



## NAVY KNAVE - CHARACTER BOOKLET

CHARACTER DESCRIPTION: Gender open, Blue Squire, eager but not too bright. Wears a blue badge or feather.

In the spirit of a Renaissance Fair, we have sprinkled in a few medieval or Shakespearean terms throughout the following scripts. Feel free to omit/replace them—or add more!

Fie	For shame!
Forsooth	in truth; in fact; indeed
Gadzooks! or Zounds!	Mild oaths, like "Gosh!"
Knave	A young boy, a servant
Mayhap	Maybe
Prithiee	A shortened form of "I pray thee," the equivalent of "please"
Thee, thou	You
Thy, Thine	Yours
Wherefore?	Why?

**SPOILER ALERT! DO NOT OPEN THIS BOOKLET UNTIL THE HOST STARTS THE GAME!**

# **NAVY KNAVE**

Blue Squire, eager but not too bright.

## **ABOUT YOU (to share with others while mingling):**

You are one of the costumed performers at Ye Olde Renaissance Faire. However, as a squire, you don't just pretend to be a servant—you ARE a servant. You take care of your knight's horse and armor. You don't mind doing it for the Blue Knight, but sometimes you have to take care of the Green Knight too, and he's a huge pain.

## **WHAT OTHERS DON'T KNOW ABOUT YOU (keep this secret)**

You dread the days, like today, when you have to serve as the Green Knight's squire. You know you're not very bright, but does he have to play such mean tricks on you? Sometimes you aren't just embarrassed, but physically hurt. You've been trying to think of ways to get back at him...

## **INTRODUCE YOURSELF AT THE START OF THE GAME BY READING THIS:**

Hi, I'm Navy Knave. I'm the Blue Squire. I really like working with horses, 'cause they don't say clever things and then make fun of me for not understanding, like that nasty Green Knight used to do.

# **STOP!**

**DO NOT READ ON UNTIL THE HOST INSTRUCTS YOU TO!**

## **ROUND 1 QUESTIONING**

When asked by another guest at the party, read the statement below, or improvise based on the information below.

### **ROUND 1 QUESTIONING ANSWER IF INNOCENT**

I don't know. I hate to admit it, but I lost my keys last week. I've been borrowing keys from the Blue Knight.

### **ROUND 1 QUESTIONING ANSWER IF GUILTY**

I lost my keys last week. I've been borrowing keys from the Blue Knight—he can always find his set.

***AFTER YOU HAVE READ YOUR ANSWER IT'S TIME TO ASK A QUESTION OF ANOTHER GUEST FROM THE QUESTION MENU.***

**STOP!**

**DO NOT READ ON UNTIL THE HOST INSTRUCTS YOU TO!**

## **ROUND 2 QUESTIONING**

When asked by another guest at the party, read the statement below, or improvise based on the information below.

### **ROUND 2 QUESTIONING ANSWER IF INNOCENT**

It didn't make any difference to me, but it really bothered the Blue and Green Knights. I don't know why it upset the Blue Knight.

### **ROUND 2 QUESTIONING ANSWER IF GUILTY**

It didn't make any difference to me, but it really bothered the Blue and Green Knights. The Green Knight got even meaner than usual. I've still got the bruises from the tricks he played on me!

***AFTER YOU HAVE READ YOUR ANSWER IT'S TIME TO ASK A QUESTION OF ANOTHER GUEST FROM THE QUESTION MENU.***

**STOP!**

**DO NOT READ ON UNTIL THE HOST INSTRUCTS YOU TO!**

## **ROUND 3 QUESTIONING**

When asked by another guest at the party, read the statement below, or improvise based on the information below.

### **ROUND 3 QUESTIONING ANSWER IF INNOCENT**

He kept mumbling about how it was going to hurt his income. I didn't understand that, because the knights get paid the same whether they win or lose.

### **ROUND 3 QUESTIONING ANSWER IF GUILTY**

He kept mumbling about how it was going to hurt his income. And he took it out on me through some really humiliating and painful tricks.

***AFTER YOU HAVE READ YOUR ANSWER IT'S TIME TO ASK A QUESTION OF ANOTHER GUEST FROM THE QUESTION MENU.***

**STOP!**

**DO NOT READ ON UNTIL THE HOST INSTRUCTS YOU TO!**

## **THE FINAL STATEMENTS**

Based on the number on your Who Did It Slip, read your final statement below. If you are innocent, read the INNOCENT paragraph. If you are the murderer, Read the MURDERER paragraph.

### **AT THE END OF THE GAME READ THE FOLLOWING**

**If you're INNOCENT, read:**

There was no way I could kill someone—I'm way too clumsy and accident-prone. If I had tried to kill the Green Knight, I would probably have ended up stabbing myself.

**If you're THE MURDERER, read:**

Yeah, I did it. He kept jeering at me for being clumsy and all the while he was causing all my "accidents." So I decided to kill him, and I thought that a jousting lance would be poetic justice for a nasty knight. I pretended that my keys were lost, but then used them to find a good length of broken lance that I could sharpen into a deadly weapon. Then I sneaked backstage when I knew he would be alone, and let him have it. I loved seeing the surprise on his face!

**THE END!**