



SAMPLE GAME

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This game is a moderate difficulty game, level 4/10.



There is a minimum of 7 players for ages 13 and up. There is no highly inappropriate content in this game – no drugs/alcohol abuse, foul language, sexual innuendos, etc. This game is available in both a downloadable version and a boxed kit (party pack) and can cover up to 76+ players by purchasing both expansion packs and using both expandable teams (purchased separately).

Download:

This file represents the format of the download version. For a breakdown of how the party pack differs, see the final page of this file.

With the download version, you will receive four downloadable files. A free invitation (optional and available on the game page under helpful links), host instructions, a printable file, and a solution key.

Be sure to download all files and use Adobe Reader (the most recent version) to view and print the file.

No Adobe Reader? No problem.

Go to Adobe.com and download it for free! They have a version for all devices. A PDF file is an Adobe product, so it's best to use Adobe software, so you don't run into unexpected glitches, missing text, etc., when you print.

Boxed set:

The boxed set will include all you need to play the game. The kit sizes start at 10 players. There must be at least 7 players, ages 13 and up. There is more about the boxed sets on the final page of this sample game file.

EXAMPLE TIMELINE

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

7:10 PM: The host goes over the player instruction script for the mystery game or streams the video: <https://youtu.be/67w-h15LBwU> It is optional for each character to 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 players mingle and discuss the clues to be revealed to others on their cards. They also have concealable information – they can share it if they wish, or keep it to themselves. 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 players mingle with their pre-murder clues and engage in private/semi-private chats as they did in round one. All clues must be revealed.

9:00 PM: The victim is revealed, and the murder investigation begins. Pens and mystery investigation sheets are handed out, and the players interrogate each other (using the post-murder clues). Each player should interview every player in the game – at least once.

9:30 PM: The investigation sheets (guesses of whodunit) are turned in to the host. After the sheets are collected, the players may take turns accusing each other of doing it.

9:45 PM: Dessert and coffee may be served. The round three cards are handed out to the guests. Each player presents their final thoughts, 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: Rights to the Gold Challenge may be played (it's super quick) &/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 having only the required players read their solutions (or just the murderer). If you wish to extend the length of the party, add more bonus games!

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Here is the table of contents for the host instructions (which does not need to be printed):

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And there is a game answer key in a separate download that you can open after the mystery is resolved, if there are any lingering questions – but there will probably not be, given the moderate difficulty.

NAME TAGS Each player will have a name tag in the printable file.



PRE-GAME TASK CARDS Each player will have one in the printable file.

CHARACTER 2
PRE-GAME TASKS

In the Wild West, communication was by handwritten letters. Therefore, consider any mode of contact to be a letter.

Contact **Character S** and say you hope she will attend the celebration at the Gravestone Saloon in honor of Wylie Arp. You understand she doesn't want Wylie to be a lawman again, but Gravestone needs him to be sheriff.

CONTACT INFO:

Contact **Character B** and say you hope Character B will reconsider the mayor's offer and accept the position of sheriff of Gravestone. You are trying your best to stay on the right side of the law.

CONTACT INFO:

Contact **Character W** and say you hope she will attend the celebration at the Gravestone Saloon. Everybody needs to work together to convince Wylie Arp to be the sheriff of Gravestone.

CONTACT INFO:

ROUND ONE CARDS Each player will have one in the printable file. Character names removed to minimize spoilers. You are cautioned to read this if you are trying to keep everything a surprise, but it will give you an idea of some storylines.

CHARACTER G * ROUND ONE

CLUES TO REVEAL:

- Talk about your variety show - *Bronco Bill's Traveling Wild Western Show*. Your troupe performs Civil War reenactments, roping tricks, bronco riding, lasso tricks, and trick shooting. You'll have two shows in Gravestone starting tomorrow - one in the afternoon and one at night. Then, you'll move on to the next town via your wagon train. You wished you had known Gravestone was lawless and controlled by *The Ranchers*. You wouldn't have come here!
- Tell Character S the story about how, during one of your first shows in Colorado many years ago, Character Y started shooting above the audience to scare everyone off. Then, they raided your wagons. You haven't seen him since that night! You are terrified to perform here tomorrow.
- The Ranchers murdered the last three sheriffs - a gang of outlaws that controls Gravestone.
- Talk to others about how to convince Character O to become the sheriff of Gravestone. The town needs to reinstate law and order, or everyone's doomed.

INFORMATION YOU CAN CONCEAL:

- There will be information here that the character can conceal if they wish. It is given so they know how to react to specific issues involving them.
- It might also notify them of their foe(s), or history with others that they are trying to keep secret.

ROUND TWO CARDS Each player will have one in the printable file. Character names removed to minimize spoilers. You are cautioned to read this if you are trying to keep everything a surprise, but it will give you an idea of some storylines.

CHARACTER H ♀ ROUND TWO

PRE-MURDER CLUES:

- A blacksmith shop is a great place to hide things.
- Tell Character A the rest of your gang (*removed*) is running a day behind because there's a reward out for your capture - dead or alive. Your gang helped you escape and threw the U.S. Marshals off your trail. If anything happens to you, your gang will hold him and the *Ranchers* responsible. The *Ranchers* have already threatened your life because you won't join them. You'll never forget this.
- You've been in more gunfights than the years of your life, so nobody should mess with you.
- You have many reasons to get even with Character T. He killed two members of your gang back in Duck City when he became sheriff. One of them was your older brother.

POST-MURDER CLUES:

- ✕ There will be 3-5 clues here on each player's card.
- ✕ They will use this as evidence to share and discuss during the investigation.
- ✕ They will also use any information they have collected during the game to solve the murder.

ROUND 3 SOLUTION CARDS – One for each player is included in the game.

CHARACTER L

ROUND THREE

READ AFTER CHARACTER O

The solution (the character's final thoughts, etc.) will be given here.

Each player will present their character's dialogue to the group, and the murderer will eventually confess.

CHARACTER S IS NEXT

