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## SYNOPSIS

Captain Jack Blacksparrow has sent word to the pirate crews of the most notorious pirate ships in the Caribbean Sea. Cap’n Jack needs to recruit a pirate crew fit for a journey to seek legendary treasures on Parrot Island. Cap’n Jack has summoned the pirates to the Pillagin’ Pirate Tavern - a land-lubbin’ waterin’ hole owned by the ex-Leader of the Privateers and most dangerous pirate at sea—Sir Henry Barbusosa. The pirates are to gather at the Pillagin’ Pirate Tavern to engage in a night of merriment and enjoy a break from vile sea grog and drink the tasty tavern rum. Some pirate crews that are set to attend have depraved histories and Sir Henry has promised to do whatever it takes to keep the scallywags on their best behavior. Captain Jack Blacksparrow is apprehensive about gathering swashbucklers together in the same place, but he does know this—at least one pirate is soon to be the richest pirate in the world. Cap’n Jack believes it will be him. This is where your story begins.

# LIST OF PIRATES – FOR THE HOST

PIRATE NAME & SHIP	PIRATE BIO	COSTUME SUGGESTIONS
<p><b>CAP'N JACK BLACKSPARROW</b>  <i>English Pirate &amp; Captain of 'The Black Onyx'</i>  <b>REQUIRED</b>                      Male</p>	<p>The gentleman Captain Jack Blacksparrow is one of the fiercest fighters on the open sea! Ironically, to evade dangerous situations, this pirate leader avoids physical fights with mere wit and skills of negotiation. This is one loyal and brave cliché-talking captain that would valiantly go down with his ship.</p>	<p>Pirate captain costume. A fake sword and an eye patch are optional props. A fake parrot sewn to the left shoulder as an optional prop.</p>
<p><b>LADY 'OCEAN DRAGON' SMYTHE</b>  <i>Irish Pirate &amp; First Mate of 'The Raging Cannon'</i>  <b>REQUIRED</b>                      Female</p>	<p>Lady Smythe, better known as the <i>Ocean Dragon</i>, is the greedy treasure-seeking lady pirate. This pretty buccaneer isn't known to be loyal or trustworthy as she's infamous for using her skills of manipulation to guide her captain towards trouble... especially if there's pirate booty involved! In addition, this lady pirate is infamous for singing eerie pirate songs in times of unrest.</p>	<p>Pirate costume. A fake sword and an eye patch are optional props.</p>
<p><b>CAP'N BARNACLE BURNTBEARD</b>  <i>Spanish Pirate &amp; Captain of 'El Lobo Del Mar'</i>  <b>REQUIRED</b>                      Male</p>	<p>Cap'n Barnacle Burntbeard will stop at nothing to get his hands on his next meal. This captain's appetite dictates his mood every second of the day. Just make sure this pirate has something to eat and all will go well on his ship. Rumor has it that this captain yearns to dance the paso doble and when nobody's watching, he shakes a tail feather with swabbin' mops.</p>	<p>Pirate captain costume. An eye patch, fake earring, and a fake pirate pistol are optional props. Orange beard as an optional accessory.</p>
<p><b>CAP'N PONCY HAWTHORNE</b>  <i>Irish Privateer &amp; Captain of 'The Raging Cannon'</i>  <b>REQUIRED</b>                      Female</p>	<p>The charismatic Cap'n Ponce Hawthorne possesses one of the most brilliant minds on the open sea. This buccaneer can repair anything from a parrot's beak to the ship's engine! Just stay on her good side, though, because sometimes, too much information can be a dangerous thing!</p>	<p>Lace-up pirate style dress and captain's hat. A fake sword as an optional prop. Rhinestone eye patch and a fake parrot sewn to the left shoulder are optional accessories.</p>
<p><b>JOLLY TURNER</b>  <i>Spanish Pirate &amp; First Mate on 'El Lobo del Mar'</i>  <b>REQUIRED</b>                      Male</p>	<p>Jolly Turner is a mild-mannered first mate and exceptional swordsman. Most see him as loyal yet naïve. Jolly has a funny quirk - he rhymes his sentences when he speaks. He thinks it gets him into a zone and makes him focus...especially during times of stress. Those around him find it quite hysterical at times.</p>	<p>Pirate costume. A fake sword and an eye patch are optional props.</p>
<p><b>BONNY ANNE BLACKBEARD</b>  <i>Irish Pirate &amp; Helmsman of 'The Raging Cannon'</i>  <b>REQUIRED</b>                      Female</p>	<p>A major menace to maritime commerce in the Caribbean, Bonny Anne Blackbeard is the Irish-born Helmsman of '<i>The Raging Cannon!</i>' Nothing goes awry if this buccaneer is navigating through the open waters. However, this is one feisty shipmate that's no stranger to rebellion. Rumor has it that her father is actually part of the <i>East Indian Trading Company!</i></p>	<p>Pirate costume. A fake sword as an optional prop. Rhinestone eye patch and a fake parrot sewn to the left shoulder of the costume are optional accessories.</p>
<p><b>SIR HENRY BARBUROSA</b>  <i>Pillagin' Pirate Tavern Owner &amp; Ex-Spanish Privateer</i>  <b>REQUIRED</b>                      Male</p>	<p>Sir Henry Barburossa is the <i>ex-Leader of the Privateers</i> on the open sea. He made his name in the Caribbean as one of the most dangerous and successful privateers and was even knighted by King Charles due to his successful commissioned attack on Jamaican soil! This blood-hungry tyrant, now the owner of the land-lubbin' Pillagin' Pirate Tavern, is known to be quite the prankster!</p>	<p>Pirate costume. Since you're an ex-captain, you can still wear a captain's hat. Fake pirate earring as a prop. A fake sword or pirate pistol as another optional prop.</p>

<p><b>GUNPOWDER GRACE DARKWATERS</b>  <i>Irish Pirate &amp; Second Mate on 'The Raging Cannon'</i></p> <p><b>REQUIRED</b>  Female</p>	<p>As a child, Grace Darkwaters took an axe to her long locks because her father claimed she couldn't sail without her hair being caught in the ship's ropes! Formally educated and with vast sailing experience from her years on her father's merchant ship, this second mate deals with her severe anger management issues by making up and performing 'angry poetry' when incensed.</p>	<p>Lace-up pirate style dress, sash type belt and a matching sash type head band. A fake sword as an optional prop. Leather eye patch as an optional accessory.</p>
<p><b>CALICO JON RACKAM</b>  <i>English Pirate &amp; Third Mate on 'The Black Onyx'</i></p> <p>Optional Male</p>	<p>Calico Jon Rackam is the overly-romantic creator of the notorious Jolly Roger flag. Known for reciting the <i>Pirate Code</i> or romantic poetry whenever needed, this Third Mate's a tad clumsy especially when at sea - so mind your step on the ship and don't let this amorous klutz get near you. The way things have been going for Calico Jon lately, he'll most likely make the sky fall down next!</p>	<p>Brocade vest with a button up pirate-style shirt underneath. A bandana should be tied around the head and fake pirate earrings as optional props.</p>
<p><b>MARY 'THE DAGGER' REDD</b>  <i>Irish Pirate &amp; Third Mate on 'The Raging Cannon'</i></p> <p>Optional Female</p>	<p>Typically disguised as a male, this lady pirate is the outspoken Third Mate on <i>The Raging Cannon</i>. A force to be reckoned with, Mary 'The Dagger' Redd will diffuse scuffles on her deck landing the perpetrators flat on their backs with their ears ringing for days. This is one no-nonsense buccaneer that knows her job and takes complete control of her scene.</p>	<p>Pirate costume. A fake sword and an eye patch are optional props.</p>

## PIRATE HOST INSTRUCTIONS

Get ready for a radical and pirate-pillaging' party with your purchase of the Murder and Mutiny ...the Curse of the Parrot Island Treasures game from [mymysteryparty.com](http://mymysteryparty.com)! This party is an entertaining and comical mystery where the players act the roles of hilarious pirates while sleuthing the intriguing story line. This is an excellent choice for your next get together! The party pack (this document) needs to be printed in advance of the party. Cut out the clues and slip them into envelopes labeled with the appropriate round and character for each round of the party. It is optimal to choose different colored envelopes for each round. We offer envelope packs with four different colors for sale on the *My Mystery Party* website in the Party Props section (aka: Prop Emporium). A more economical method is to scroll the clue cards and secure with a ribbon—we show you how to do this on our [How to Host](http://www.mymysteryparty.com/howtohost.html) video: <http://www.mymysteryparty.com/howtohost.html>

Make sure to read these host instructions for each round prior to the party to ensure you have everything in place for the big day! Please note - the host instructions for each round do not disclose who the murderer is, but do not read nor even look at (because you may read by accident) the Round Three cards if you want to keep the murderer a surprise. (The victim is disclosed in the Round Two clue cards, so don't look at those, either.) Have someone else prepare round two and three if you absolutely don't want to know who the victim or murderer are, or.....see below....

**FULL INSTRUCTIONS IN THE PURCHASED GAME**

## Example Timeline

**7:00 PM:** Guests arrive. Take guest photos and serve refreshments. Have the invited guest list available for the guests to view as they trickle into the party. Once everybody has arrived, snap a group photo!

**7:10 PM:** The host goes over the guest instructions for the mystery game. It is optional to have each character stand up and introduce themselves to the group. You can play the game trailer video for an introduction.

**7:20 PM:** The round one clue cards are handed out, and the game begins. The guests mingle and discuss the clues on their clue cards. Motives will start to unfold during this round.

**7:50 PM:** An optional bonus game is played.

**8:05 PM:** An optional dinner is served. Snacks can be served throughout the party instead.

**8:35 PM:** The round two envelopes are handed out, and the guests mingle about with their pre-murder clues.

**9:00 PM:** The victim is revealed, and the investigation of the crime begins. The mystery investigation sheets are handed out, and the guests interrogate each other (using the post-murder clues). Each guest should interview every player in the game.

**9:15 PM:** The forensic report is revealed.

**9:30 PM:** The investigation sheets (guesses of whodunit) are turned in to the host. After the sheets are collected, the guests may take turns accusing who they believe did it.

**9:45 PM:** Dessert and coffee may be served at this time. The round three solutions are handed out to the guests. Each player presents their solution, and the murderer confesses at the end. Allow a few minutes for the guests to mingle at the end to discuss the mystery.

**10:00 PM:** The final treasure map challenge is implemented – it will go quickly once you say ‘go.’ Another optional bonus game may be played &/or host an optional awards ceremony!

To shorten the mystery party, omit the bonus games, don't stop for dinner, omit the accusation round, and don't host an awards ceremony. Also, you can shorten the game even further by only having the required players read their solutions (or even just the murderer). If you wish to extend the length of the party, add more bonus games!

**Please don't forget to share your pics on our Facebook page (My Mystery Party) to receive a discount on your next party!**

## *Character name has been removed*

**OPTIONAL** - for some pre-party fun, you can contact (email, phone, etc.) the following guests in the week leading up to the party. Email = message in a bottle – *just go with it*. (Feel free to use as much pirate lingo in your messages as you can! Remember...you're a pirate!)

**Contact** the guest playing Gunpowder Grace' Darkwaters and ask her if she has always been this angry. It's difficult *walking around on egg shells* all of the time just to not be yelled at for *nothing*. You wished she were easier to get along with. (**Contact info:** \_\_\_\_\_)

**Contact** the guest playing Cap'n Poncy Hawthorne and tell her she needs to do something about Gunpowder Grace's anger management issues. It's getting increasingly difficult to work with her on the ship. (**Contact info:** \_\_\_\_\_)

Please note: either contacting the guests above or deciding to skip these tasks will not alter the mystery or anyone's ability to solve the mystery in anyway. However, contacting other guests will lead to

**EACH CHARACTER WILL HAVE AN OPTIONAL PRE GAME TASK CARD IN THE PURCHASED GAME**

# CHARACTER NAME HAS BEEN REMOVED

## ROUND ONE

### CLUES TO REVEAL DURING THIS ROUND

During this round, mingle with other guests to discuss the following information with whomever you choose:

- × You are an outspoken 'tomboy' and you are not feminine at all. So, act like a male pirate as much as possible!
- × You loved it when your ship, *The Raging Cannon*, was attacked by the *El Lobo Del Mar* five years ago. You love a good fight and you defeated plenty of pirates from their ship that day.
- × Talk to a few of the other pirates on your crew about when you can attack the *El Lobo Del Mar*. It is your turn to attack → *The Pirate Code* says so!
- × Ask around to see if anyone knows the details of the curse of the Parrot Island treasure. You heard some captains have pieces of the treasure map and when the pieces come together, they will show the way to the Parrot Island treasures.

### PERSONAL CLUES TO CONCEAL

**EACH CHARACTER WILL HAVE A ROUND ONE CARD IN THE PURCHASED GAME**

## CHARACTER NAME HAS BEEN REMOVED

*Round Two - the murder will occur during this round! Arrrr!*

### PRE-MURDER CLUES:

- × If anyone is getting into a scuffle or arguing...be right there to break it up. You don't allow any fighting between pirates unless you're at sea and taking over a ship!
- × You've decided that you'd like the lady pirates to trick the other pirates, go to Parrot Island first, and steal the treasures from the others. Talk to the other lady pirates about how you could possibly get to the treasures first.
- × Ask Gunpowder Grace why she seems to be angrier than normal since she's arrived at the tavern.

### POST-MURDER CLUES:

- × You never left the tavern after your arrival – until the body was discovered.
- × The one with the largest motive is most likely the killer.

**EACH CHARACTER WILL HAVE A ROUND TWO CARD IN THE PURCHASED GAME**

- ×
- ×
- ×

## CHARACTER NAME HAS BEEN REMOVED – FINAL SOLUTION ROUND

*Read when you are told it is your turn*

Say the following to the group:

"Cap'n Burntbeard made fun of me fer bein' kind t' the ladies. But I don' think that's a good 'nuff reason for murder. But he did poke fun o' me Jolly Roger flag that me made fer all o' the pirate ships at sea and that, me mateys, is a reason fer murder. But I didn't do it."

THE FOLLOWING CHARACTERS ARE TO READ THEIR SOLUTIONS TO THE GROUP IN THIS ORDER. IF ANY OF THE CHARACTERS ARE NOT AT THE PARTY, SKIP THEM AND GO TO THE NEXT IN LINE.

EACH CHARACTER WILL HAVE A ROUND THREE CARD IN THE PURCHASED GAME

**CALICO JON RACKAM**

**ENGLISH PIRATE & THIRD MATE ON  
THE BLACK ONYX**



EACH PLAYER WILL HAVE A  
NAME TAG

SAMPLE