrongly contested the throne. It is also your job to keep the two Royal Magistrates, Lord Fenwick and Lord Garfield, off of your tail if you're the lucky one who is being questioned. Remember, solving this case in a hurry is not your objective. You will not be given enough information to solve the case until the questioning portion of the game has ended, so don't even try to solve the case before you are told to do so. Solving this case at the end of the evening is your main objective. Let the investigation flow, seeking as much pertinent information as you can while the investigation progresses, while searching for motives and opportunities. So, make mental notes of who did what, and leave the questioning to the Magistrates.

Lord Fenwick and Lord Garfield, two of the land's most experienced Royal Magistrates have been called upon to lead the investigation. It is up to them alone to ask questions of the people gathered in the room. They are the only ones who are allowed to ask questions. If you think that a certain question should be asked, or a certain person warrants interrogation, present your case to Lord Fenwick and Lord Garfield and they will be the ones to decide whether or not to pursue your ideas.

At the end of the evening you will be given the opportunity to offer your own ideas as to who it is that should be crowned King and/or Queen of Helston and then we will find out who the true king and/or queen is to be. So, pay careful attention to the questions that Lord Fenwick and Lord Garfield ask and the answers that are given. You never know when you are going to be accused or interrogated, so be on your toes to provide answers to the questions that are asked of you that point blame away from yourself and onto others - even if you are guilty. If you're paying close attention to the investigation you will gain information and ideas on ways to place blame on others.

Soon you will be given information about the character that you are to play tonight. If you are asked some questions regarding information that has not been given to you, then it is your responsibility to make-up a feasible answer. The character that you play will only be as exciting as you make him or her to be. The moderator is here to make sure that you do not step out of the bounds of what we know about your character, so feel free to make your character as exciting as you wish.

The characters in this story have different degrees of involvement. It is impossible to create a story that has equal distribution of character involvement and yet keep things interesting. The important thing to note is that you will not know the level of involvement that your character has in the **story** until the solution is read at the end of the evening, and neither will the others in the room. The degree of involvement that your character has in the **game**, however, is directly up to you, and you alone. If you choose to make your character dynamic and interesting, you will continue to be involved in the questioning. If you choose to make your character quiet and reserved, you will probably be passed over during much of the questioning. The degree of character involvement in the story isn't up to you, but the degree of character involvement in the game *IS* up to you. I encourage you to choose to make your character as dynamic as you can. Remember, you can blame others for anything that you'd like. It's not up to you to make the investigation flow, unless you're Lord Fenwick or Lord Garfield, so do your best to give them a hard time solving this mystery.

SCHEDULE OF EVENTS

PRELUDE

You will be given some time to read the information in this booklet and prepare your character for the discussions to come. Remember, you are now a fictional person who is all caught up in this mess whether you like it or not. You may as well make the best of it. The evening will be much more fun if you get into your character. Have fun with the way they would talk, act, sit, and present themselves to others. Ham it up!

ROUND 1

You have learned a little bit of your own part of the story, but now it's time to learn about everyone else who is stuck in the room.

BREAK FOR APPETIZERS

ROUND 2

Have we heard the true account of the death of King Regibald? The only way to find out is to recount the events surrounding his death in battle. The only way we can do that is to interview those who were beside him when he died, but can we trust what they have to say?

BREAK FOR DINNER

ROUND 3

Ah, now we find out who it is that is contesting the throne and on what basis he or she has to claim to be the King or Queen of Helston. You may be surprised to find out who it is that has their sights set on becoming the next king or queen.

BREAK FOR DESSERT

ROUND 4

You now have all of the facts you are going to be given. Was the investigation thorough enough to solve the mystery? Can you put the facts together with the clues that you've been given to figure out who it is that is the rightful heir to the throne?

I bet you can't!

RULES OF PLAY

DO NOT show any of the other players your booklet, or your secret clues, at any time for any reason whatsoever unless you are specifically directed to do so.

You are NOT allowed to lie about the information that is in your booklet.

You ARE allowed to hide information.

You ARE allowed to mislead others.

You ARE allowed to accuse others even if you have no proof of your accusations.

You ARE allowed to invent as many sub-plots as you can, ***as long as they are based on the character that you have been given***, and you are encouraged to do so. The moderator is here to be sure that you don't go outside of your character, so invent all you like.

Although Lord Fenwick and Lord Garfield are leading the investigation, you can feel free to address your questions or comments to them as the investigation continues. You cannot question anyone else, but you are free to express your concerns to Lord Fenwick and Lord Garfield and they'll follow up on them if they feel your concerns are relevant.

You are, however, free to offer any of your opinions as outbursts as the investigation proceeds. Feel free to react to what you believe are lies by letting the others in the room know that the person being interrogated cannot be trusted and that his or her words must be taken lightly. Some characters are rude and extroverted. Act as you perceive they would act if they were put in the situation you now find yourself in.

If you do not understand anything about the part that you are to play, then ask the moderator. Be sure to reveal your questions or concerns when you are alone with the moderator. You wouldn't want others to learn of the part you are to play before they should.

At some point of the story most of you will have pertinent information that is to be revealed. Your goal is to try to avoid revealing the information that would be damaging to your cause. If you are confronted with a question that would reveal self-incriminating evidence, and you can't find a way to evade the question, then the moderator may make you reveal the truth. But remember, it would be a good idea to try as hard as you can to keep others off of your track. When someone is getting too close to the truth, it would be a good idea to point some blame on others - even though you have no reason to blame them. Try to send Lord Fenwick and Lord Garfield on a wild goose chase.

If the moderator steps in and tells you that you have to tell the truth, you must do as you are told. The moderator may do this for many reasons. You must respect the moderator's wishes and do as you are told.

Remember, this game will only be as much fun as you make it. The amount of fun that you are about to have tonight is in your hands. I trust that you will have a blast!