

THANK YOU FOR PURCHASING

A FEAST FOR A KING A MEDIEVAL MYSTERY

Fifteen years ago King Regibald, the crowned King of Helston, died in battle. He left no living heirs so 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.

Now the big question is who is rightful heir to the throne?

A Feast For A King is a great event for any age group within your church, school, club, or gathering of any kind. Birthdays, anniversaries, holiday parties, special events - any occasion to get together is a great occasion to put on this Mystery Dinner.

A Feast For A King is a Mystery Dinner which involves between 15-22 people who each get to play the part of a fictional character who is involved in the mystery. Each character has to answer questions that pertain to his or her character until the investigators of the evening determine who is the rightful King of Helston.

At the end of the evening everyone will get a chance to offer their own theories as to who the rightful heir to the throne should be. But the odds are that none of their theories will be correct. Then, everyone will laugh together as they learn the true course of events.

Your group will enjoy every minute of *A Feast For A King*. They will talk about the events of the evening for weeks afterwards. You'll also have a hard time trying to convince them that they no longer have to act like the famed characters that they are asked to play during the game. But that's all part of the fun of this great Mystery Dinner.

This dinner was specifically designed to work well with church groups. I have tried to create the parts in a way that enables each participant to ad-lib and have a lot of fun. The more spontaneous and outgoing that your group is the more fun they will have. I have also made a few roles for the introverts of your group, so everyone should have a good time.

The Mystery Dinners available through Acts of Light have been tested on groups ranging from junior high to senior high to young adults (21-45) to older adults (50-70) and we have found that most of the participants have a good time, in fact the vast majority of people who have played one of the mysteries want to do another!

Please send me any comments or questions regarding *A Feast For A King*.

In the Power of His Blood,

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NOTICE

This event will take a large amount of planning. The following pages outline all that needs to be done in preparation for *A Feast For A King*. *Do NOT print out any of the other files until you have read through the player preparation section that is found on the next page.*

This Mystery Dinner has been designed to take approximately 4-5 hours, depending on how long you break for each stage of dinner and how quickly the investigators dig up the information. Anyone can participate regardless of their lack of creativity or disinterest in playing games.

A Feast For A King has been designed to work well with large groups so that each person feels that they have had a part to play in the events of the mystery. I have also allowed them the ability to make up their parts as the evening progresses. I have given each character enough information to keep the story going in the direction that will lead to a solution, but I have left plenty of leeway for the activities to get sidetracked into dead end investigations as the players themselves make up a large portion of their character. The lack of a script, which allows the participants more involvement with the creation of the character that they are to play, has necessitated the presence of a moderator. This moderator will be responsible for maintaining the flow of the discussion throughout the various courses of the Mystery Dinner. The moderator will ensure that the investigation will be cut off in the proper places at the proper time, will ensure that certain questions will be asked, and will be there to ensure that the proper answers are given. It is imperative that the moderator becomes familiar with the characters and the plot line in order to ensure that the right information is disclosed at the proper time.

The first thing that you need to do is to determine who will be helping you with the event. You will need to find help in two distinct areas, and the people who help in one area cannot be counted on to help in another. In order to provide a smooth evening, each person must be left to his or her own part without any other obligation. You will need to assign someone to be in charge of the food for the evening (and possibly helpers), you will need to assign a moderator (and possibly helpers), and someone to determine who is to play which parts (this can be the moderator). *If you will be playing with more than one group, you need to assign one moderator for each of the groups that will be playing.*

The moderator has a lot of preparation which needs to be done before the evening of the event. You must be sure to hand off the information, if you are not going to be the moderator, well in advance of the event itself. Even if you choose not to be the moderator you may want to be involved in the determination of who is to play what parts. The players will need to be notified in advance so that they can dress appropriately for the evening.

The following packets of information have been created in a way which will allow you to give only the information that a person needs to prepare their segment of the evening. There is a packet for the person in charge of assigning the characters, a packet for the person in charge of the food, and a packet for the person who is to serve as the moderator. Please be sure that the appropriate people get their packets well in advance of the evening of the Mystery Dinner.

Remember: It is impossible for one person to do all that is necessary on the evening of the event if you wish that the participants enjoy the evening. You must have at least two to four people who are willing to assist the evening's activities. If you are well prepared, and if you have properly delegated the work for the event itself, there is no reason why things won't run smoothly.

It is my wish that you will find all that you need in order to put on an entertaining evening. If you feel that there is information lacking, in any way whatsoever, please feel free to contact me and I'll do my best to clear up your questions.

THE PLAYERS
(IN PREPARATION)

This sheet, along with the attached worksheets, will help you plan which people will represent which characters. You may want to make out name tags with the characters names on them to help everyone else out.

You must select between 15-22 people to take part in the evening's activities. If you have less than 22, then I have outlined which characters are non-essential and they can be left out. If you have more than 22, then the extra will be able to view the activities and venture a guess at the outcome of the mystery at the night's end. Or if you have enough people, you could have two or more groups doing the event at the same time. They will have to separate for the discussion, into two separate rooms, but they could join together to partake of the food.

Of the 22 that have been selected to participate, two will be the evening's chief investigators. They are named Lord Fenwick and Lord Garfield. Both are Royal Magistrates, and can be of either sex. It is their job to investigate the activities of the other people and attempt to determine who is the rightful Heir to the Throne, but they cannot fully determine that until the end of the game.

Some of the parts have been developed so that they can be played by members of either sex. Some adjustments may be warranted. Both Lord Garfield and Lord Fenwick are named "Lord," but if one of them is played by a woman, then the proper title should be "Lady." You can either make these changes via global edits to the game documents before you print the files or just make the mental adjustment as the game is being played.

You first need to organize your players into three classifications: thinkers, viewers, and participants. The *thinkers* will have an important part to play in the game. Two of them are to interview the other participants and investigate the crime. Their part in the game is crucial, and they will have to be able to think on their toes and deduce from the information gained in questioning. Theatre majors, or those with acting experience are perfect for these parts, but acting experience is not necessary. The *participants* will be the ones who are involved in the majority of the questioning. Their part is crucial, but they will be given all of the information that they need to play their part. And the *viewers* will have smaller roles to play in the story. Each of them can play an integral role in the game, but their characters have been created for the more reserved personalities in your group. Each of the 22 have a part to play, so don't think that anyone will feel "left out." The eight "viewing roles" should be reserved for those who don't like to get heavily involved in things. These roles enable them to be part of the fun, but give them little to do. The eight "viewing roles" can be left out if you don't have enough players to fill all 22 roles.

Fill in the blanks on the following page with ideas as to how you would classify your potential participants. Use a pencil and don't be afraid to move people around until you are sure you have people in the proper categories.

Remember: Those in the *thinker* roles must be able to lead the game. Those in the *participant* roles must be able to participate in the questioning. Those in the *viewer* roles should be more reserved, or these roles can be left out if you don't have enough people to play.

A FEAST FOR A KING

PLAYERS - 2 OF 8

Thinkers

- 1.
- 2.
- 3.
- 4.

Participants

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.

Viewers

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.

A FEAST FOR A KING

PLAYERS - 3 OF 8

Once you have determined which category the players will be in, you can insert them into the roles below according to sexes. Once you have done that, you are ready to inform these people of the roles that they are to play. If you are having a female play one of the magistrates, change their name to Lady.

Either sex

Name of Participant

V - Pug - Owner and Operator of the Local Pub
V - Smedley - The Royal Blacksmith
V - Rae - The Royal Baker
V - Fester - Royal Jester
P - Fisk - Royal Jester
P - Yetta - Owner and Operator of the local Pub
T - Lord Fenwick - Magistrate of Helston
T - Lord Garfield - Magistrate of Helston

Guys

T - Grayson - Lord of Coventry
T - Halstead - Lord of Canterbury
P - King George The First - King of Helston
P - Sir John of Truth - A Royal Knight
P - Braxton - Head of the Royal Army
P - Alistair - The Black Knight
P - Fletcher - The Peasant
P - Darby - The Peasant

Girls

P - Rachel - Lady of Acton
P - Abigail - Lady of Coventry
P - Belinda - The Wench
V - Queen Marionette - Queen of Helston
V - Heather - Lady of Canterbury
V - Ebba - Wife of the Head of the Royal Army

BASIC CHARACTER INFORMATION (IN PREPARATION)

The following is a list of the information that each player should receive about his or her character. This is all that they need to know about their character until they show up at the event itself. You can either cut these statements out and hand them to the players or give them the information over the telephone. If you choose to cut them out, be sure to have a spare copy. You are more than likely going to get a telephone call just before the event itself from one of the players who has forgotten how he or she should dress.

KING GEORGE THE FIRST KING OF HELSTON

You are the king of a small kingdom in the southwest corner of England. You are dressed in royal robes and other ornaments that let everyone know you are royalty. Rings, bracelets, necklaces, and other ornaments adorn you. You speak with an air of authority and dignity.

QUEEN MARIONETTE QUEEN OF HELSTON

You are the queen of a small kingdom in the southwest corner of England. You are dressed in royal robes and other ornaments that let everyone know you are royalty. Rings, bracelets, necklaces, and other ornaments adorn you. You speak with an air of authority and dignity.

SIR JOHN OF TRUTH A ROYAL KNIGHT

You are a well renowned knight. Your strength and skills are known throughout the land. Everyone wishes they could possess your skills, your riches, your fame, or your honor. You are dressed in simple but fine clothes that exhibit your success to all who see you. You have never let your fame go to your head. Your manner of speech portrays a mix between your humble beginnings and your great fame.

RACHEL LADY OF ACTON

You are the wife of a well renowned knight. Your simple manner and incredible beauty impress all you come in contact with. You are dressed in simple but fine clothes that exhibit your success to all who see you. You have never let your fame go to your head. Your manner of speech portrays a mix between your humble beginnings and your great fame.

A FEAST FOR A KING

PLAYERS - 5 OF 8

GRAYSON
LORD OF COVENTRY

You are a very rich and very powerful lord. You own a great deal of land and you rule those who live on that land with a firm hand. Your stubbornness and firmness have gotten you where you are today and you're not afraid to let others know what you're really like. You are dressed in clothing of luxury and wealth. Your manner of speech lets all who hear your voice know that you are a man of power and demand immediate action.

ABIGAL
LADY OF COVENTRY

You are the wife of a very rich and very powerful lord. You own a great deal of land and you rule those who live on that land with a firm hand. Your stubbornness and firmness have gotten you where you are today and you're not afraid to let others know what you're really like. You are dressed in clothing of luxury and wealth. Your manner of speech lets all who hear your voice know that you are not a woman who is to be taken lightly.

HALSTEAD
LORD OF CANTERBURY

You are a very rich and very powerful lord. You own a great deal of land and you rule those who live on that land with love and compassion. You have been known to work alongside of those you rule over and are respected and well loved. You are dressed in clothing which is costly, but doesn't truly represent what you are worth. Your manner of speech lets down the defenses of others and makes them want to be your friend.

HEATHER
LADY OF CANTERBURY

You are the wife of a very rich and very powerful lord. You own a great deal of land and you rule those who live on that land with love and compassion. You have been known to work alongside of those you rule over and are respected and well loved. You are dressed in clothing which is costly, but doesn't truly represent what you are worth. Your manner of speech lets down the defenses of others and makes them want to be your friend.

BRAXTON
HEAD OF THE ROYAL ARMY

You are a very powerful and successful man. You have earned everything that you have gained in life and you haven't forgotten the lessons you've learned along the way. Although you often come across as rough and harsh, you are willing to listen to and protect the common man. You are dressed in a uniform that clearly exhibits your high ranking military status. Your manner of speech exhibits your power and authority, but you are open to speaking to anyone who wishes to speak with you.

A FEAST FOR A KING

PLAYERS - 6 OF 8

EBBA

WIFE OF THE HEAD OF THE ROYAL ARMY

You are the wife of a very powerful and successful man. You haven't let your success go to your head. You are kind, loving, and sensitive to the plight of the common man. You are dressed in clothes that exhibit your wealth, but you don't dress in a manner which flaunts your wealth. Your manner of speech causes all who listen to consider you to be a friend.

PUG

OWNER AND OPERATOR OF THE LOCAL PUB

You are the epitome of a common man/woman. Everything that you now have is a direct result of the hard work you have invested into your business. You are rough, harsh, and intolerant of those who wish to rip you off. Because of this you come across as mean and stingy. You are dressed in the clothes of the working class. Your manner of speech evidences the fact that you have no education whatsoever other than what you have learned from your customers.

YETTA

OWNER AND OPERATOR OF THE LOCAL PUB

You are the epitome of a common man/woman. Everything that you now have is a direct result of the hard work you have invested into your business. You are rough, harsh, and intolerant of those who wish to rip you off. Because of this you come across as mean and stingy. You are dressed in the clothes of the working class. Your manner of speech evidences the fact that you have no education whatsoever other than what you have learned from your customers.

ALISTAIR

THE BLACK KNIGHT

You are an evil man who is well known and hated throughout the land. You are dressed in black from head to toe. Your manner of speech causes others to fear you even before they realize who you are.

BELINDA

THE WENCH

You are an evil woman who is well known and hated throughout the land. You are dressed in black from head to toe. Your manner of speech causes others to fear you even before they realize who you are.

A FEAST FOR A KING

PLAYERS - 7 OF 8

SMEDLEY
THE ROYAL BLACKSMITH

You are a simple person who cares little for the life of royalty. You were raised to respect the throne, those who sit upon it, and you befriend all those who claim loyalty to it. Your simple manner allows you to become friends with everyone you come in contact with. You are dressed as if you were a member of the working class, but you are not wanting for anything because you work for the king.

RAE
THE ROYAL BAKER

You are a simple person who cares little for the life of royalty. You were raised to respect the throne, those who sit upon it, and you befriend all those who claim loyalty to it. Your simple manner allows you to become friends with everyone you come in contact with. You are dressed as if you were a member of the working class, but you are not wanting for anything because you work for the king.

FLETCHER
THE PEASANT

You are a simple peasant. You have been a simple peasant all of your life. You spend most of your days preparing to take things to the market to sell or barter in order to get the things you need for your family to survive. Your manner of dress is plain evidence of the poverty you live in. The poverty hasn't effected your personality, you are still a gentle, kind, sweet, and loving person.

DARBY
THE PEASANT

You are a simple peasant. You have been a simple peasant all of your life. You spend most of your days preparing to take things to the market to sell or barter in order to get the things you need for your family to survive. Your manner of dress is plain evidence of the poverty you live in. The poverty hasn't effected your personality, you are still a gentle, kind, sweet, and loving person.

FISK
ROYAL JESTER

You are a very funny and happy person. You have many talents and abilities, most of which are useful at making the king, the queen, and the guests of the royal couple laugh and feel entertained. Your manner of dress causes people to laugh before you have to say anything at all. You should come to the dinner prepared to entertain the guests which have been invited to the king's table in any manner in which you feel qualified.

You may wish to contact the other Royal Jester and coordinate your outfit with them.

A FEAST FOR A KING

PLAYERS - 8 OF 8

FESTER
ROYAL JESTER

You are a very funny and happy person. You have many talents and abilities, most of which are useful at making the king, the queen, and the guests of the royal couple laugh and feel entertained. Your manner of dress causes people to laugh before you have to say anything at all. You should come to the dinner prepared to entertain the guests which have been invited to the king's table in any manner in which you feel qualified.

You may wish to contact the other Royal Jester and coordinate your outfit with them.

LORD FENWICK
MAGISTRATE OF HELSTON

You are a rich and powerful magistrate. You have been a royal magistrate for many years and are well known and respected throughout the kingdom. You have been called upon to solve and try many cases in the past and you are used to the pressure. Your manner of dress is anything that is appropriate for the king's presence, for that is where you spend most of your days. Your manner of speech lets others know that you are a person who is in charge.

You may wish to contact the other royal magistrate and coordinate your outfit with them.

LORD GARFIELD
MAGISTRATE OF HELSTON

You are a rich and powerful magistrate. You have been a royal magistrate for many years and are well known and respected throughout the kingdom. You have been called upon to solve and try many cases in the past and you are used to the pressure. Your manner of dress is anything that is appropriate for the king's presence, for that is where you spend most of your days. Your manner of speech lets others know that you are a person who is in charge.

You may wish to contact the other royal magistrate and coordinate your outfit with them.

TO THE MODERATOR
(IN PREPARATION)

The success or failure of the evening lies in your hands. You have the ability to make *A Feast For A King* the best event of the year, or you can bring about the occurrence of a terrible failure. The success of the evening lies in your knowledge of both the story, and the course of events of the evening. You will have a good deal of preparation to do before the night of *A Feast For A King*, so you need to plan accordingly. You must be free from any responsibility for the food portion of the evening. You may wish to choose an assistant moderator to study the same material who can aid you during the event itself.

You should find all that you need to moderate a successful Mystery Dinner within this packet. If you find that there is any information whatsoever that is lacking, do not hesitate to contact me and I will do my best to clear up any questions that you may have.

You will notice that I have placed two phrases within parentheses underneath the titles on each of the following pages. The two phrases are "In Preparation" and "In Possession." All of the pages marked "In Preparation" will be used to prepare for the events of the evening. All of the pages marked "In Possession" will be used during the evening itself. You will need to have these pages in your possession throughout the entire event. You must also make sure that these pages do not fall into the hands of any of the participants. The information contained on the pages will tell them all that they need to know in order to solve the case.

Take some time to familiarize yourself with the material that you will be using during *A Feast For A King*. Included in this packet is a sample of the booklet that will be given to King George The First. Take a look at the information that each of the players will be given, at the secret clues, at the schedule of events, and at the rules of the game.

Before we learn about the part that you will play in the events of the evening, you should take the time to read the "Common Knowledge" portion of the player booklet. It is information that each of the characters will be expected to know. This portion of the booklet provides a brief overview of *A Feast For A King* up until the time that the dinner has begun. The moderator needs to know this information well enough to be able to summarize it for someone else who has no prior knowledge of the events of the evening.

If you haven't done so already, now is a good time to print out all of the information contained within this file (fcontrol.doc), the accompanying game file (feast.doc), and the game book cover (fcover.doc) - that is if you have already changed the files according to any title changes you are making because of character sexes. The file named fextra.doc is to be printed if you don't have access to a copy machine. If you do have access to a copy machine then you can copy the player booklets and ignore the fextra.doc file.

Be sure that you have read through the entire sample copy of the players booklet before you continue with these instructions.

If you are playing the game with more than one group than you must be sure that you have been asked to moderate only one of the groups playing the game. It is impossible for you to moderate more than on group.

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!

KING GEORGE THE FIRST KING OF HELSTON

This is the information that shapes the character that you are to play tonight. Take time to study the information on this page and begin to develop the character you will play tonight. Although you will not be reading this information to other people, you will probably reveal all of it at some time during the evening's discussions. Again, you shouldn't show this booklet to anyone for any reason. Feel free to refer to this information during the evening's investigation.

You were placed on the throne fifteen years ago when King Regibald died in battle. You were his most trusted adviser, and seeing that there were no relatives who survived the battles, he made a royal proclamation that placed you on the throne just before he died.

You have ruled firmly, but justly. You have tried to be a kind king, honoring hard work and a strong dedication to your kingdom. You have executed many thieves, traitors, and scoundrels. You are well-loved by your subjects, but you know that many have chosen to hide their true feelings for the unprecedented way you have been put on the throne. Your manner of speech exhibits your kindness, but you're always on the verge of adding force to your voice to get your point firmly across. You have never shouted at your subjects, but that is only because none have brought you to the point where that was warranted.

You know that some of your most hated enemies came to your castle for the feast you are celebrating tonight. Only one of them have made it into the room tonight. Alistair, the black knight, and his wench Belinda, have snuck into your feast and you are to watch them closely. Trust nothing that they say, deny every accusation that they make, and do whatever you can to make the others in the room share your poor opinion of them.

You must yield your power to the moderator and the royal magistrates that have been assigned, by yourself, to lead the investigation and find out who the traitor is. You are still in authority. You just have to let them control the way the investigation flows. Feel free to interrupt at any time you feel that they are not doing you, and your position, the justice or respect it deserves, but remember that is they who are in charge of the investigation.

You will be given further character information in other secret clues as the game progresses. Be sure to keep the clues, and this player booklet to yourself.

If you have any questions on your player profile, see the moderator.

Now that you have an idea of the story line and what kind of information each of the players will receive, here's how the events of the evening should go:

The players will arrive and will be seated in a room which has chairs arranged in a circle. Once all of the players have been seated, the appropriate information packets will be passed out to all of the players. You will then read through all of the instructions and background information with them. I have found that reading through the information with them, out loud, is necessary to ensure that they read it all. This also keeps everyone on the same page, so to speak. You may want to ask for volunteers to do the reading for you. You will then hand out their player profiles. Give them a few minutes to read and study this information. It is different for each character. It is the information that shapes the character that they are to play for the evening. Then give them an opportunity to ask any questions as to how the game works. Emphasize to them that they are responsible for making up most of their character.

There will be two characters who will be given the assignment of investigating the crime put before them. They will be the only ones who are to interview, question, and accuse the other members of the room.

You will have to be on your toes to make sure that the players do not lie when they are being questioned. There is a large amount of leeway given to the players as far as what kind of questions can be asked and what kind of answers are to be given. Encourage the players to make up their own answers as long as they haven't been given any information regarding the topic of questioning.

For example: Let's say that the event is taking place on Saturday night. Lord Fenwick, the Royal Magistrate asks Fisk, The Royal Jester where he was on the previous Wednesday night. Fisk hasn't been told what he was doing on the previous Wednesday night, so he has to make up a story that would follow along with what his character would have been doing on a Wednesday night. As long as he isn't contradicting something that he was told, he can say whatever he wants to say. If he says that he was out practicing his juggling in the market place; that's fine, as long as the explanation falls in line with his character.

You will allow the questioning to continue until Lord Fenwick and Lord Garfield feel that they have thoroughly questioned those in the room regarding their background. The players do not have information regarding who is going to be contesting the throne and why at the start of the evening. They will not receive that information until the third round.

Realizing that it would take the participants a while to get into their roles and understand how the game will be played, I have made the first round a rather easy round. Lord Fenwick and Lord Garfield will get a feel on how to ask questions and the rest of the players will learn how to answer them so that they don't look suspicious.

When Lord Fenwick and Lord Garfield feel that they know the story for a given round, they are to present their case to you. If you feel that they have found out enough of the information, then you call the appetizer break. If you feel that they have more investigating to do, then you tell them that they have more information to find before the first round is over. You may want to give them some clues if the first round is taking a long time.

After the appetizer break you should make sure that all of the players are together in the room before handing out the secret clues. Make sure that each player receives theirs before any are opened.

In the secret clues the players will be given the information that controls that round. The events revealed in the secret clues now become the topic of questioning for the next round, and so goes the rest of the evening.

The rounds continue as above until the end of round three when we learn who is contesting the throne and why. At this time you announce that the questioning is over and that all of the information that will be revealed has been revealed. As round four begins you should hand out the clues and open the floor to everyone but Lord Fenwick and Lord Garfield, leaving their theories until the last. After everyone has had an opportunity to speak their peace, you should read the solution to the group.

Be prepared for squeals of laughter as each of the players learn of their future fate.

THE SCHEDULE

This Mystery Dinner was designed to last about 5 1/2 hours. An hour was planned for each of the four rounds, and 1/2 hour for each of the food segments. You can adjust this time accordingly, either before the event, or as the event progresses. You do not have to eat dinner as a part of the event. You can skip the dinner entirely and just break for 10 or 15 minutes between each of the rounds, but it's a lot more fun if there is food, especially because of the amount of time the game takes.

You can either adhere to a strict schedule, cutting off the questioning when the time limit for the round expires, or put dinner on hold to let the investigation fulfill it's natural course. That is up to you, and you can make the call as the evening progresses if you wish. You will want to be in close contact with the person who is planning food either way to let them know when you expect to eat next.

HOW DO I GET ALL OF THIS STUFF DONE?
(IN PREPARATION)

I have outlined exactly what you need to do before the event, and I have included tip sheets that you can keep on your person during the event to aid you as you moderate the dinner itself.

You will not be the only one who is involved in the preparation of the event. Be sure that you are not involved in the preparation of any other aspect of the event. You may either assign characters yourself or ask someone else to assign characters, but you must not be involved in the preparation of the food aspects of the event. You must leave the preparation of the dinner to someone else, and focus in on preparing to run the course of events of the evening.

Now we move on to the separate items of preparation that you need to do just before the night of the event.

PRINTING THE PLAYERS BOOKLETS
(IN PREPARATION)

If you haven't already printed the three files out, you should do it now. Notice that there are a number of common sheets that belong in each of the players booklets. Be sure that there are enough copies of these so that you can create all 22 of the player booklets needed to play the game. You will also need a copy of this booklet yourself, and a copy for anyone who may be helping you moderate.

You must also be sure that the secret clues are printed and sorted according to the round that they are handed out. Just keep them in the order that they come off of the printer and you will be prepared to hand them out. Be sure that you have grouped them according to round so that you don't hand out the wrong ones during a given round.

If you have ordered a printed copy of the Mystery Dinner you don't have to do these, of course, but this would be a good time to ensure that everything is there.

SECRET CLUES (IN PREPARATION)

Each player receives a secret clue at the beginning of each round. These clues contain the instructions that cause the players to reveal the information that is relevant for each round. They also give Lord Fenwick and Lord Garfield needed information about the characters in the room. There are many dead end leads given to others in the room that will cause dead end investigations as the evening proceeds. If you do not use all 22 players, you must tell the players that they may receive clues that are of no importance since some players could not be there tonight. They are to disregard these clues and wait for more information during the next round.

Discourage the players from commenting on the clues that they receive.

You will need to be sure that the clues are printed out and sorted according to the rounds. Be sure that the proper clues are passed out at the proper time. If information gets into their hands before it is supposed to be there the mystery will not play itself out in its proper course.

Another important note to make here is the fact that you need to do your best to make sure that all of the players reveal their clues during a given round. You cannot ensure that everyone says everything that they have been given, but you can get a general feel for what was supposed to be said by reading the clues ahead of time, and letting the players know that everything hasn't been found out yet. You can feel free to make up your own clues and offer them to Lord Fenwick and Lord Garfield as the game progresses. Make sure that the players use the information that they are given to question suspects. If a clue is meant to be read out loud, make sure that either Lord Fenwick or Lord Garfield read it loud enough so that everyone can hear the clue.

THE QUESTIONING
(IN PREPARATION)

After you feel that everyone has read their character sketches and are ready to begin you should turn to Lord Fenwick and Lord Garfield and say, “Lord Fenwick and Lord Garfield, the investigation is all yours. You need to learn the names, occupations, friend, enemies, and other incidentals of everyone in the room.”

Lord Fenwick and Lord Garfield will probably look dumbfounded. They will probably have no idea as to how to begin. You must be ready for this. You must be ready to tell them how to begin their investigation. Tell them to gain background information on each of the people in the room, both for their benefit as well as for the benefit of the others in the room. Tell them to follow the information on their sheets which tells them how to begin their questioning.

As the investigation intensifies in the later rounds, you must make sure that they find out all of the information before they are allowed to go on to the next round. Even if they know the basics, tell them that they are close on the trail, but they need to be able to explain the motives of the people before the next round can begin.

It won't take them too long to get into stride with the way that the game is played. If things begin to seem a bit sluggish, suggest certain lines of questioning, or give out a secret clue of your own making.

You cannot tolerate lies on the part of the person being questioned. Be ready to tell one of the players that they must tell the truth and that you know when they are lying.

THE FOOD
(IN PREPARATION)

The most difficult part of the evening to plan is the food because there is no way to tell exactly when the food will be needed. The pace of the evening is up to the players themselves. If they answer the questions in the “right” manner, the event could be over in an hour and a half, leaving little preparation time for the food. You should contact the moderator and ask them if they have a tentative schedule that the two of you can adhere to.

The game is designed to have a break for appetizers, a break for dinner, and a break for dessert. Each break should last between 20-30 minutes. You should try on planning foods that allow you to be flexible regarding their serving time.

The appetizers should be on the tables as the guests arrive. If start time is 5:00, then appetizers will be on the table until 5:30, which is when we will start to play the first round of the game. The first round of the game will take an hour. After the first round we will take a 10 minute break, during which you may wish to serve the remainder of the appetizers. After the 10 minute break we shall play round 2. Round 2 will take an hour. After round 2 we shall break for dinner. Dinner should last 30 minutes. After dinner we play round 3. Round 3 will take an hour. After round 3 we shall take a 10 minute break during which dessert will be prepared. Round 4 and dessert take place simultaneously.

You really shouldn't interrupt a round so that a food break can be taken at the proper time. Once the players get on an investigative path, they should be allowed to follow that path to its conclusion. Their task is difficult enough without interrupting their thought process.

You can either have the food in the same room as the discussions, or have easy access to the room that the food will be in. The moderator cannot be responsible for the preparation of the food. He or she will need to have others who can ensure proper preparation and clean up. He or she will have no time to help them out.

The best way to prepare food for the evening is if you plan on food that needs little preparation, such as sandwiches. Everything but the cold-cuts can be laid out just after the appetizers are cleared and then the cold-cuts can be taken out of the fridge as soon as the break is announced. If you plan on ordering pizza, it is difficult to determine the exact time that the food will be needed. You can plan on two and 1/2 hours after the time that the event is to start, but have the oven on to keep the pizza warm in case the investigation is running behind schedule.

Be sure to keep a line of communication open with the moderator during the event so that you can get a general idea of what time he or she expects to need the next course.

THE FOOD
(IN POSSESSION)

Gain a tentative schedule regarding times for each of the rounds and breaks from the moderator.

In general:

Appetizers are to be laid out at the beginning of the evening. You may wish to leave them out on the table until Round 2 has begun.

Dinner should be ready about 2-1/2 hours after the beginning of the evening.

Dessert will be needed about an hour after dinner has been cleared.

You can check with the moderator during the game to see if he/she can gauge the course of events and the amount of time until the next break.

THE BIG NIGHT (IN POSSESSION)

As the participants arrive have them gather in a room where chairs have been placed in a circle. You should not begin the game until everyone has arrived. If you do, the participants who are late will not be able to catch up on the information that they have missed. Remember, everyone learns about the other characters in the game through the questioning of Lord Fenwick and Lord Garfield.

Once all have gathered in the circle you should hand out the player booklets. Tell them not to open the booklets until everyone has one. Then you should read through the information *out loud* with them.

Allow them some time to ask questions about what you have just gone over. Answer the questions and be sure that everyone has a good idea what is expected of them.

When all of the questions have been answered you are to hand out the Player Profiles. Tell them to read through their Player Profiles and study the information contained within. This supplies them with the specific information about the character that they are to play. Be sure to give them time to digest all of the information.

Once they have finished reading their Player Profiles, ensure that they have no further questions.

The investigation should then be handed over to Lord Fenwick and Lord Garfield. You will tell them that they need to find out who is in the room, what they do for a living, and the other questions that they have been given to ask during the first round. Mention that the round will not end until they have thoroughly questioned those in the room on these key background points. If they are having a hard time getting going, tell them to refer to their booklets for help, or give them advice as to some questions to ask.

TRACK THE INVESTIGATION
(IN POSSESSION)

This sheet will give you the information that you need to know as the game is being played. This sheet tells you what is going to be learned during each of the rounds and when you should stop each round. **DO NOT LET THIS INFORMATION OUT OF YOUR SIGHT WHILE THE GAME IS BEING PLAYED.**

ROUND 1

During Round 1 we learn basic character information regarding everyone that is in the room. Round One does not end until Lord Fenwick and Lord Garfield can identify the name, occupation, and other incidentals of everyone in the room.

Lord Fenwick and Lord Garfield should discover that:

Alistair is a hated enemy of the King
Braxton and Alistair were once friends and may be once again.
Rachel is one of the queen's closest friends.
Grayson and Halstead are bitter enemies.
Pug and Yetta do not care for royalty.
Fletcher and Darby's mother is sick and they don't really want to be there at all.
And other information, either given to the characters, or made up by them.

When you feel that Lord Fenwick and Lord Garfield have adequately investigated the first round you should ask them to summarize what they have learned about each of the people gathered in the room. You can then stop the first round and announce the Appetizer break.

If the round is taking longer than expected, because of unexpected plot lines that have been invented by the players, don't be afraid to interrupt the questioning and give Fenwick and Garfield some guidance.

APPETIZER BREAK

A FEAST FOR A KING

M-10 OF 15

ROUND 2

Once all have been gathered back in the circle after the break and you are ready to begin, hand out the secret clues for round two. Once all have had a chance to read the secret clues ask if anyone has any questions regarding what they have just read. Once all questions have been answered begin the Second Round.

In round two we find out the true story of how King Regibald died at battle. You must be sure that Lord Fenwick and Lord Garfield adhere to the order of questioning that they have been given. The proper order of questioning should be:

King George the First

Queen Marionette

Sir John of Truth

Braxton

Grayson

and then the rest of the others in no particular order.

Everyone should be given an opportunity to speak their peace regarding the fact that King George The First was placed on the throne. When we have learned what is believed to be the true story of how King Regibald died in battle, and all have had a chance to say their peace, then ask Lord Fenwick and Lord Garfield to summarize all that they have learned during round two. Then hand Lord Fenwick or Lord Garfield their secret clue and have them read it out loud. You can then announce the dinner break.

DINNER BREAK

ROUND 3

Once all have been gathered back in the circle after dinner, and you are ready to begin the next round, hand out the secret clues for the third round.

Once all have had a chance to read the secret clues, begin the third round.

In the third round we learn who is contesting the throne and why. Just about everyone in the room has been given reasons to be the rightful King or Queen of Helston, and those who haven't been given a specific reason will probably make one up. Be sure each who is going to contest the throne has had a chance to present their case, and those who have things to say have all said their peace.

When everyone has said everything that they wish to say, again ask Lord Fenwick and Lord Garfield to summarize what they have learned. Then announce that the players are now to begin to formulate their own guess as to who will be crowned the rightful King and Queen of Helston.

Immediately announce the dessert break and let them think through their theories while they are eating. It is fine for them to consult with each other during the break, if they wish to.

A FEAST FOR A KING

M-11 OF 15

DESSERT BREAK

ROUND 4

Once all have been gathered back in the circle after dessert, and you are ready to begin the next round, hand out the secret clues for the fourth round. Once all have had a chance to read the secret clues, begin the fourth round.

Reiterate to them, after they have their clues, that they need to determine who is the rightful heir to the throne and why.

Now you may open the floor for any suggestions as to their theories to the solution. Accept every theory as if it was a potential theory, allowing everyone to offer their theories. Once everyone has finished offering their theories ask them to read their secret clues one at a time, out loud. Tell them that there is enough information within the secret clues to solve the case.

Once all clues have been read reopen the floor for new theories. When everyone has offered their theories settle them down and read *The Solution*.

THE SOLUTION TO
A FEAST FOR A KING
A MEDIEVAL MYSTERY

Fifteen years ago King Regibald, the King of Helston, died in battle. He left no known living next of kin, and there was no formal proclamation as to who should succeed him as King of Helston. On the very next day King George The First was crowned as the next King of Helston. His coronation was met with great controversy, as was his immediate appointment of Braxton as the Head of the Royal Army, Sir John of Truth as a Royal Knight (although many believed he deserved the position), and Grayson as Lord of Coventry. The funeral had not even been planned for King Regibald before King George The First was beginning to make proclamations and rule the land. Many of the subjects within Helston felt that something was wrong, and they were right.

Sir John of Truth, the Royal Knight who was entrusted with the much coveted job of protecting the life of the king he loved, had failed the king he loved. He never got over the shock of letting the king he loved die while he was on duty, but it wasn't his fault. He was standing at the king's back; watching, swinging his sword at all who came near, protecting the king, ready for any possible attack. Then four of his enemies rushed at Sir John of Truth at the same time. Two tackled him as he ran his sword through the third. It was the fourth, the scoundrel he couldn't see until he was on his back, who ran his sword through the back of King Regibald. It was a cowardly way to kill a king, but none the less, the king lay bleeding, helpless. The three men decided to run from the scene rather than stay and fight Sir John of Truth, Sir George (who later became king), Braxton, and Sir Grayson, who had come to King Regibald's aid when they saw the four rush Sir John. All Sir John could do was hold king Regibald's hand as his final life-blood ran out of him.

Just before King Regibald died he had time to proclaim who the new king should be. Sir John, Grayson, Braxton, and Sir George watched and listened as their king proclaimed who would replace him. His final words, as later told by the four who were there, "You must reach and be the best you can be. On my death bed I proclaim, Sir George you are to be the new king." And he breathed his last breath and died. King Regibald was dead. Sir George rose and Braxton knelt at his feet. Sir John and Grayson did likewise, for they had heard king Regibald proclaim him as the new King of Helston, hadn't they?

I wish I could say that it was the intensity of the battle that caused them to interpret King Regibald's words as they did, or to say that the intensity of the moment is what tainted their understanding, but it was the pure greed of Sir George that caused him to make himself king and the pure desire to gain power that Braxton and Grayson immediately swore their allegiance to the phony king. Sir John knew that King Regibald's words did not proclaim Sir George as king and knew that this knowledge would lead him on a quest to find the rightful king, but he knew he would be put to death on the spot if he dared oppose this crazed man who stood before him. For what King Regibald had said was, "You must (cough) fetch her. By the night stand...(cough) dig under the leg...fetch her, by George...(cough) the new king." And he died.

“Fetch her...Fetch her?” He didn’t know what that could mean. Was the true heir to the throne a Queen? As he uncovered the box that King Regibald had buried under the leg of his night stand, and opened it, and as he read the letter contained inside he learned of the king’s wife, the child she bore him, how she died upon her birthing bed, and how, fearing for the life of his son, King Regibald ordered that he be sent off to live in Canterbury where he knew they would be taken care of. The letter didn’t tell what King Regibald’s future plans for his son were, if he planned on bringing him back to the castle in his adult years, if he planned to abandon him for the rest of his life, or if he had other plans for his only child - the only true heir to the throne.

Sir John immediately began a secret quest to find this special child, and he did find him. He told no one about the discovery he had made. He left him with the family that had raised him, for he was well taken care of, but put him under his financial care and waited for the right opportunity to let his true identity be known. He had to wait almost fifteen years before the right opportunity presented itself.

When Sir John began to hear that Alistair, the black knight, was calling for a tournament to determine who should be the rightful king, and when he saw that Alistair and Belinda had made their way into the castle to feast with the king, he went to the king with his concerns for the kings’ safety. King George The First ordered that Lord Fenwick and Lord Garfield attend his evening feast to weed out the traitor and execute justice. Sir John then made sure that Fletcher, who he knew would be in the marketplace, was invited to attend the king’s evening feast.

It was at this feast that Fletcher’s true identity was discovered. Sir John of Truth told the truth to all who had gathered for the feast, showed the magistrates the box he had discovered under the leg of the kings’ night stand and the royal document contained within. Lord Fenwick, true to the throne and not necessarily who sat upon it, immediately declared King George The First a traitor to the kingdom of Helston. He declared that he be banished from the kingdom forever, along with his wife, the former Queen Marionette. He then pronounced Fletcher King of Helston.

Fletcher, finding out for the first time that Darby, who he believed to be his sister, was not related to him, immediately rewarded her for her friendship to him and asked her to become his queen. She accepted and Lord Fenwick pronounced her Queen of Helston right on the spot.

Lord Garfield humbly asked the newly crowned king what he should do with the others who had conspired along with King George The First. King Fletcher, not yet ready to make any other royal proclamations, gave Lord Garfield the power to do with them as he pleased.

Lord Garfield immediately proclaimed that Braxton be thrown into the dungeon where he spent the rest of his life in misery. His last proclamation of the day stripped Grayson of his power and wealth. He then gave Halstead authority over all that Grayson had dominion over, and sent Grayson and his wife Abigail to live amongst the people he had oppressed for the past 15 years. Braxton and Abigail left the room accompanied by armed guards. They were never heard from again.

Sir John of Truth was immediately rewarded for his bravery and honesty. He and Rachel lived the rest of their lives as guests of King Fletcher and Queen Darby in the halls of the great castle. He was also given the position of Head of the Royal Army, which had been stripped of Braxton, and Sir John of Truth spent the rest of his life protecting the king and the kingdom he loved.

Halstead and Heather, Lord and Lady of Canterbury, immediately invested themselves into the abused lives of the people of Coventry, and in time the people of Coventry recovered from the tyrannical rule of Grayson and began to prosper. They loved their new lord and desired to serve him as he himself served those he ruled over. Halstead and Heather lived a long life enjoying their relationship with those who served them.

Ebba, the wife of Braxton, the former Head of the Royal Army, was pardoned of her association with Braxton and allowed to live in the castle, doing what she could to teach others from her mistakes. She showed evidence of a truly repentant heart and was allowed to live in the castle for the rest of her life.

Pug and Yetta went back to their everyday lives as operators of the local pub, but they went back with renewed fervor. They had been a part of the most revolutionary event in the history of the Kingdom of Helston and they became a part of the infamy as well. There was never a time when their pub wasn't filled to capacity, with others waiting outside to enter when another left, which rarely happened until closing time. Pug and Yetta spent the rest of their days telling the story of *A Feast For A King*, as they called it, and the peasants came to hear the same story over and over again, for it got better each time they told it.

Smedley, the royal blacksmith never really like King George The First, but then again he never really cared who the king was. His only concern was that he was able to be the royal blacksmith, spending his days working with iron for the betterment of the kingdom, and that is what he did under the reign of King Fletcher.

Rae, the Royal Baker, never got over the rejection what was dealt her when she claimed her right to the throne. She left the castle in a huff, never seen again within the Kingdom of Helston, and nobody really noticed she had gone. Lord Garfield saw to the hiring of two new royal bakers and the feasts that had become a tradition during the reign of King George The First continued throughout the reign of King Fletcher and Queen Darby.

King Fletcher liked Alistair's idea of having a tournament to find out who should be the true king, so he allowed Alistair the right to compete in a tournament to determine what Alistair and Belinda's fate would be. If Alistair competed and won the tournament then King Fletcher would offer him any position within the kingdom that he desired. If Alistair competed and lost then he and Belinda would spend the rest of their lives in the dungeon. Alistair didn't have a choice but to compete, for he knew that his head was at stake if he refused. Besides, he believed that he really could win the competition, but Sir John of Truth proved to be too much for him and he ended up losing the tournament. Alistair and Belinda spend the rest of their lives living in the dungeon along with Braxton. The three of them spent the rest of their lives planning and attempting to escape from the dungeon, but they could never figure out how to escape, and died trying.

King Fletcher and Queen Darby decided that the evening feast tradition begun by King George The First was a good tradition and continued inviting those in the Kingdom of Helston to the evening feasts. They did make a couple of minor changes though, they made a habit of inviting peasants for every meal, and they doubled the size of the table, enabling twice as many guests as before. Their generosity, in this and other ways, was appreciated throughout the land for as long as they ruled.

Just as Fletcher and Darby's true potential had been realized, Fisk's true abilities were discovered as well. King Fletcher gave him a chance to use his talents within the castle in whatever capacity he so desired. Fisk, on the verge of losing his ability to entertain the royal family and their guests, decided that he would miss being able to make others laugh and decided to keep his position as Royal Jester and also to begin a school to train other royal jesters. Fester and he remained partners, both in business, and in performances for years to come. Kings in various kingdoms, and their guests, were entertained by their prodigy long after they were able to entertain those who joined King Fletcher and Queen Darby for the evening feast.

And finally, Lord Fenwick and Lord Garfield were congratulated for their fine work in bringing King George The First to justice and placing the true heirs to King Regibald on the throne, although it was Sir John of Truth who did most of the work. The pair were allowed to remain royal magistrates and serve many years together investigating and solving various mysteries and cases that were brought before the royal court.

In fact, their most famous case involved a young boy named Arthur who claimed a right to a neighboring throne based on his ability to draw a sword from a stone. Maybe you've heard of that story before. If not, you'll have to go to Pug and Yetta's pub and ask them to tell you about it. They'll be more than happy to oblige, I'm sure.

- The End -

