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First of all, I would like to say thank you for purchasing *Ghost Hunters: The Case of The Moonstone Amulet*. It will be a party your guests will rave about for years to come!

The kids of Rush Summit fear the old Strathmore house more than anything in the town. The stories of the old, run-down house span generations, and the rumour is that it's haunted! Everyone who has been inside the house in the last fifty years has complained of "odd" encounters, and have eventually fled the house in fear. Finally, the city boarded up the old house and it remains, to this day, closed to everyone.

The Rush Summit Ghost Hunters are a six-person organization dedicated to investigating "unexplained" occurrences – something that happens often in Rush Summit. This six-person investigative crew are specialists in what they do, and each have something unique to bring to the investigation.

The crew decides to investigate the rumours at the old Strathmore house, and come prepared on Halloween night to learn the truth about the old manor. Is it haunted? And if so, by whom? Most importantly, why are they still in the house?

Please take a moment to read Shot In The Dark Mysteries' official disclaimer. Shot In The Dark Mysteries does not guarantee results and will not be held in any way accountable for any personal injury, death and/or loss to the players, facilitators or observers. This mystery and the materials herein are solely for entertainment purposes and cannot be reproduced or reused after one play without the express consent of Shot In The Dark Mysteries. The characters and story are fictional. Any similarity to actual living or dead people or events is purely coincidental.

Whew! Now that we have that over with, here are a few suggestions for making your party a roaring success.

*Ghost Hunters: The Case of The Moonstone Amulet* is classified as a "Specialist Panel" mystery, which means those you have selected to be the "specialist" ghost hunters will be either answering questions as guests mix and mingle to



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gather information, or delivering their findings to the group (however big that might be) en masse. The game has been designed to work both ways, so choose the format that works best for your group!

Players are encouraged to ask questions outside of those suggested, but if they ask something that is not explained in the suspects' information, the answer is usually "no". The mystery is separated into "Chapters", each of which allow the players to ask the suspects more questions to solve the mystery.

Because the format of "Specialist Panel", there is only one type of clue in *Ghost Hunters: The Case of the Moonstone Amulet* – Share. All information distributed to the players can be shared openly and freely with anyone playing.

If instructions are given, they should be followed – although we promise it won't be anything too complicated. Your mystery is meant to be easy and fun, so you won't see the mystery get too complicated. Despite this, the plot is still complex, and we encourage your sleuths to get into the event, take notes and discover the truth!

All clues are all directed at the suspect (for example, "you saw the ghost floating down a dark hallway"). For the sake of getting everyone into the mystery, share clues should be transferred into the first person (for example, "I saw the ghost floating down a dark hallway") and into the player's own words. Each chapter contains directions. If, after reading the chapter directions, you still have questions please don't hesitate to contact us.

Throughout your Mystery Materials, you will see the following icons on the top of the page that will guide you in facilitating *Ghost Hunters: The Case of The Moonstone Amulet*:



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The green eye icon means that as the host, you can look at the page without worry of spoiling the mystery for yourself.



The red eye icon means you should avoid looking at the information on that page, as it could give away the mystery, or “contain spoilers”. Check for the character's name but don't read the information therein.

You can see one of these icons on the top of this page – just look up!

For Chapter 2 – The Cypher, it's recommended to have someone who is not guessing the solution to facilitate the chapter. There is a hint, as well as the solution and someone will need to know that solution to inform everyone playing when they guess the right answer. This portion of the mystery is found on page 19.

One of the bonuses in your game is a “Choose Your Own Ending” activity, where the group decides together what decision they will make. The end of the mystery will be determined by the choice the players make. There are further instructions on how to facilitate this ending in your Chapter Instructions (below).

Your mystery also includes optional mp3 files for the introductions as well as the final reveal, or “Confession”. Feel free to use these mp3 files to enhance your mystery – they're FREE! Burn them to a CD or run them off your computer and play them when instructed to do so by your Chapter directions. You are also receiving transcripts of the mp3 files in your printed materials below. If you have additional guests you would like to bring into the mystery, you can have these additional guests read the introductions instead of playing the mp3 files to get certain guests involved deeper than just being “sleuths”.



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Last but not least, your game also includes an exclusive video feature. Download this video file and, when prompted, play it on your computer. Alternatively, you can burn it to a DVD and play it on your television, a laptop or portable DVD player if you prefer.

We at Shot In The Dark Mysteries like to hug trees, and encourage you to use recycled paper when you print your Mystery Materials.

This is an overview of how your event might go, to give you an idea of what to expect:

- Guests/Participants arrive
- Mingling
- Announcement of mystery (Introduction)
- Guests/Participants interact to gather clues from suspects for the pre-determined amount of time (the amount of time you allow is up to you, and unique to your event)
- Chapters continue, beginning with the Introductions, followed by a break for the "sleuths" to gather information.
- Before the end of the mystery everyone decides which action they want to take, and that will determine the outcome.
- The ending is revealed



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For more information, tips and suggestions, please visit:

<http://www.shotinthedarkmysteries.com/what-to-expect/what-to-expect/>

and

<http://www.shotinthedarkmysteries.com/party-tips/>

If, after reading this guide you still have questions before the party, please don't hesitate to contact us. We will do everything in our power to ensure your mystery runs smoothly. Having said that, facilitating the mystery is easy - just relax and have fun!

That's it, that's all! You're ready to play! Have fun, and don't forget to send us pictures of your event to let us know how much fun your guests had!

Sincerely,



Leigh Clements  
The Mystery Maiden  
Shot In The Dark Mysteries.com