

North Gulch Mystery - instructions to set up the game

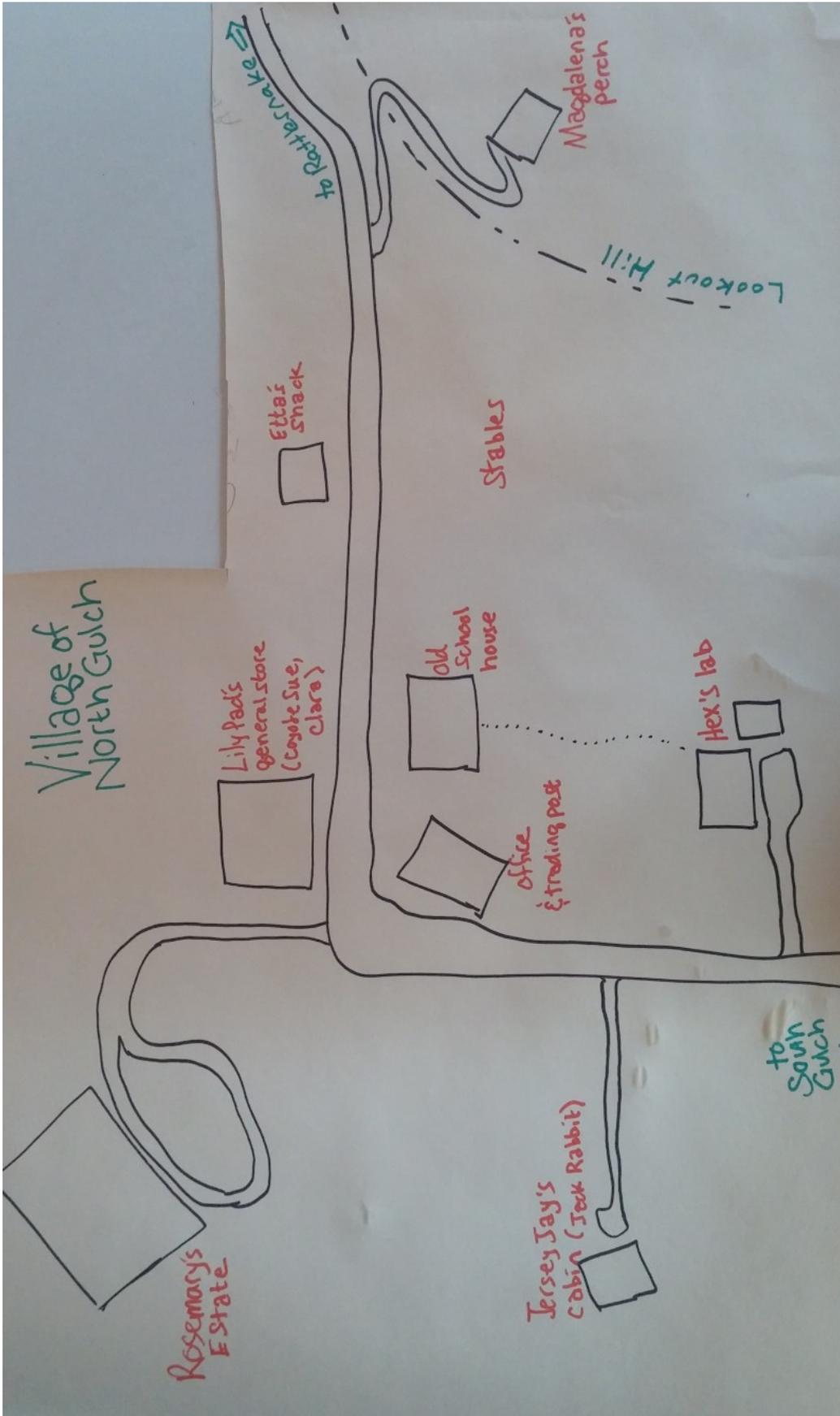
"North Gulch Mystery" is a role playing mystery game for exactly eight players. It should take 1 or 2 hours.

If you are going to participate in the game, DO NOT READ PAST THIS PAGE, SINCE IT GIVES AWAY THE CLUES starting on page 4. It is best if someone who is not going to play does the game setup.

Setup steps:

- Print out this file.
- Fold all the clue pages (all the pages with names on the left and text on the right) using a vertical fold so that the names are visible and the other text is hidden under the fold. Then cut horizontally on the lines.
- Collect all the clues marked with "1" in an envelope, and write the large number "1" on the envelope. Do the same with the clues marked "2" and "3" in additional envelopes.
- Cut out the "confession" and place this in an envelope marked "confession".
- Seal all envelopes.
- Draw the map found on page 2 on large paper or print it.
- Set out these things for the players to see:
 - ◇ The map
 - ◇ The four envelopes
 - ◇ The instructions for players (page 3)
 - ◇ A letter opener.

Map of Village of North Gulch



North Gulch Mystery - Instructions for players

- North Gulch is the village shown on this map. You each will have a character who lives in the village.
- The game takes place over three weekly town meetings. There are eight characters. Each envelope provides clues pertinent to the town meeting given by the number.
- As soon as all players are assembled, open envelope number 1, and lay out the character cards and the special "next step" card.
- Players should take a character card whose name they are drawn to, but without unfolding or reading.
- After all players have a character, open the clues and read to yourself.
- Follow the instructions given on the clue cards.
- After initial introductions of your character, open the "next step" card to find out what to do next.

Clues - Do not read in advance!

<p>1. Rosemary</p>	<p>basic role: Mother in law of Daisy, grandmother of Clara and Etta</p> <ul style="list-style-type: none">• Information you MUST share in the conversation:<ul style="list-style-type: none">◇ Rosemary is a wealthy landowner and the longest resident of North Gulch. She was born there when it was a thriving ranching hub, and lived through to its current size of only nine remaining residents.◇ Rosemary's daughter in law is Daisy, who disappeared without a trace fifteen years ago. Daisy had just had her own daughter Clara shortly before the disappearance, so Rosemary ended up raising Clara through age 15.• Information you MAY share at your own risk:<ul style="list-style-type: none">◇ Rosemary has a secret friendship with Hex. He teaches her about magic potions. Since the potions actually work, she doesn't want other people to find out about the potions or the friendship. If exposed, she must admit it.◇ Rosemary has her other granddaughter Etta under her thumb with the promise of a large inheritance. Etta is far more obedient than Clara ever was.
<p>2. Rosemary</p>	<ul style="list-style-type: none">• Information you MUST share in the conversation:<ul style="list-style-type: none">◇ Rosemary tells the town that her step-daughter Daisy (Clara's mother) disappeared fifteen years ago after her husband Viper (Rosemary's son) ran away. Rosemary is trying to find out what happened because it was so unlike him to just up and leave.• Information you MAY share at your own risk:<ul style="list-style-type: none">◇ Just before Viper left, Rosemary successfully haunted Daisy's house (the same house where Lily has a general store, and where Clara and Sue live), as a method of controlling her and getting back at her for the loss of her son. However she does not want people to know the house is haunted.◇ Rosemary pretends to have unlimited love for Clara and is overly emotive about the disappearance. In fact she could never control Clara and resents her, and resented having to raise her after Daisy disappeared. She kicked Clara out at age 16 in a fit of rage. If this is exposed, Rosemary must admit to it.

<p>3. Rosemary</p>	<ul style="list-style-type: none"> • Information you MAY share at your own risk: <ul style="list-style-type: none"> ◇ Rosemary accuses Jersey Jay of irresponsibly leading expeditions without adequate preparation. She says that Clara has gotten lost twice already on his outings. ◇ If accused, Rosemary will confess to having caused the house to be haunted. (NOTE: <i>Read the confession below only after another character has opened the confession envelope and read their confession, and then signals that it is your turn.</i>) • Rosemary's confession <ul style="list-style-type: none"> ◇ When my dear son Viper disappeared, I suspected Daisy chased him away. I always knew she was up to no good. Poor Viper deserved so much better! Well, I knew Hex could make magic, so I learned from him and put a hex on the general store! It worked and ghosts moved into the house. My plan was to drive Daisy batty with magic.
<p>1. Hex</p>	<p>basic role: Teacher</p> <ul style="list-style-type: none"> • Information you MUST share in the conversation: <ul style="list-style-type: none"> ◇ Hex is a long time resident, an intellectual, and was the teacher in a one-room school for many years. In the last decade he had Etta, Clara, Jack, and Sue in his classes. He's trained in chemistry and has a lab at home. • Information you MAY share at your own risk: <ul style="list-style-type: none"> ◇ Hex has regular appointments with the rich elderly Rosemary, who he entertains with pretend "potions" which are actually simple chemistry experiments. He hopes to win her favors in case he's remembered in her will. If this gets exposed, Hex will admit it. ◇ Hex owes a great deal of money to Lily Pad for chemicals and other supplies that she secured through her wholesale channels.
<p>3. Hex</p>	<ul style="list-style-type: none"> • Information you MAY share at your own risk: <ul style="list-style-type: none"> ◇ One day Hex saw federal agents stop at the office and overheard them talking to Magdalena about needing subjects "that won't be missed if they went to Washington".

<p>2. Hex</p>	<ul style="list-style-type: none">• Information you MAY share at your own risk:<ul style="list-style-type: none">◇ Clara had stopped paying attention in high school subjects and was failing. He had very high expectations for her and had to increase demands for her to show up and work. He hides the fact that his methods of discipline were at times overly harsh. If exposed, he will admit to being "strict".◇ Hex remembers that Clara and Jack could communicate telepathically, and always got the same answers on tests, even if he separated them. He assumes that Jack would therefore know where Clara is.
<p>1. Lily Pad</p>	<p>basic role: general store owner, and lets rooms over the store to Sue and Clara</p> <ul style="list-style-type: none">• Information you MUST share in the conversation:<ul style="list-style-type: none">◇ Lily arrived in town to establish a general store a decade ago. She's glad not to be related to anyone here because the village is a "mess", and she mostly does business with the outlying ranchers.• Information you MAY share at your own risk:<ul style="list-style-type: none">◇ Lily is financially astute, greedy, and is always looking for things to sell to anyone who needs anything.◇ The store, and house where she lives and rents out rooms, is considered by some to be haunted, and secretly she is aware of this, but publicly downplays it so as not to lose any property value.
<p>2. Lily Pad</p>	<ul style="list-style-type: none">• Information you MAY share at your own risk:<ul style="list-style-type: none">◇ Lily is owed money by Hex for some unusual orders through the general store.◇ Lily has overheard Clara and Coyote Sue having heated arguments about washing dishes, and about Clara not giving Sue enough space to pursue her talents, including threats by Sue to "get rid of" Clara.
<p>3. Coyote Sue</p>	<ul style="list-style-type: none">• Information you MUST share in the conversation:<ul style="list-style-type: none">◇ Sue found Clara's dead body after dogs had dug her up near the general store, just moments before the meeting. She called in the Sheriff Jay who confirmed the death.

3. Lily Pad

- Information to keep private until the end:
 - ◇ Lily is actually Daisy; she changed her name to evade her crimes. She killed Viper for his money and then killed her daughter Clara when she started to become suspicious (as explained in the confession).
- Information you MAY share at your own risk:
 - ◇ When asked about Daisy, Lily should lie by saying that she arrived after Daisy left town, and so had never met her.
 - ◇ If accused, Lily will divert attention by (1) revealing the sale of rare toxic chemicals to Hex, or (2) accusing Sue of wanting to get rid of her housemate, or (3) suggesting suicide or getting lost, brought on by the haunted house and Clara's disturbed nature.
 - ◇ If **strongly** accused, after some time, Lily will confess to the crime *When you have decided to confess, open the "confession" envelope and read it aloud. This ends the game.*

1. Coyote Sue

basic role: young adult, shares room with Clara; daughter of Magdalena

- Information you MUST share in the conversation:
 - ◇ Coyote Sue is taking college courses by correspondence, and hopes to be an singer/songwriter and journalist.
 - ◇ Sue says that Clara is a huge pain to live with. Clara is basically anti-social and can't wash dishes or take any responsibility for herself. On the other hand, Sue believes herself to be chosen for great fame because of innate artistic talent.
- Information you MAY share at your own risk:
 - ◇ Sue has an unofficial role as "spy" for her mother Magdalena, passing observations that might be helpful for her mother's research. In particular she spends a lot of time venting about her problems living with Clara to her mother.

3. Jack Rabbit

- Information you MUST share in the conversation:
 - ◇ Jack saw Rosemary and Hex's cult meeting at which they were mixing things over a cauldron.

<p>2. Coyote Sue</p>	<ul style="list-style-type: none"> • Information you MUST share in the conversation: <ul style="list-style-type: none"> ◊ Sue claims that the general store is haunted - she's seen ghosts and hears creaking and footsteps all night. She accuses Lily of hiding this fact. • Information you MAY share at your own risk: <ul style="list-style-type: none"> ◊ Sue is relieved that Clara is gone. But she outwardly pretends that the relationship was not so bad, so as not to be implicated.
<p>1. Magdalena</p>	<ul style="list-style-type: none"> • basic role: Psychology researcher, mother of Coyote Sue • Information you MUST share in the conversation: <ul style="list-style-type: none"> ◊ Magdalena is single and has a young adult daughter named Coyote Sue. ◊ Magdalena has recently been on a trip. Her job as a research psychologist involves travel and being placed in this remote community to collect data for the federal government. ◊ Magdalena says "I'll expose anything I get my hands on".
<p>2. Magdalena</p>	<ul style="list-style-type: none"> • Information you MUST share in the conversation: <ul style="list-style-type: none"> ◊ Magdalena believes Sue is a "problem child" and that she is overly emotional and quick to anger. Sue has, however, helped her observe Clara who has been a very interesting research subject. • Information you MAY share at your own risk: <ul style="list-style-type: none"> ◊ Clara and Jack have been special study subjects by Magdalena, because her secret research focus is on genetic basis for their unusual telepathic abilities. ◊ Magdalena shares an office with Jersey Jay, so it's possible that each of them has access to the other's files. ◊ Magdalena is aware that Jay had been out part of last week, and believes he may have taken Clara with him. ◊ If asked for a psychological explanation of Clara's obsession with her parents' disappearances, Magdalena will say that it's a natural part of grief to find some alternate explanation behind being abandoned, and she probably "needs" to believe that something tragic happened, even though probably it was just abandonment. She says Clara was very disturbed.

<p>3. Magdalena</p>	<ul style="list-style-type: none">• Information you MUST share in the conversation:<ul style="list-style-type: none">◇ Magdalena poses a question to the whole town: Did everyone here know Daisy? Why do you think she left? (Magdalena arrived much more recently so does not know the history.)◇ Magdalena has completed secret DNA testing of all the residents, and will admit this only if exposed. The testing reveals that Lily is Clara's mother.◇ If her link to the military is exposed, Magdalena will admit to being funded by a military paranormal psychology program.
<p>1. Jersey Jay</p>	<ul style="list-style-type: none">• basic role: Sheriff, and father of Jack Rabbit• Information you MUST share in the conversation:<ul style="list-style-type: none">◇ Jersey is facilitating the North Gulch weekly meeting, which is happening now. (Role playing note: you should call the meeting to order and allow the conversation to ensue.)◇ Jay has been the sheriff for many years, in a village that now has shrunk to only nine people.◇ Jersey Jay is a forgetful dreamer and wanderer, spending many weekends horse riding and rafting.• Information you MAY share at your own risk:<ul style="list-style-type: none">◇ Jay adopted his son Jack as a single father, but won't tell where Jack came from or how he got his name. In fact he simply found Jack in the backcountry and no child was ever reported missing, so he took him in.◇ Jay has led many trips with the younger generation (Jack, Etta, Clara, and Sue). On two occasions, Clara has gotten lost and he wasn't paying attention, leading to the need for a search and rescue.
<p>3. NEXT STEPS</p>	<ul style="list-style-type: none">• At town meeting 3, the group must determine the guilty party or parties.

<p>2. Jersey Jay</p>	<ul style="list-style-type: none"> • Information you MUST share in the conversation: <ul style="list-style-type: none"> ◊ Jay would like to re-open the investigation into the disappearance of Viper fifteen years ago, because Clara had been digging into her father's disappearance and wanted to find out if there was foul play. ◊ Jay was a special mentor of Clara, with whom he shared a love of exploring. He had taught her survival skills. • Information you MAY share at your own risk: <ul style="list-style-type: none"> ◊ Jersey Jay announces that Clara has disappeared again. He denies having seen her all week. ◊ Magdalena shares an office with Jersey Jay, so it's possible that each of them has access to the other's files.
<p>3. Jersey Jay</p>	<ul style="list-style-type: none"> • Information you MUST share in the conversation: <ul style="list-style-type: none"> ◊ Sue called Jay over to the general store just before the meeting, and led him to the basement where he saw Clara's lifeless body. He confirmed the body was cold, and suspects poison. ◊ Jay saw files on Magdalena's desk indicating she had been studying the genetic basis of telepathy, and it had Clara's genetic test results in it. • Information you MAY share at your own risk: <ul style="list-style-type: none"> ◊ Jay remembers that Jack's appearance was "strange" and unexplainable ... surrounded in an eerie light. Also Jack only ate pebbles for the first year and has never been sick.
<p>1. Etta</p>	<ul style="list-style-type: none"> • basic role: granddaughter of Rosemary • Information you MUST share in the conversation: <ul style="list-style-type: none"> ◊ Etta is a vain and bossy young adult who believes she will soon inherit Rosemary's fortune and assume prominence in the village. • Information you MAY share at your own risk: <ul style="list-style-type: none"> ◊ Etta believes the village is not doomed and will spring back to economic vibrancy. ◊ Etta hates Clara vehemently, mainly because Clara is competing for the same inheritance. It is difficult for her to keep this fact to herself.

<p>2. Etta</p>	<ul style="list-style-type: none">• Information you MAY share at your own risk:<ul style="list-style-type: none">◇ In school with Clara, Etta has been concerned that the teacher Hex had hit Clara and had targeted her with undue punishment, but also "she deserved it".◇ Etta saw a space ship on one of her visits with her friend Jack Rabbit. This is how she found out that Jack was in fact an alien creature assuming human form. She has promised not to tell.
<p>3. Etta</p>	<ul style="list-style-type: none">• Information you MUST share in the conversation:<ul style="list-style-type: none">◇ Etta has seen over the years that Rosemary actually is very controlling and often blew up at Clara because she couldn't handle the child's independence. She points out that Clara was kicked out at a young age and thinks Rosemary actually hated her.◇ Etta believes that Jack was dangerous, and that Clara probably "knew too much" about who Jack really is. Etta cannot reveal any more about Jack because it's dangerous to know too much about Jack ("trust me, I know").• Information you MAY share at your own risk:<ul style="list-style-type: none">◇ If Etta is pressed on her own motives, she diverts attention by accusing Hex, Rosemary or Jack.◇ Etta observed packages of toxic chemicals in the general store labeled "For Hex".
<p>2. Jack Rabbit</p>	<ul style="list-style-type: none">• Information you MUST share in the conversation:<ul style="list-style-type: none">◇ Jack reluctantly says that he and Clara can communicate at a distance about anything through telepathy, but that she hasn't been saying anything for a while, which is unusual for her.• Information you MAY share at your own risk:<ul style="list-style-type: none">◇ When Clara had been lost before during adventures with Jersey Jay, she had always called for help. Jack says Jersey Jay taught Clara survival skills, but doubts whether Jay knows what he's doing. On the trip last week, Clara did not make telepathic contact.

1. Jack Rabbit

basic role: son of Jersey Jay, boyfriend of Clara

- Information you **MUST** share in the conversation:
 - ◇ Jack keeps to himself and only ever confides in Etta and Clara. He never goes anywhere and won't reveal what he does all day. If anyone presses him on his true identity, he says "If I tell you, I'd have to kill you."
- Information you **MAY** share at your own risk:
 - ◇ The relationship between Jack Rabbit and Clara is turbulent because both are steadfastly independent. However Jack always stays home and Clara always explores.
 - ◇ Jack was actually born in an alien civilization, adopted human form and was abandoned here. It's best if no one knows this. Unfortunately at a later visit of the mother ship, Etta was present and saw it, so she's the only one who knows. Jack is extremely worried that Etta will tell others so he tries to keep her on good terms and often under surveillance.
 - ◇ As a young child, Jack found evidence that Daisy had killed her husband Viper, and although he never directly told this to Clara, he did want her to understand that he didn't abandon her on purpose.

1. NEXT STEPS

- At town meeting 1, the group must learn:
 - ◇ Who is Jack Rabbit's mother?
 - ◇ Why was Clara raised by Rosemary?
 - ◇ What are the unanswered questions from the past?
- Once you are all satisfied with the answers - or have no further information, open envelope 2 and distribute the clues.

2. NEXT STEPS

- At town meeting 2, the group must learn:
 - ◇ Did the haunted house have a role in scaring Clara?
 - ◇ How disturbed was she?
 - ◇ Is Viper still alive?
- Once you are all satisfied with the answers - or have no further information, open envelope 3 and distribute the clues.

Confession

Yes it's true, I'm Daisy. I had nothing when I came through North Gulch to beg for some food, and I met Viper, who was so generous. He gave me food but I wanted more. I stayed around and found out he was heir to a fortune. I acted as sweet as I could until he asked me to marry him. Then I had him, but I still wanted more. I convinced Rosemary to give us the general store, and she did, but it was still his, and I just worked there as a lowly clerk. He wouldn't cooperate in stealing the rest of the fortune so I got rid of him and did it myself. I buried him in the stable while I was six months pregnant with Clara. After he was gone I thought everything would be easy, but ...

(Pause and signal Rosemary to read her confession.)

Living in a haunted house with no one to help with my baby was too much to handle. I couldn't stop thinking about what I did. So after she was born I left her with Rosemary and ran to the city. There I started to go by the pseudonym Lily Pad. But I couldn't stop thinking of Clara, so I got plastic surgery to become unrecognizable, and then returned to North Gulch to buy the same house with the money I had stolen, and try to make a new life here with a new identity.

I was careful with money. I rented to Sue when she needed a studio for her damn music. Again I thought everything would be fine since I could watch Clara from afar. But then much to my surprise, my own daughter Clara came to live with Sue after Rosemary kicked her out. Now Clara was living in the same house with me. Over time Clara gained a suspicion - a feeling of knowing me which I could not hide, and I suspected she knew what I had done to her father. I just couldn't keep it inside.

When I heard the sheriff was going to investigate Viper, I nearly hit the roof with fear and I was forced to take drastic action to prevent Clara from telling anyone. So I arranged for it to look like Clara had wandered and gotten lost like she had gotten lost before. I took some of the chemicals that Hex had ordered to poison her and buried her out back.

My husband is gone, and my daughter too - so life is over for me! Take me the gallows if you want; it doesn't matter to me. I have nothing to live for any more.