

FATE AND TREASURE

Game Master's Notes

First things first: You, as the Game Master, will have to set up and oversee the game's progress. The Game is constructed as follows: Room 1, 2, 3 contain the clues necessary to find out who is the killer and fill in the story of how. Those answers lead to room 4 and the discovery of the location of Scarlet's treasure's and on to the last clue and the present you may have set there.

The set up works in two phases:

1. **Preparation:** You'll have to prep using the preparation checklist below.

We recommend going through this before Game day, and familiarising yourself with the set up guide and Clue Gallery (received via email)

2. **Set-up:** Use the separate Guide to set your home up on the day; go slowly and tick one item at a time: you should be done in about 30-40 min.

During the game they might ask for help; things could be searched online by them (or you could pretend to look them up and give them answers). You will also have access to a Clue Solution sheet which you can refer to if you need it. You are welcome to help as much or little as you like. A good Game Master lets players figure things out on their own without them getting too frustrated at a particular puzzle. If you sense this then a well timed piece of new information might come in; "wasn't there a reference to a puzzle earlier..", "I'm sure I've seen these initials somewhere before...", or if they're venturing off on a tangent, for example searching in a room with no clues maybe say that "the officers have already searched here and nothing of interest was found".

For the second part of the Game (after they find Scarlet's diary note): the player(s) should ask you to go to Rome to find Scarlet's treasure. You may want to prompt them further "Where could we go, should we find the treasure?" if necessary. When they mention where they want to go (it'll be the catacombs of Rome) pull out the travel pass and bring them to the door of room 4.

Items you'll need from your home:

- 1 small suitcase
- 1 bag or briefcase
- 1 laptop
- 1 usb stick
- Pen and Paper
- 1 Empty/old bottle of wine/Alcohol.
- 1 vacuum cleaner tube
- 1 Lamp with lampshade
- 1 set blinds/curtain
- 1 jacket
- 1 framed painting/picture
- Candles (Optional)

Preparation Checklist

- Plan the rooms you will use** and see how you can fit the scenario to your own home. Ideally this scenario requires a living/dining room (Room 1), a bathroom (Room 2), a cupboard/storage room with a door (Room 3) and a bedroom or any room which can be made dark (Room 4).
- Record two videos** on your phone or computer, using Scripts 1 and 2 (found in the Annexe). Make sure you speak loud enough, and when turning the light off and closing the blind: take your time. (Head to www.myescapades.co.uk/video if you want to see an example of what it should look like).
- Save those videos:** Video 1 (script 1) in the centre of your computer's home page (hide all other files you have in a folder so it doesn't cause distraction) and Video 2 (script 2) on an empty USB stick. Set your computer password to "2769" or amend the note we provided to the password of your choosing.
- Decide what will be your hiding spot for Riddle 1:** once you know, prepare the wooden pegs (see Annexe Riddle I for instructions)

SET-UP INSTRUCTIONS

(TOTAL TIME: AROUND 40 MIN)

ROOM 1

Ideally Living/Dinning
Room

ON TABLE (WITH 3+ CHAIRS) SET (see Clue 1 in Gallery):

- Almost empty bottle of alcohol (put label “Venetian cabernet sauvignon on it”).
- 4 table name stand with the characters initials on them (S.B, A.R, C.G. and S.S.) set in front of each seat.
- 4 glasses (3 slightly filled and 1 empty in front of S.S. name stand.)
- On the table somewhere, set the “Inspector” letter.
- The black lockable box. In it put the USB stick with video 1, 2 dice and some jigsaw puzzle pieces inside. Use Small key Padlock to lock it.
- . In front of Steve Bluewing’s name tag:
 1. Set the of 5 hearts,
 2. two pegs
 3. 2 playing dice on the note that says “The sum of my odds is”. See clue 8 in Gallery
 4. three dominoes on note “If I start with 2 I end with...” See clue 8 in Gallery
- In front of Colin Greenwood’s name tag set the envelope addressed to “C. Greenwood, 7 The lane, Townsville, England” with it’s content.
- . On Amber Rildley's chair (in front of her name tag) set a jacket containing:
 - The key to the bike lock.
 - a wallet containing the 8 of clubs card and the ID for Amber Ridley. See Clue 2 in Gallery.
 - the padded envelope addressed to Scarlet S. PO Box 789, London, W5 5YZ with it’s content.

SOMEWHERE CLOSE BY SET:

- Set the jigsaw puzzle (partly completed) and a few more pieces on the side. *Important: about 50% of the pieces must be missing (some are hidden in the locked box on the table, some locked in the suitcase in the next step).*
- On the floor in an obvious place set a suitcase or bag Containing:
 - the password protected laptop with a small sticky note saying “Always wash your hands first” on it.
 - a few more jigsaw puzzle pieces
 - 1 die
 - 2 wooden pegs
 - 1 domino

Lock the suitcase or bag with padlock A (See annex, code 358).

- Padlock shut (using medium key padlock) a pair of scissors. Once that’s done, attach the ensemble using the bike lock to a chair or table leg (or anywhere else obvious). Finally set a sticky note “steel wire cutters” on the scissors. See Clue 4 in Gallery for clarity

- Tape the pre-cut paper number 9 on the inside of the lamp (shade!) you are using for the game (in video 2) and turn off the lamp (so the number isn't immediately apparent) See clue 7 in Gallery.
- Open your curtains (or set your blinds in one position) and with blank magnetic notes provided make out the number " 7 " See annexe. Then put the curtain/blind back in position (so the clue is hidden)
- Set a tall tube (i.e. vacuum cleaner tube) in the room and fix it so it can't fall See annexe and drop the key to the Medium key Padlock inside.
- Fix the map of Europe on a wall and clip the Permanent marker on it. See Clue 11 in Gallery.
- Hide Riddle 1 "From the WINDOW through the LIGHT comes the PUZZLE of DOMINOES and DICE" behind the painting/ photograph you have chosen for your game. See annexe for guidance.

ROOM 2

Ideally Bathroom or
Kitchen

- Set the note with the password 2769 (or the password of your choosing for your computer) on the mirror or close to the sink.
- Somewhere close to the mirror and in plain sight put the remaining 2 pegs, 2 dominos and the magnet (attached to the string).

ROOM 3

Ideally a Cupboard

- Put the book in big brown envelope and address it to "S. BLUEWING" and your address. Set that envelope in a bag and lock that bag with Padlocks I and II (Codes 794 and 145).
- Put this locked bag in plain sight and set the key to the Small key Padlock on it (so you can't miss it) See Clue 2 in Gallery
- Now 'lock' this room with steel wire (wool string) around the handle (to make it clear one can't just go in). Put the last note saying "steel wire" by the string near the handle. See Clue 4 in Gallery

ROOM 4

Ideally a room you can put
in the dark

- Find a lockable drawer/box/cupboard in which you'll leave our Finish card, we also highly recommend leaving a little treat (a box of chocolate maybe? or a birthday card)
- Use some string and the 4 number padlock (code 0642) to "lock" the drawer/box/cupboard and place a sticky note with the initials SS, AR, SB, CG next to it see Clue 12 in Gallery
- Put the room in the dark only lit by candles or very low lighting (for ambiance!) providing an eerie feel.