

GUMSHOE

Detective Agency



Fossil Furor at the Mudstone Museum



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Scenario

Fossil Furor at the Mudstone Museum

Ten-year-old Billy Finnegan, walking through the woods, has discovered the world's most amazing fossil - a dinosaur footprint right next to a human one! He's brought it to the Mudstone Museum, where he and the Curator, Terry Dactyl, are going to show it off to the world in a big ceremony, and get big fame and big bucks for both of them. One little problem - it's gone!

The Mayor, the reporters, and a host of others will be at the museum soon, and Billy needs your help to get his missing fossil back or nobody will believe he's telling the truth. Did Benny Bones, the janitor, misplace it somewhere? Did Digby Rockstone, the archaeologist, want to claim the discovery as his? Does Rosy cash the museum shop clerk want some extra money, or could it even be Terry Dactyl looking for all the fame?

Grab your magnifying glass, dust off some clues, and help Billy find out who did this, and where they put the fossil, before the dignitaries arrive and Billy's great discovery goes down in shame!

This fun mystery gets kids snooping, puzzling, and listening closely to our Audio Clue as they unearth the answers. Plenty of fossil lore and plenty of action keep the party interesting and busy!

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Overview

Welcome to the **GUMSHOE** Detective Agency!

- ◆ We give you four easy steps to a fantastic mystery event!

Set up the Crime Scene

Make and Hide the Clues

Assemble the Gumshoe Casebooks

Have Fun!

- ◆ Everything you need for an exciting, engaging Gumshoe mystery is included in the package. You need to provide pencils, prizes and a few easy to find props.

- ◆ Gumshoe Mysteries are set up to be run without actors playing the characters, but actors can be added if you wish.

- ◆ Each Gumshoe Mystery has two parts:

- ◆ 'Whodunnit?' where the detectives figure out who the villain of the caper is, and

- ◆ 'Whereizit?' where the detectives figure out where the villain hid whatever has been stolen.

The two parts of the mystery can be played together as one mystery or separately as two different types of mystery.

- ◆ These parties are built to be flexible. It is easy to adjust the level of skill required to the age of the participants.

- ◆ Our motto is: Have fun! Follow the clues where ever they lead! Find out the truth!

The Gumshoe Detective Agency encourages cooperation and clever means in its sleuths.

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About the Game



The Running Man



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Logistics:

? Who

The Gumshoe Detective Agency Games work best for children ages 7 to 10. Depending on the personality, younger kids enjoy them if they are partnered with an older child to help with any reading or cognitive details. Older children who are curious about solving puzzles will also enjoy the Game. You will need one person to play 'The Liaison' who starts and keeps the mystery rolling.

? What

Gumshoe Mysteries are, for the most part, about something that has been stolen. Detectives figure out 'Whodunnit?' and 'Whereizit?'; who committed the crime and where the stolen item(s) have been stashed. You will need to spread the word, gather easy to obtain props, copy and assemble 'Gumshoe Casebooks' and set things up the day of the event.

? When

Time requirements for a Gumshoe Game are approximately as follows:

- ◆ One hour to one and a half hours of set up time the day of the show
- ◆ One and a half to two and a half hours to play to game
- ◆ Prior to the Event you will need time to copy and assemble Gumshoe Casebooks, get to know the mystery and collect any props you wish to use.

? Where

Any place that is large enough to hold the number of people playing and a couple of tables. Gumshoe Games can take up a lot of room or just a little room. As a minimum you will need five 2' x 2' areas. A maximum would be any area that you can easily manage.

? Why

Solving the mystery is lots of fun and very engaging entertainment. Participants are absorbed in paying attention and problem solving as they race or saunter from clue to clue tracking down the culprit, cracking codes, solving riddles and triumphantly uncovering the crook's cache.

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