



The Case of the Pilfered Pocket Watch

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SYNOPSIS

Topsy Turvy Land has turned dreadful. The Scarlet Queen has thieved the crown from the benevolent Silver Queen – the peaceful ruler of the land for the past 101 years. Scarlet Queen is an uncaring dictator who lives under the protection of her beastly ally – *the Greasy Goon!*

Allie, a loyal friend of the Silver Queen, has hatched an ingenious plan to dethrone the evil ruler. The Flying Monkeys are the unwilling guardians of the crown and only protect the crown to avoid the queen's wrath. They are locked in the highest palace tower, and their wings can only take flight at exactly 3:14 PM. Therefore, to keep them prisoners in the palace, the queen has banned clocks in the palace.

White Bunny follows a rigid schedule around the daily criminal trials in the Palace Garden and is the only one on the palace grounds allowed to keep a timepiece. When White Bunny returned home after the last trial, there was a ransom note and curiously-coded message on the dinner table! A thief has *stolen* the White Bunny's pocket watch! This bunny is in big trouble and needs help from friends!

The Crazy Cap Maker has scheduled an afternoon tea party. White Bunny will present the ransom note and curiously-coded message to the guests. Hopefully, they will be able to help White Bunny find the watch and get to the next trial in the Palace Garden on time. If not, the Scarlet Queen will have the bunny's head! You've been invited to the tea party. This is where your story begins.

LIST OF CHARACTERS FOR THE HOST

6 required (2 female, 4 either gender) and 6 optional (2 female, 1 male, 3 either gender).
Optional players should be played in any combo. However, Meedle Me and Meedle Mum should be played as a pair.

CHARACTER	DESCRIPTION	COSTUME SUGGESTIONS
<p>ALLIE <i>Required Character (Female)</i></p>	<p>Allie is a prim and proper young lady. In her free time, she loves to read books by the brook to her attentive and loveable cat named Dynamo. A chronic daydreamer, Allie cannot wait to grow up and often finds her imagination running to faraway, mysterious lands.</p>	<p><i>Blue length dress with a white pinafore. Hair held back with a wide (2") ribbon.</i></p>
<p>WHITE BUNNY <i>Required Character (Either)</i></p>	<p>If you see a flash of white fur, you've probably spotted White Bunny hopping by! Notorious for <i>nearly</i> being late, this haughty bunny is impatient towards everyone except the Scarlet Queen! White Bunny works as a herald in the Palace Garden and constantly worries about breaking rules of Topsy-Turvy Land. This rabbit's <i>quite fond of his/her head!</i></p>	<p><i>A white rabbit costume or rabbit ear headband, white long sleeved shirt and pants with a blue waistcoat and red vest. Glasses and toy trumpet as optional props.</i></p>
<p>GOLIM THE CATERPILLAR <i>Required Character (Either)</i></p>	<p>Golim the Caterpillar is a mysterious soul who lives on a giant toadstool in Topsy Turvy Land Woods. Only three-inches high, Golim doesn't take kindly to strangers and becomes enraged if a comment is made about his/her small size. However, this caterpillar is the wisest creature of the forest. The residents of Topsy-Turvy Land know where to go for answers.</p>	<p><i>Caterpillar costume. Or all blue clothing with sewn on 'legs' from top to bottom. Optional to carry a fake hookah pipe.</i></p>
<p>CHESSER THE CAT <i>Required Character (Either)</i></p>	<p>Chesser the Cat is known as the prankster of the Topsy-Turvy Land Woods. When speaking with Chesser, you'll never know if this cat's serious or playing a practical joke! Chesser lives with the Countess, but rumor has it that s/he is growing tired of the chef throwing pots everywhere.</p>	<p><i>Cheshire Cat costume or a cat ear headband and a purple and pink striped shirt.</i></p>
<p>SCARLET QUEEN <i>Required Character (Female)</i></p>	<p>This foul-tempered monarch of Topsy-Turvy Land is feared by every creature. Without haste, she will declare a death sentence at the slightest wrongdoing! She declared a new rule in Topsy-Turvy Land of <i>sentence before verdict</i>, so her criminal trials have become irrational and quite unreasonable. Some say the Scarlet King's intimidated by her just like everyone else.</p>	<p><i>Scarlet Queen costume – full length formal gown with red heart décor. Crown with red jewels and an optional scepter with a red heart jewel on the end as a prop.</i></p>

<p>CRAZY CAP MAKER <i>Required Character (Either)</i></p>	<p>The Crazy Cap Maker is the eccentric hat maker in Topsy-Turvy Land. This hatter is known for giving fabulous tea parties and keeping everyone entertained with unsolvable riddles and crazy dancing! Crazy Cap Maker's loyalties lie with Allie, and the Silver Queen, and s/he will do anything to protect them.</p>	<p><i>Top hat with orange (or other brightly colored) jacket, blue vest and green or black pants. White or orange crazy wig.</i></p>
<p>SILVER QUEEN <i>Optional Character (Female)</i></p>	<p>The Silver Queen ruled Topsy-Turvy Land peacefully for the last 101 years. Recently, the heinous Scarlet Queen thieved her crown. The residents of Topsy-Turvy Land dream of the day when the Silver Queen will rule the land again, as she is a fair and honorable leader. She refuses to harm anyone!</p>	<p><i>White/silver flowing evening gown. White/silver wig and silver accessories.</i></p>
<p>SCARLET KING <i>Optional Character (Male)</i></p>	<p>The Scarlet King is bashful as compared to the tyrannical Scarlet Queen. While the Queen isn't looking, the king routinely frees creatures held for frivolous executions ordered by the Queen. However, the king seems to enjoy the Queen's ridiculous daily criminal trials and often asks strange questions of the witnesses. Some say the king does this out of boredom!</p>	<p><i>King's robe with a crown adorned with heart jewels. A scepter with a red jeweled heart as an optional prop.</i></p>
<p>COUNTESS <i>Optional Character (Female)</i></p>	<p>The Countess of Topsy-Turvy Land is the Scarlet Queen's cousin and her least favorite person. She lives in a small palace on the edge of the woods with her nutty chef who throws pots and uses entirely too much cinnamon! The Countess is aggressive and doesn't interact with others properly. She's also quite volatile and emotionally unpredictable. Stay clear of the Countess if you know what's good for you!</p>	<p><i>Large countess hat (i.e. headpiece) with a royal-looking dress and robes.</i></p>
<p>CHEF <i>Optional Character (Either)</i></p>	<p>The chef works for the Countess in a small palace on the edge of Topsy-Turvy Land Woods. Chef throws anything s/he can grab during random outbursts about nothing! Chef has an obsession with cinnamon. Chef eats it, drinks it in tea, wears it, and even sprinkles it around the palace!</p>	<p><i>Chef's outfit.</i></p>
<p>MEEDLE ME & MEEDLE MUM <i>Optional Characters (Either)</i> Characters should be played as a team.</p>	<p>Meedle Me and Meedle Mum are fun-loving twins that reside in the Topsy-Turvy Land Woods. They're mirror images of each other in every way and constantly finish each other's sentences! The twins are fond of playing games. They don't take life seriously and can't help but make odd movements with their bodies to entertain others.</p>	<p><i>Black bolero jacket with a white collar. Yellow shirt and red pants. Propeller beanie cap and red suspenders as optional accessories. OR, any twin outfit.</i></p>

INSTRUCTIONS FOR THE PARENT HOST

Thank you for purchasing 'The Misadventure in Topsy Turvy Land: Case of the Pilfered Pocket Watch Mystery Game'. This mystery is a light-hearted mystery that allows your guests to step into different characters while trying to solve the entertaining mystery.

PREP YOUR KIT: The party pack (this document) needs to be printed in advance of the party. Cut out the clues and slip them into envelopes labeled with the appropriate round and character for each round of the party. It is optimal to choose different colored envelopes for each round. You can also scroll the clues and tie a ribbon around them (be sure to label them with the character and round) or you can simply pass them out to the guests for each round. There is also a scavenger hunt that needs preparation in advance of the game.

There are full instructions in the purchased game.

This is the graphic representation of the instant download version. For the clue cards in the boxed kit, they are printed on double-sided, parchment-style paper with our traditional mystery theme.

THE ROUNDS ARE DESIGNED AS FOLLOWS:

PRE-GAME STARTER: these pre-game announcements are to be delivered to each guest before the party or give them to the guests as they arrive. All pre-game starters are optional and do not alter the mystery, and are intended to enhance the pre-game build up for the event. These clues are not vital to solving the mystery. These are the 'reminders of the tea party' as if the characters were real so these should be given to those guests who have already RSVP'd and are assigned a character. These should not be used as actual invitations – the free invitations are located on the game's item page on the www.MyMysteryParty.com website. Under the helpful links section, click on the free, downloadable invitation link. Save to your hard drive and reopen with the most current version of Adobe Reader.

ROUND ONE: The Ransom note #1 and the Curiously Coded Message should be on display as the guests arrive. At this time, you can serve tea or other beverage (i.e. mini milkshakes) and small snacks (i.e. scones, crackers and cheese, etc.). Make sure the 'Guest Instructions' and the 'Invited Guest List' (from the free invitation file) are available for your guests. You can also take the time to review these materials with your guests before starting the game. When ready, deliver the Round One clues. At the conclusion of this round, a scavenger hunt in 'Topsy-Turvy Land Woods' will take place and the Curiously Coded Message will be decoded.

INVESTIGATION ROUND / ROUND TWO: Deliver these clue cards and allow the guests to mingle. If you are going to serve a light dinner, you can do so at this time but it is optional. After mingling and implementing the tasks and sharing the information on their clue cards, the four notes (ransom-style notes #4-7) are presented to the guests and will lead them to the pocket watch hidden in the refrigerator. A forensic analysis report is given to the guests after the pocket watch is found and the final guesses of whodunit are submitted.

FINAL SOLUTION ROUND / ROUND THREE: Cake and hot chocolate can be served during this round as the guests read their final solutions in front of the group. If there is time, accusations can be made by each guest before the Round Three Solution Cards are read (acted out).

NAME TAGS:



Each player will have a name tag in the purchased game

SAMPLE

SAMPLE

PRE GAME ANNOUNCEMENTS

Q


**HERE YE, HERE YE
RESIDENTS OF
TOPSY TURVY LAND**

**THIS IS A VERY IMPORTANT
REMINDER OF THE:**

**CRAZY CAP
MAKER'S
TEA PARTY**



**IT'S TIME TO CELEBRATE, BUT
DO NOT BE LATE!
FOR THIS, MY FRIENDS,
IS A VERY IMPOR**

REMEMBER: BEING L
THE RULES IN TOPS

**There will be an optional
pre-game announcement
in the purchased game.**

SAMMY

ROUND ONE CLUE CARDS ✂

Round One: Allie

Clues to share with other characters:

Your character is prim and proper. You are devastated that the Silver Queen isn't the ruler of Topsy-Turvy Land anymore. Topsy-Turvy Land needs your help!

🕒 Tell everyone that whoever wears the Queen's crown, rules Topsy-Turvy Land. The Flying Monkeys guard the crown every night after the Scarlet Queen removes it from her head. You visited the Flying Monkeys today and said if you give them a pocket watch so they can tell the time; they'll give you the crown, and you can save Topsy-Turvy Land. The Flying Monkeys can only escape the palace at precisely fourteen minutes past three o'clock, so they desperately need the pocket watch to time

Each player will have a round one card in the purchased game.

MYSTERY INVESTIGATION

INVESTIGATOR: _____

SUSPECT	OBSERVATIONS	GUILTY?
ALLIE		
WHITE BUNNY		
GOLIM THE CATERPILLAR		
CHESSER THE CAT		
SCARLET QUEEN		
CRAZY CAP MAKER		
SILVER QUEEN		
SCARLET KING		
COUNTESS		
CHEF		
MEEDLE ME		
MEEDLE MUM		
ADD		

**There are
mystery
investigation
sheets for each
player in the
purchased game.**

your best guess of who

is and why:

SAMPLE

ROUND TWO CLUE CARDS

ROUND TWO • ALLIE

CLUES TO SHARE WITH OTHER CHARACTERS:

- 🕒 Ask the Crazy Cap Maker why he/she is a suspect on trial today for the Queen's stolen tarts. The Queen changed the policy to '*sentence before verdict*,' so there's no such thing as a fair trial anymore! Not that they were ever *fair*.
- 🕒 Talk about how on your way to the Queen's Palace to talk to the Flying Monkeys today, you witnessed White Bunny rudely knock Golim the Caterpillar off a toadstool while searching for a missing pair of gloves. The rabbit's pocket watch flew in the air and landed at your feet. You picked it up and tossed it back to the bunny. You believe Golim the Caterpillar might have been injured during the accident, as a group of creatures from the forest rushed to lend a hand. They carried Golim towards the hospital to visit the *Boobooshat* (the healer).

**There is a round two card
for each player in the
purchased game.**

ROUND THREE SOLUTION CARDS

ROUND THREE

CHARACTER S

READ AFTER CHARACTER W

**The player's solution is here.
They will present their
solutions one at a time to the
group. The cards direct the
order they are to read.**

CHARACTER B IS NEXT

**Each player will have a
round three solution card
in the purchased game.**

MENU SUGGESTIONS

MAD APPLE SLICES

CRAZY CAP MAKER MEATBALL SUBS

THE CHEF'S CINNAMON-FREE TERYAKI CHICKEN WINGS

CHESSER THE CAT'S FAMOUS CHICKEN - PAW-LICKIN' GOOD!

GOLIM THE CATERPILLAR'S CHOW MIX

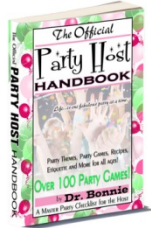
THE SCARLET QUEEN'S CHERRY SMASHER

WHITE BUNNY'S CARROT CAKE SMOOTHIE

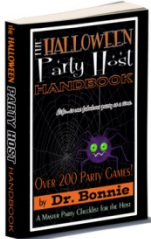
There are menu suggestions with recipes in the purchased game.

OPTIONAL BONUS ACTIVITIES!

FOR 100 MORE PARTY GAMES AND MORE PARTY ADVICE, RECIPES, THEMES, ETIQUETTE AND MORE, PURCHASE THE OFFICIAL PARTY HOST HANDBOOK BY DR. BONNIE.



FOR 200+ PARTY GAMES, HALLOWEEN DIY COSTUMES, PARTY ADVICE AND MORE, SNAG YOUR COPY OF THE HALLOWEEN PARTY HOST HANDBOOK BY DR. BONNIE



BOTH AVAILABLE AT MY MYSTERY PARTY'S PROP EMPORIUM, BARNES & NOBLE, AND AMAZON.COM - AS WELL AS OTHER ONLINE BOOK RETAILERS.

There are free add-on bonus games in the purchased version. Games will vary between the instant download and boxed versions.

PROPOSED ESTIMATED PARTY TIMELINE:

(1.5 - ~ 2.5 hours for the mystery – extended with bonus games to up to ~4 hours if desired)

2 weeks prior: Send invitations including a character list and mystery synopsis. Using the My Mystery Party free invitations will provide this information.

1 week prior: Send pre-game starter cards (i.e. the 'reminders' of the Crazy Cap Maker's Tea Party) 1 week prior to the party. Send the guests to the pre-game site at YourMysteryParty.com/topsy. You can send a copy of the guest instructions to each guest prior to the game.

GUESTS ARRIVAL: When the guests arrive, allow them to view the ransom note #1 and the Curiously-Coded Message that White Bunny found this morning.

TIME 0: announce each character to the group, read the guest instructions, and allow the guests to ask questions on how to play the mystery game. At this time, you can read over the game synopsis once more to ensure the guests know the background of the story. Serve snacks and fun beverages.

10 MINUTES: pass out the round one envelopes and the mystery investigation sheets (along with a pen for each guest), and allow the guests time to mingle and discuss the clues given to them on their Round One Clue cards.

30 MINUTES: Present the group with Ransom Note #2 (and #3 is optional). Allow the group to discuss the note(s).

35 MINUTES: Scavenger hunt for the four decoder keys in 'Topsy-Turvy Land Woods.'

45 MINUTES: Allow time to decode the Curiously-Coded Message as a group.

40 MINUTES: Bonus game of your choice.

60 MINUTES: Pass out the Round Two Clue Cards and give the guests time to mingle and discuss the crime and the evidence thus far. **Can serve a light dinner at this time.*

1 HOUR, 15 MINUTES: Present the guests with the final four ransom notes. This will lead them to the pocket watch hidden in the refrigerator. Once the pocket watch is found, give the guests the forensic analysis report, and ask them to do their final investigation on the crime. When done, they submit a guess of whodunit.

1 HOUR, 30 MINUTES: allow the guests to one by one accuse who they believe is the guilty one and why they did it. **Can serve dessert (birthday cake) and hot cocoa at this time.*

1 HOUR, 40 MINUTES: pass out the Round Three solution cards and one by one, the guests read (act out) their final solution card in front of the group. The thief reads last and confesses to the group. At the finale, each player will choose a color in hopes of picking the same as the Scarlet Queen - which means they steal her crown and save Topsy-Turvy Land. If nobody chooses the same color as The Scarlet Queen, she continues to rule Topsy-Turvy Land.

1 HOUR, 50 MINUTES: Bonus game of your choice.

2 HOURS, 10 MINUTES: Optional Awards Ceremony. There are many awards certificates available on My Mystery Party in the Mystery Prop Emporium at <http://www.mymysteryparty.com/props>

SAMPLE

FOR MORE INFORMATION ABOUT YOUR GAME:

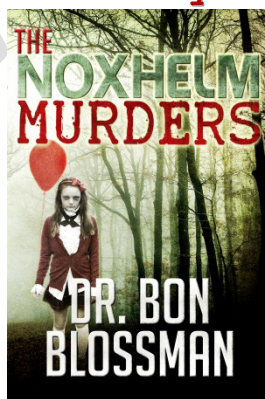
- Send your guests to the Your Mystery Party guest pre-game site at www.YourMysteryParty.com/topsy
- Pinterest page: <https://www.pinterest.com/mymysteryparty> We have created a board for all of our games that includes theme-specific DIY party food and décor. To find the direct link to the Pinterest page, go back to the webpage where you purchased the game and scroll to the bottom of the page – you'll see the Pinterest board there. Click on it to enlarge and view the pins.
- Social media posts: #MyMysteryParty – no spoilers, please! Spoilers include any pictures or text of who the thief is, such as a decorated thief holding a mugshot. Please do not ruin the game for others.
- The game trailer video is located on the Your Mystery Party page.

THIS GAME WAS CREATED BY DR. BON BLOSSMAN – AUTHOR OF THE AWARD-WINNING FIONA FROST YOUNG ADULT MYSTERY SERIES

Love the game? Please check out our author's line of Young Adult (YA) award-winning mystery novels! Take advantage of a discount on signed copies by using the code: FF15BB



And check out the 2017 releases: Dregs Island (YA thriller), which took home the silver medal at Reader's Favorite! And, The Noxhelm Murders (YA horror mystery).



Books are available on the My Mystery Party site at <http://mymysteryparty.com/bon-blossman>, as well as all online book retailers.

Want a discount on your next game? After the party, head over to our Facebook page at www.Facebook.com/mymysteryparty and leave a testimonial with photos of your big night. We love for you to share your experiences and will show our appreciation by creating a loyalty code for a % off your next party!