

# TRACES OF THE TUDORS

## INSTRUCTIONS: THE TUDOR MURDER STORY

CHOOSE AN ITEM CARD.  
THIS WILL BE THE MURDER  
WEAPON.

CHOOSE A PERSON  
CARD. THIS WILL BE  
THE MURDERER.

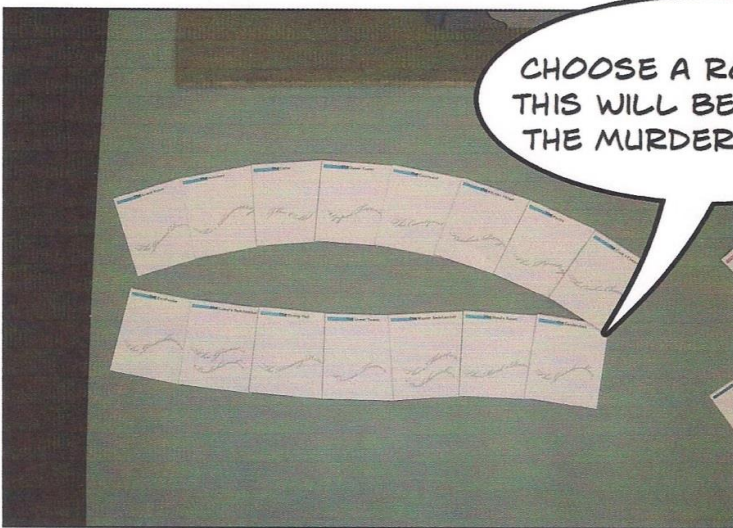
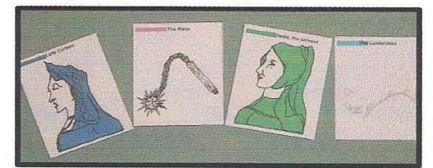
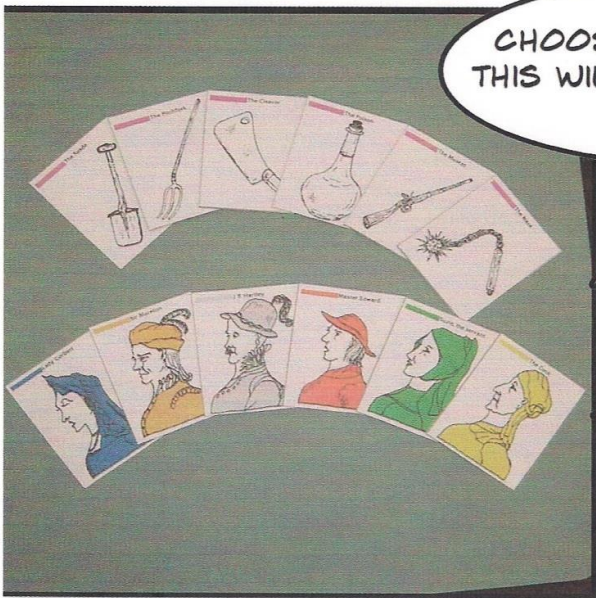
NOW CHOOSE ANOTHER  
PERSON CARD. THIS  
WILL BE THE VICTIM.

FOR EXAMPLE ...

LADY CORBETT  
KILLED SUZIE THE  
SERVANT, WITH A  
MACE, IN THE  
GARDEROBES! :o

CHOOSE A ROOM CARD.  
THIS WILL BE THE PLACE  
THE MURDER OCCURED.

NOW YOU'RE READY TO  
START THE STORY! TURN  
TO THE NEXT PAGE TO  
FIND OUT HOW ...





... HELLO AGAIN!

HERE IS YOUR BOARD. TO BEGIN YOUR STORY, YOU WILL TAKE IT IN TURNS TO ASK THE OTHER PLAYERS SIMPLE QUESTIONS ABOUT THE MURDER;

WHAT TIME WAS IT?

WHAT WAS THE WEATHER LIKE?



WHAT WAS SHE DOING IN THE GARDEROBES?

DID THEY KNOW EACH OTHER WELL?

YOU SHOULD BEGIN TO FEEL THE STORY DEVELOPING.

AH, SO IF THE SERVANT WAS IN THE GARDEROBES, WHERE WAS LADY CORBETTS HUSBAND?!

FEEL FREE TO ADD IN DETAILS ALONG THE WAY!

AS THE STORY PROGRESSES, YOU WILL BE ABLE TO MAKE YOUR QUESTIONS MORE IN DEPTH AND INTERESTING!

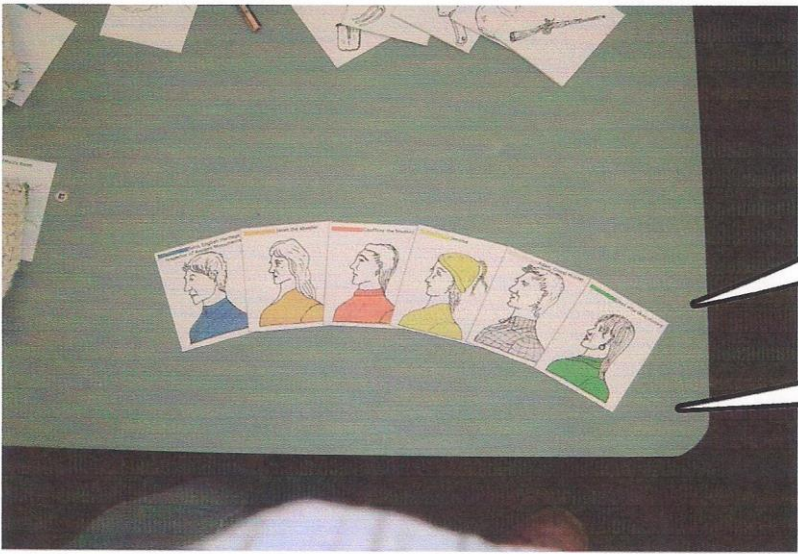
CONGRATULATIONS! YOU HAVE MADE A STORY, YOU ARE NOW READY TO MOVE ON TO ...

THE MORE CREATIVE AND EXCITING THE STORY IS AT THE END, THE BETTER!

# THE GHOST STORY

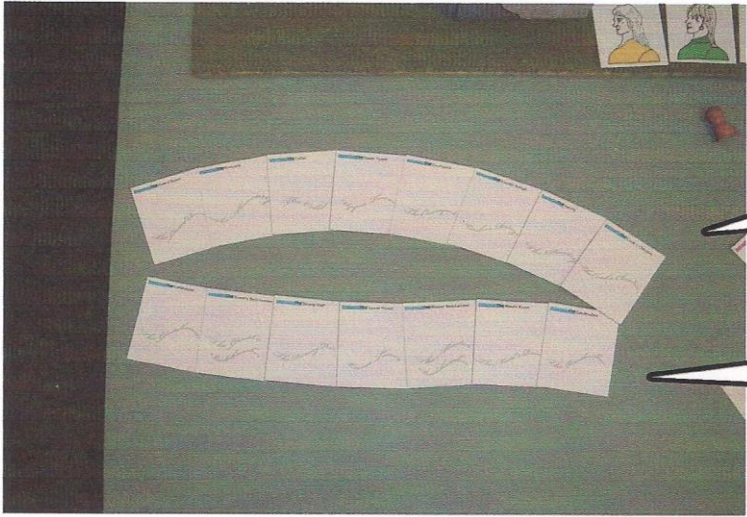
# TRACES OF THE TUDORS

## INSTRUCTIONS: *THE GHOST STORY*



CHOOSE A MODERN DAY PERSON CARD. THIS IS THE PERSON WHO SAW THE GHOST. REPLACE THE CARD AND SHUFFLE THE DECK

CHOOSE A SECOND MODERN DAY PERSON CARD. THIS IS THE PERSON WHO MET THE GHOST



CHOOSE A PLACE CARD, THIS IS THE PLACE WHERE THE FIRST PERSON SAW THE GHOST. REPLACE THE CARD AND SHUFFLE THE DECK.

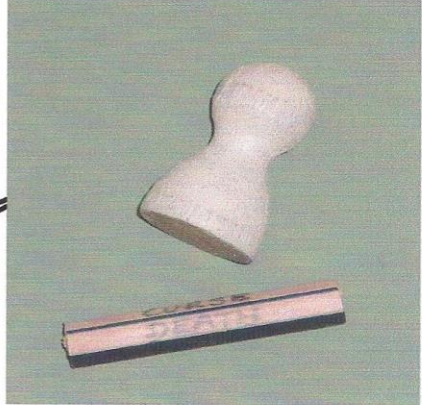
CHOOSE A SECOND PLACE CARD. THIS IS WHERE THESECOND PERSON MET THE GHOST.

TURN TO THE NEXT PAGE! ○○○○○



YOU WILL NEED TO REMOVE ALL THE CARPET OFF THE CASTLE BOARD. ONLY THE GHOST CAN WALK ON THE SEE THROUGH PLASTIC FLOORS.

IMAGINE THAT THE LIGHTER PARTS OF THE CASTLE AREN'T THERE! THE DARK GREY PARTS ARE WHAT THE CASTLE IS LIKE TODAY!



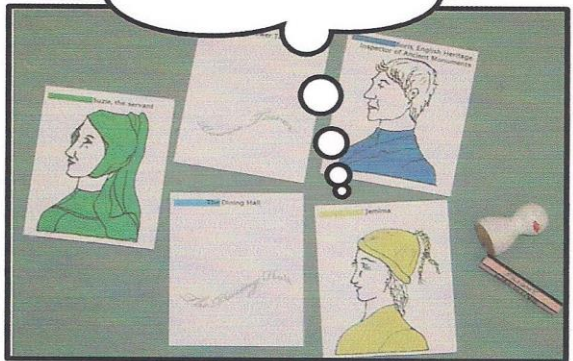
ROLL THE 'DICE' TO FIND OUT WHAT THE GHOST DOES!

SO, BORIS SAW THE GHOST OF SUZIE IN THE LOWER TOWER AND JEMIMA HAD A FRIGHT WHEN SHE MET THE GHOST IN THE DINING HALL



JUST LIKE IN THE FIRST PART OF THE GAME, YOU CAN ASK SIMPLE QUESTIONS ABOUT THE GHOSTLY ENCOUNTER!

THEN AS YOUR GAME PROGRESSES, THE QUESTIONS WILL BECOME MORE INSIGHTFUL AND EVENTUALLY YOU WILL HAVE A STORY WHICH YOU CAN TELL YOUR TEACHERS AND FRIENDS!



CONGRATULATIONS, YOU HAVE COMPLETED:

NOW YOU TELL YOUR STORY!

# TRACES OF THE TUDORS!