Chaos at the Circus

SNEAK PEEK

HARVEST MOON MYSTERIES

Story & Setting

Step right up! Welcome to the circus!

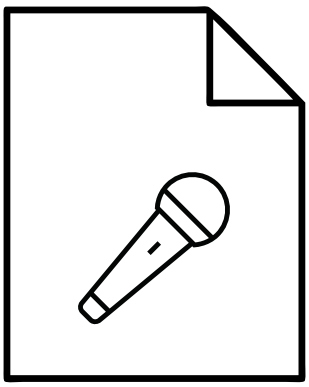
In the midst of Circus Amore's success, an opportunity arises—the acquisition of the wildly talented Circus Sol. Jules Norton, the CEO of Amore, and Ollie Williams, the mastermind behind Sol, have been locked in secretive negotiations for months. The deal hangs in the balance, shrouded in uncertainty, yet one thing is undeniable: the tension between the two crews is palpable.

In a bid to bridge the divide and perhaps forge an alliance, Jules and Ollie have orchestrated a grand banquet. It's a night to remember, designed not only to foster camaraderie but also to showcase the immense talents of both circus troupes. Carnival games will beckon, and under the big top, performers from Amore and Sol will astound.

In the heart of the circus, where chaos is second nature, the collision of these two crews is bound to ignite sparks. But what no one foresaw was a murder. Kirby Bose, the arrogant juggler of Circus Amore, met an untimely demise. Who could harbor such sinister motives? The circus is a realm of shadows and secrets, and beneath the dazzle and wonder, a dark mystery unravels.

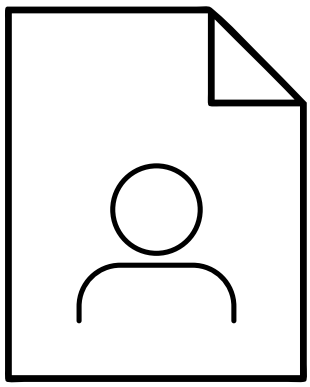
Kit Materials

Within minutes of your purchase, you will receive an email providing you with access to all the printable mystery game files. The included files are listed below.



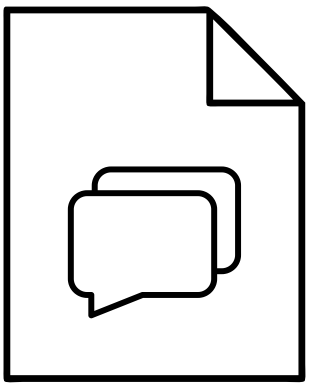
Host Guide

Instructions, schedule, and tips.



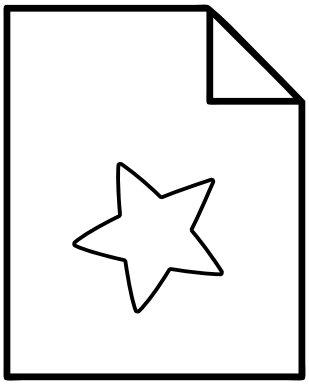
Character Packets

Descriptions, goals, secrets, and clues.



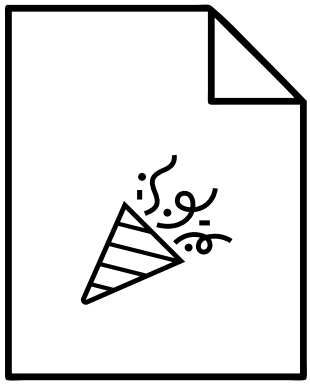
Scripts & Items

Announcements, prizes, and end-of-game reveal.



Posters

Maps, rules, and schedule.



Bonus Resources

Tools and suggestions.

Schedule

We document the start time as 7:00 pm, but you have the flexibility to commence your event at any time you prefer. You are also encouraged to modify the timing of the schedule if necessary.

7:00 **Guest Arrival**

We suggest a 30-minute arrival window to ensure everyone is present for the start of the game. Guests may mingle and review their character packets during this time.

7:30 **Game Start**

The host provides the game instructions, and Jules Norton reads from a script to welcome everyone.

Mingling Round #1

Guests mingle, scheme, solve mysteries, and achieve goals. During this time the host interacts with and assists guests.

Circus Performances

Avery Yager and Kris Cervantes run the performances of each circus crew.

Mingling Round #2

Guests mingle, scheme, solve mysteries, and achieve goals. During this time the host interacts with and assists guests.

10:00 **Game End**

The host leads the reveal of the murder plot, crimes, and secrets.

Character List

This game accommodates a party of 15 to 20 characters. Because we love the five supplementary characters, we recommend having a full party of 20 guests.

CIRCUS SOL

Ariel Ferraroni	Juggler
Avery Yager	Ringmaster
Indigo Krouse	Mime
Jade Tran	Game Host
Kelsey Euler	Game Host
Ollie Williams	CEO
Quinn Beverly	Cartoonist
Rebel Toland	Strongman
Toni Parks	Acrobat
Zoe Dyer	Game Host

CIRCUS AMORE

Dallas Bose	Tightrope Walker
Jules Norton	CEO
Kris Cervantes	Ringmaster
Lauren Dunlap	Acrobat
Pax Ibarra	Acrobat
Reese Rehan	Merch Vendor
Sir Sassy Feathers	Clown
Sloan Pewder	Merch Vendor
Umer Cooke	Knife Thrower

OTHER ATTENDEES

Puck Julious	Caterer
The Amazing Alakazam (HOST)	Magician

Character Sneak Peek

Below is an abridged version of the character packet for Avery Yager. In order to maintain the integrity of Avery's secrets and clues, it was necessary to blackout parts of the text. Purchase the entire kit to discover all that Avery is hiding.

You are the proud ringmaster of Circus Sol, leading the most talented circus crew east of the Mississippi. It's truly an honor to guide this remarkably skilled, albeit a bit rough around the edges, group of people. Usually, you can maintain discipline within your crew, but you certainly didn't anticipate a murder. The shocking news just came in that Kirby Bose, the juggler for Circus Amore, was murdered while everyone was setting up the big top for tonight's event.

You certainly hope the [redacted] make you furious! You're already quite [redacted] Ariel can be quite a greedy jerk. Fortunately, Indigo, your mime, stepped in, which worked out well because the crowd adores them.

Due to their actions, Ariel is going to have to work hard to get a spot after the merge. Ollie Williams, your CEO, and Jules Norton, the CEO of Amore, have been in talks for months about the merger. The whole situation is quite unfortunate. Ollie adores the circus and considers the Sol crew as family; they are exceptional at finding talent. However, what Ollie has in circus knowledge, they lack in business acumen. Circus Sol is financially struggling, and this merger with Amore may be its only lifeline.

Both crews are feeling anxious about potential layoffs following the merger, and this has everyone rushing to make deals to secure their positions. You'll have to put in your fair share of effort too, especially since Amore already has a ringmaster, Kris Cervantes. It's a mystery to you how Kris manages to get the job done, given that they mostly communicate in grunts. Hopefully, they'll prove to be easy competition.

You're not sure if it's related to the merger, but it seems like at least one person here is out to get you. While everyone was setting up the big top, [redacted] it could have been anyone. Whoever it was better watch out.

You've already [redacted] Last night, Kirby invited both the Amore and Sol crews (excluding the CEOs) to a poker night at their place. While you stepped outside for some fresh air, you overheard [redacted] you wouldn't say anything as long as they keep the Sol crew out of it. Today, [redacted]

Everyone at Sol knows that you have a short temper, but they also recognize your loyalty and that you've got their backs. This is one of the reasons why the Sol crew, unlike the Amore crew, is so tightly-knit. You even [redacted] See? You are a nice person. However, [redacted] quite upset.

Oh yeah, you should explain the trading cards. TCs (trading cards) serve as the circus's currency. They come in various rarities: Common, Uncommon, Rare, and Ultra Rare. Each card features artwork of famous circus performers. You [redacted]

As if you didn't have enough to worry about tonight, you're also in charge of the performances. Ollie and Jules are trying to build camaraderie among the crews through a performance, but it's beginning to feel like a competition. Following the performances, everyone will vote for the best performer, with the first-place winner receiving a prize. You're responsible for building the lineup and getting everyone ready. You truly need the Sol crew, including yourself, to shine to make a strong case for the entire Sol crew to stay after the merger.

Indeed, this night at the circus promises to be one filled with chaos and intrigue.

Character Goals

1. **Ensure that your job is secure.** Do whatever you need to do, whether it's making deals, offering compliments, or paying, to ensure your job remains secure if Circus Sol is sold.

2. **Get your** [redacted]

3. [redacted] **murder.** [redacted]

4. **Keep your crew in line.** You must put on a spectacular performance tonight to convince Ollie and Jules to retain you and your crew after the merger.

Getting Started

1. Talk to **Jade Tran** about the TCs they owe you.

2. Discuss tonight's performance with the performers in the Sol crew (**Ariel**, **Toni**, **Rebel**, and **Indigo**). [redacted]

Secret & Clue

Your secret is information that you know and would prefer that others do not know. Your clue is information that you know and could hurt the goals of other characters.

SECRET

I gave [redacted]

CLUE

[redacted]

Abilities

The following abilities can only be used by you. Follow the instructions, and check off a circle each time you use the ability.

GOT YOUR BACK

Add a use to the ability of any member of the Sol crew.

Uses: ▫ ▫

DON'T MAKE ME MAD

After talking to someone for at least 1 minute, show them this card. They must show you their clue.

Uses: ▫ ▫ ▫

RINGMASTER RULES

After talking to someone for at least 1 minute, show them this card. They must show you all of their items.

Uses: ▫ ▫ ▫