

COLORADO BONES *and the* **TEMPLE OF DEATH**

**INFORMATION AND
SAMPLE GAME
MATERIALS**

COLORADO BONES AND THE TEMPLE OF DEATH

Thank you for downloading this information and sample file. The documents you need to run the game are contained in the main pdf file which is available to purchase.

THIS SAMPLE CONTAINS

- Instructions for running Colorado Bones and the Temple of Death
- An invitation
- A sample from the player rounds section
- A sample from the player clues section

THE MAIN GAME CONTAINS

- Instructions
- Introduction
- Group clues
- Invitation
- Costume suggestions
- Player rounds
- Player clues
- Accusation list
- Solution

HOW TO PLAY THE GAME

Colorado Bones and the Temple of Death is for 8, 9 or 10 players. The actual game is sold in different versions for each number of characters. (4F/4M, 5F/4M, 4F/5M, 5F/5M) The host is responsible for printing out and organising the documents for the game (Full instructions are provided) Games usually take two and a half to three hours and are designed to be played around a meal or a buffet.

COLORADO BONES AND THE TEMPLE OF DEATH

The year is 1935 and in the steamy jungles of Guatemala a thrilling race is on. Rival archaeologists, Colorado Bones and Art E. Fax, have been getting closer to the hidden location of Chubbychuppa, the legendary Mayan statue. They are being followed by a number of other archaeologists and treasure hunters, all with the same objective, to find the statue.

The statue, made from jade with crystal eyes, is over 1300 years old and dates back to the Classic Mayan period of history. The story of Chubbychuppa is described in the Hamburg Codex, an ancient Mayan document only recently deciphered. Ownership of the statue is said to give enormous powers to the owner. However the Codex also warns that to seek the statue without a true heart will be fatal.

Who will win the race for the statue and will the winner and loser survive.

How to run this downloadable Murder Mystery Game

Instructions for 'Colorado Bones and the Temple of Death – 8, 9 or 10 Players

Please note that this game has two optional characters, Doug Deep and Concila Munez. The game functions perfectly well without these characters. You will need to ignore the parts for any optional players that are not used.

The male roles are Colorado, Harry, Sett, Ed, and Doug

1) Instructions For Printing After You Have Purchased And Downloaded

- You will need Paper (A4 or similar), scissors and 8, 9 or 10 envelopes (minimum size 22cm by 13cm)
- You should have ready for printing:

- A/** These 'How To Run' instructions
Game timetable
Round instructions and riddles
- B/** Player invitations
Ideas for costumes
- C/** Player slips
- D/** Player clues
- E/** Labels

2) Printing

Print out the following:

- A/ One copy**
 - How to run
 - Game timetable
 - Round instructions and riddles
- B/ Eight to ten copies**
 - Invitations
 - Costume suggestions
- C/ One copy**
 - Player slips

Cut along the dotted lines and place each player's slips in an envelope on which you should write their name (do this task with the papers upside down and try not to read anything!)
- D/** Print out the player clues (one copy of each). Fold each clue up from the bottom leaving only the top two lines showing
- E/** Print out one copy of the labels.

3) In advance of playing the game

- Allocate the characters to the players using the information on the invitation and ideas for costumes. Doug Deep and Concila Munez are optional characters (You can play with 8, 9, or 10 players).
- Send an invitation and ideas for costumes sheet to each player at least one week before the Murder Mystery takes place (to give them chance to organise their costumes).
- You may wish to prepare labels or nametags for each character on the night (if you do, please be careful with delicate fabrics)
- Props required
 - A single chair to be the Throne of Death in Round 8
 - A small mirror (To decipher the mirror writing in Round 7)
 - A pair of scissors
 - A cardboard or wooden box with a lid
 - A teddy bear, soft toy or toy animal
 - An English/Spanish dictionary (optional but not crucial)

4) Just before the party

- Leave an English/Spanish dictionary (if available) lying around the party room (not hidden). This may be helpful to the players but is not crucial
- You should put the teddy bear, soft toy or toy animal in the box together with the mirror writing clue (Note for Round 7 Box from the Section A printout). Try not to read the mirror writing. Then hide the box somewhere in the party room.
- You should then prepare four envelopes for Round 7 using the sheet from Section A (Item for host to prepare before the party)
- Cut out the four animal pictures and stick one on each envelope. Cut out the four mirror writing slips (without reading them) and place one in each envelope taking care to match the picture with the correct slip (eg envelope 1 picture and envelope 1 slip)

5) On The Night

- Keep the Game Plan Timetable to hand during the game so that the progress of the game can be ticked off.
- Welcome your guests with a nametag or label
- Hand out the player envelopes and clues
- Colorado Bones reads out the Round 1 introduction
- Each player reads their 'Secret information' slip to themselves
- Commence the game by circulating the Round 1 Riddle and then with each player reading out his or her 'Round 1-Reveal this information now' slips (starting with the hosts)
- Work through the remaining rounds ensuring that each Riddle has been circulated and each player has read their slip (and clue if appropriate) before moving on to the next round
- This game has eight rounds. After Round 7 the players should make their accusations giving their reasons.
- When all accusations have been made the players take it in turns to sit on the Throne of Death and read out their solution in Round 8. This should be done in strict number order, lowest number first. (the numbers are at the start of each player's Round 8 slip).

Important Notes

The story and characters in this Murder Mystery are fictitious. Any resemblance to any person living or dead is purely coincidental.

Any disputes arising from the sale of this game are subject to the laws of England and Wales irrespective of the geographical location of the customer

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The year is 1935 and in the steamy jungles of Guatemala a thrilling race is on.

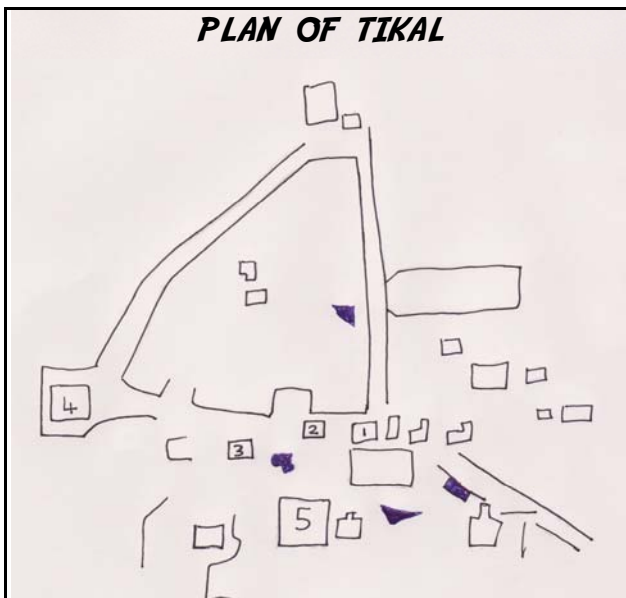
Rival archaeologists, Colorado Bones and Art E. Fax, have been getting closer to the hidden location of Chubbychuppa, the legendary Mayan statue. They are being followed by a number of other archaeologists and treasure hunters, all with the same objective, to find the statue.

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Who will win the race for the statue and will the winner and loser survive.

-
- | | | |
|----------------|---|---------------------------|
| Colorado Bones | • | Archaeologist |
| Tara Craft | • | Colorado's girlfriend |
| Harry Glyphics | • | University Lecturer |
| Crystal Skull | • | Mayan Expert |
| Sett Von Trapp | • | Military Collector |
| Ann O'Domini | • | Historian |
| Ed Mann | • | Local Tribesman |
| Dee Capitated | • | Tomb Trap Expert |
| Doug Deep | • | Australian Archaeologist |
| Concila Munez | • | Local Government Official |
-

YOUR CHARACTER IS.....
 VENUE.....
 DATE AND TIME.....



*In Guatemala's steamy land
 A Mayan city, dead but grand.
 Tikal is the place you seek
 Where in the trees the monkeys shriek
 You'll find me deep in Temple 4
 That is if you can find the door*

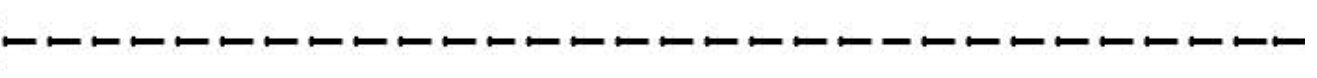
Art E. Fax

ROUND 3 ANSWER WHEN ASKED BY COLORADO BONES

I don't know Colly. He is usually quite secretive. I think it is either that he wanted to show off or he needs witnesses to something big.

ANSWER WHEN ASKED BY SETT VON TRAPP

It's a shame that experience is not particularly valued these days. It was not very nice to lose my commission to Art, but at least he was one of my protégés. I have still managed to get out occasionally but perhaps I should slow down a bit. I was a bit annoyed with Art but it was good of him to invite me along to Tikal...I came along intending to bury the hatchet.

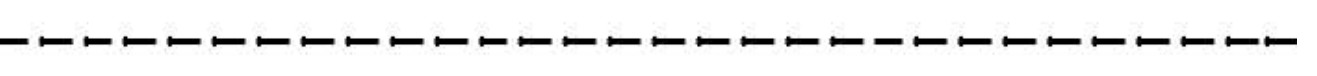
**ROUND 4 ASK CRYSTAL SKULL**

Crystal, I have been struggling to work out who, or what, you really are so I took a peep in your rucksack earlier. There is a very interesting letter in there to you from a very sinister organisation.

(READ YOUR CLUE OUT NOW)

ASK DOUG DEEP

Doug, do you work for any universities?

**ROUND 5 ANSWER WHEN ASKED BY TARA CRAFT**

I may be a little mature but I am pretty fit, young lady. Everybody wants me to leave the field work to the younger guys but there's life in the old dog yet.

ANSWER WHEN ASKED BY CRYSTAL SKUL

Don't be stupid, we all worked hard to collect those items and they are now displayed where thousands of people can see them. No way will they be coming back here.

CLUE TO BE READ BY TARA CRAFT
ROUND 6

CLASS OF SERVICE	WESTERN UNION	1291	SYMBOLS
This is a full-rate Telegram or Cablegram unless its deferred character is indicated by a suitable symbol above or preceding the address.	H. B. WHITE PRESIDENT	(35)	DL - Day Letter
	NEWCOMB CARLTON CHAIRMAN OF THE BOARD		NT - Overnight Telegram
	J. C. WILLEVER FIRST VICE-PRESIDENT		LC - Deferred Cable
			NLT - Cable Night Letter
			Ship Radiogram

The filing time shown in the date line on telegrams and day letters is STANDARD TIME at point of origin. Time of receipt is STANDARD TIME at point of destination

To SEYMOUR RELICS BRITISH MUSEUM

Tikal Tuesday

Have translated codex stop. Know C's location

Have invited others as could be dangerous stop

Will do best to obtain C for you. Depends if

Germans or locals get there first stop Returning

Friday will expect funds ready in cash stop AEF

THE COMPANY WILL APPRECIATE SUGGESTIONS FROM ITS PATRONS CONCERNING ITS SERVICE