

The Fox



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Hosting Guide



“The Fox” Story

The year is 1780 in the English Colonies in America. The Colonies have demanded independence and are involved in a revolution against England. The Colonists have had some minor wins, some disastrous losses, and lots of discouragement. A new flag will only motivate the army so far! Many people are leaning toward suing for peace and taking their punishment.

Some of the most vicious fighting occurs when Loyalist or Tory units are met in battle by Colonists -- and this is happening too often to be a coincidence.

General Washington’s Headquarters suspects that there is a spy (known as the Fox), passing secrets to the British Forces. The last two troop movements have developed into battles. The British have known when Colonists are moving along roads that are not normally patrolled. The General suspects everyone. He is afraid the Fox may even be one of his staff.

The Fox apparently has the ability to travel widely and is able to obtain information about the Colonial situation with ease -- and is wrecking havoc for the fledgling Colonials.

Colonial troops are deserting faster than they can be recruited. Supplies are harder to get as the British always seem to seize or requisition any and all stockpiles before the Colonists armies are able. Consequently, farmers now want gold or silver, not paper money.

Washington’s Chief of Staff, Colonel Hathaway, has called a meeting in Fairfax, Virginia. He doesn’t want to meet around his other headquarters personnel -- where he suspects there may be a leak of information. With luck we should be able to uncover the spy tonight.

You are at an inn near Fairfax, Virginia and have just completed dinner and are waiting to see a play, followed by dancing. The conversation turned to rumors that the Fox is in the vicinity. Col. Hathaway, has stated that he feels sure that the Fox will be caught soon - perhaps even tonight. Then after a fair trial, the Fox will be hung in the morning. Everyone is suspicious of everyone else at this point. Everyone in the room is under suspicion of being the Fox and you are being asked to spend the night until things are cleared up.

Don’t make plans for tomorrow afternoon!

Background

During the early days of the American Revolution, the Continental Army was a very small nucleus of men that were professional soldiers. State Militia Units made up the major portion of the Army, supplemented by more long term Continental units known as a “Line” (Such as the Connecticut Line or New York Line). This was the reason for many of the early defeats. If a unit was done fighting, they just left the field and the commander had little to say about it. When things got dangerous, they followed the old axiom of living to fight another day and scattered.

Hessians were mercenaries or hired German troops brought over from Prussia to fight the Colonists. The philosophy was that not being of the same national origin and possibly related to the colonists, the Hessians would fight better and be less forgiving. This worked to some degree, but their zeal in pursuing the war led to the observable tendency of the colonials to take fewer Hessian prisoners. This

led them to become less effective than the English and they were often used as primarily garrison troops to hold towns and free up British troops to fight.

Many loyal English Colonists did not agree with the Revolution and were called Loyalists or Tories. Some of the most bitter fighting took place between Tories and Patriots. Tempers were high and prisoners were less commonly taken.

The Indians were a minor factor in the War. The English tried to use them to raid the frontier and cause turmoil in the settlements out West and near Canada. They had some success, but several frontier leaders organized ranger bands who saw nothing wrong with hitting back at the Indians and destroying their villages. Ultimately, this caused many Indians to flee to Canada for protection or to move further West, opening new lands for the ever increasing wave of settlers.

Remember to look for motive, opportunity, method and if you can catch someone in a lie.



Hosting Guide

Thank you for choosing to play “The Fox”

We are sure you are going to have fun with this game. To ensure **you** have a low-stress and fun time, we have created this Hosting Guide for you.

Welcome to “The Fox,” a role-playing mystery game set in Colonial America. It is based on the premise that people can have a lot of fun laughing with each other and using their imaginations. Discovering the spy is important, but not at the expense of having a good time with your friends. **Each of the players should be encouraged to dress the part, using their imaginations if desired.**

This game is designed for 30 players - 7 men, 6 women, 1 gender neutral, and two teams of 8 players per team. These 16 team members can be of either sex. If you have fewer than 30 players, simply reduce the size of the teams.

There is one basic rule during the game: **ONLY THE SPY MAY LIE.** The spy’s part will tell them that he/she can lie, cheat, and deceive in an attempt to throw suspicion or put the blame on someone else. We have included the “Spy’s Part” at the end of the packet. **ONLY** read it if you want to know who

the spy is...before the game begins.

On the night of the party, relax and let things flow! The goal is to have fun. Don't worry if people play their part differently from your interpretation or expectations -- or if they do not give out all of their clues. It will just make the game more interesting -- and may mean the thief may not be caught!

The party takes place in one room and teams are encouraged to sit together. Each team should choose one player to be the leader who coordinates their actions and gets any extra clues that are distributed during the course of the game. It is important that everyone be able to hear what questions are asked of the main characters and hear their answers. Everyone should be familiar with their role. If necessary, they can refer to their parts as the game progresses, but should be encouraged to use their power of persuasion rather than simply reading a part aloud to prove innocence or guilt.

Assigning Characters

Those who are invited to the game should be willing to take a part and, for the duration of the game, stay in character. It is usually more successful to hand out the Player’s Packet about a week in advance of the game - so read the enclosed “Cast List” and consider who would best suit, or have fun playing each part. **NOTE:** You can assign yourself a part or choose to act as the mediator of the game (just remember to dress accordingly).

Distributing parts early gives players an opportunity to plan out their costume. In addition, participants are able to study their part and prepare, in their mind, some things they might say in defense of themselves. Players can also develop some of the questions that they want to ask others. It is important, when distributing parts, to remind each player to keep their parts a secret from everyone else until the game begins.

After you have sent out invitations and people have agreed to play, give each player their packet, which will contain the following items:

- Story of “The Fox”
- Entertainment Etiquette (rules for playing the game)
- Background
- Cast of Characters
- Colonial Caller (Newspaper)
- Character Part

Each character part provides a description of one of the people involved in the mystery. It also describes relationships, occupations, characteristics, life incidents, motives, clues, and often items about another character that the player is encouraged to bring out during the game.

Players can be as flexible as they wish in telling their story as long as they don’t lie -- unless they are the spy. However, other people may know things about that character that they are willing to reveal at an inopportune time.

When players are asked a question they should answer in character with their part, but not show their part to other players to “prove” their part says something. The game does not, and is not meant to supply all the answers that may arise. If a player does not have an answer, they are encouraged make one up and answer it the way their character would answer it. This is not considered a lie.

When it comes time to vote on who is the Fox, everyone at the party gets one vote. The teams do not have to vote as a team.

Remember, the goal is to discover the spy and to have a good time in the process!





Sequence of Events

First --

Have your guests sit where everyone can hear the questions and the responses. When all of the guests are there, read THE STORY and have the main characters introduce the part that they are playing. Also have the teams introduce themselves. The team leader can do this if he desires. Answer any questions that people have about playing the game.

Second --

Have the Woodsman read the Huron's MESSAGE (OSR) that is in his part and tell how he got it from the Huron. Then open the floor to allow general questioning by players and the teams.

Third --

After about 20 minutes introduce the NOTE TO SERGEANT GRUEN (Contains the crumpled-up SEA SPRITE note and the CODE sheet).

Fourth --

Twenty minutes later give out the MEMORY JOGGERS (cut out into individual slips of paper) to the appropriate players to read and share with the group.

Fifth --

About 20 minutes after the Memory Joggers have been given out, give the REPORT UPDATE TO SERGEANT GRUEN, to Sgt. Gruen to read.

Sixth --

When the questioning seems to die down and most have an opinion as to the identity of the Fox, have each player cast a ballot for who they think is the Fox. If a majority of the players do not guess properly, the Colonies are in trouble.

Seventh --

Have the Fox reveal who he/she is and why and how they did what was done.

Eighth --

Read THE END. This discloses what happens to everyone as they continue on with their lives.

Ninth --

If you desire, you can pass out the CERTIFICATES OF AWARD included at the end of the Hosting Guide for Most Theatrical, Best Villain, Best Costume, and all those who correctly guessed the spy.

At the end, serve refreshments, if you wish, and join in the rehash of the game. It's fun to discover why people acted and thought as they did during the game.





Cast of Characters

This list is used only for understanding actions of characters. It is not meant to be a puzzle itself. It **does** contain clues for use within the game.

- Lady Blithe** Loves dresses, not messes. Devoted to dancing, parties and families in that order. Likes to send and receive mail. Wife of Lord Blithe of Grimsley, Peer of the Realm. **(FEMALE)**
- Sergeant Gruen** Says he has been sent here to buy moccasins for the troops in his unit. Says he's just going home for a rest and to pick walnuts in the big nut harvest. Maybe he's just a big nut! **(MALE)**
- Meg O'Callow** Sweet Meg has chosen the life of adventure. She is an actress. Her favorite holiday is Saint Patrick's Day. Doesn't know the difference between USO and UFO. **(FEMALE)**
- Thomas Chapin** Thinks Shakespeare is a fishing tackle maker. Likes to hang around the theater and play around. Can't seem to decide which side to be on. **(MALE)**
- Doreen McMasters** A printers wife. No one knows what she is doing here and why she is in this game. Seems to have lots of money all the time. Continental paper dollars. We wonder what her husband prints. **(FEMALE)**
- Colonel Eugene VonPuffer** Some say he is as important as another kernel. His hobby is designing uniforms. His VonPuffer military zeal is unbelievable. Can really raise money. **(MALE)**
- The Woodsman** This man is not a nice neighbor to Englishmen. The Woodsman wants revenge. If he gets the Fox, he plans to torture him for a week. He sells used Tomahawks. **(MALE)**
- Sarah Brimshall** Newly arrived from England and is very curious about the local berries and wines. Isn't afraid to toast the King. Feels that a few toasts makes everyone good friends. She plans to set up the first Indian curio shop chain in the Colonies. **(FEMALE)**
- Tinker** Travels all over in a wagon, singing songs and spinning yarns. Business card reads "Yarns for every occasion." Knows more ladies than anyone in the Colonies. **(NEUTRAL)**
- Courier** A courier between different commands and places. Sees much, hears much, and does little. Some times disguises himself as a dummy. Is the disguise being used now? **(MALE)**
- Magdelyn Stopper** An Indentured servant with a past that involves some chickens. Comes from an upstanding family. **(FEMALE)**
- Sir Rufus Rumppe** Traveling the colonies gathering information. For the British or the Rebels? Says he is writing a book. Or is he like a Bookie? **(MALE)**
- Molly** Refused to give her full name. Claims that she is looking for a fortune. **(FEMALE)**
- John McGuire** Claims to hate the English. Any good spy would claim to hate his employer. Known to have something to do with sheep. **(MALE)**
- Innkeepers Team** Not much to be said about this group. Poor service, high prices, and bad liquor are their trademarks. Just look at the name of the Inn!
- Immigrants Team** This is a team of people who claim they are moving West. Maybe they were driven out by their former neighbors. Or are they gathering information to pass on to the Fox?



Colonial Caller

Observations of Our Lives



TEN DOLLARS Reward

Traitor and spy against colonies. The Fox has cost lives, liberty, and liquor.

Likely mail, what women would do betray their country?

Smells like flours and travels a lot. Not big on honest-living and loyalty.

Whoever takes up The Fox and brings him to justice shall have the above reward and all popular actions set upon them.

Colonial Caller

Observations of Our Lives

HELP WANTED

washer of dishes for busee Inn -- Bears Behind. Experience a must. Talk to propriator if yew want job. Avoid the bar.

FOUND

Pair of gloves, kerchief, 6 gold pieces, and bottle of perfume outside local town hall.

Slight figure seen leaving scene, but wouldn't stop when yelled at to stop -- in fact, person walkede faster. Wuld like too return to owner.

To claim items, contact S. Gruen.

TRAVEL COMPANION NEEDED -- RIGHT AWAY

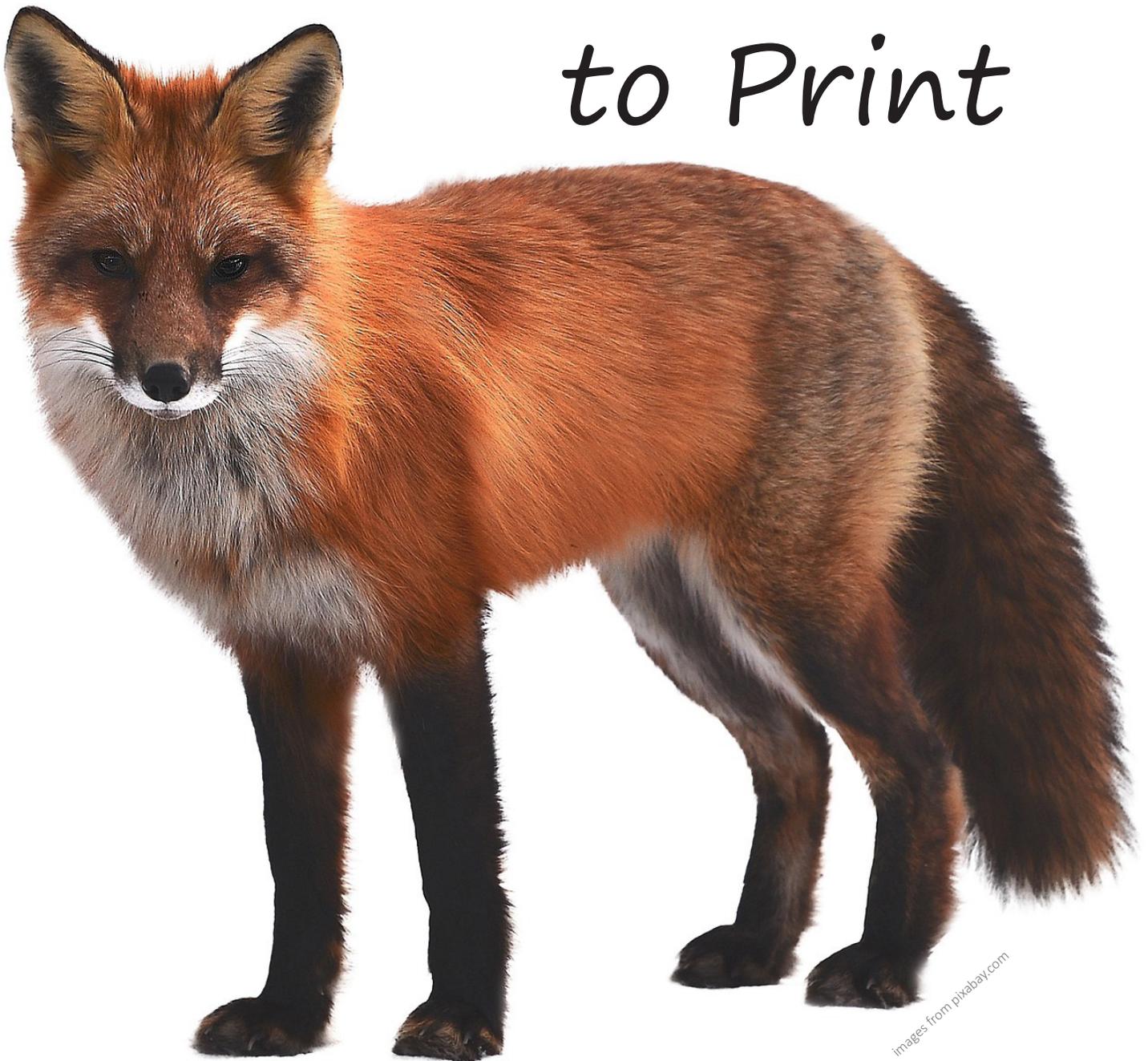
Looking for help pulling handcart across swamps, deserts, and fighting off blood-thirsty Indians. All the adventure you want and bunnies and lizards to eat. Good time is promised. Contact Dizzy Lusional at the Squeaky Mouse Brothel.

MISSING PERSON

"Benny" Arnold is lost and can't be found. Was with colonial army, but can't be found. Last seen holding a bunch of paipers with information vital to us. Contact Gen. G. Washington if located.



Game Documents to Print



images from pixabay.com

Note to Sergeant Gruen

Sergeant Gruen:

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Codes

Code

mother = English

father = Rebels

walnut = Pig

hazelnut = Horse

pecans = Cows

almond = Sheep

red = Barley

blue = Corn

green = Oats

gray = Wheat

chair = Pounds

stool = Gallons

salt = Shoot

bench = Bushels

pepper = Powder

duck = Queen

goose = King

sun = Stop

rain = Flee

Code

servant = Ships

direction = Back Azimuth

mule = Disregard Next Phrase

oxen = Infantry

sheep = Artillery

dust = Troops

paper = Gold

glass = Silver

wagons = Calvary/Dragoons

yams = 10

cherry = 20

pickle = 30

zero = Use book code after this point

G = 1 L = 6

O = 2 F = 7

T = 3 U = 8

H = 4 N = 9

I = 5 S = 0

R = repeat previous value

Example 225 = ORI



Report to Sergeant Gruen

Sergeant Gruen,

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coria natur?*

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coria natur?*

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accaborro eturibus simolupta voluptatem sitia eum harume
coria natur?*

Sincerely,



Memory Joggers

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Memory Joggers continued

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Report UPDATE to Sergeant Gruen

Sgt. Gruen: Here is the information available on the names you requested.

MRS. McMASTERS:

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LADY BLITHE:

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MISS BRIMSHALL:

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THOMAS CHAPIN:

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COLONEL VONPUFFER:

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MEG O'CALLOW:

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Sergeant, don't forget that if you need help, "Big Ben" will assist you in any emergency. It is imperative that we capture the Fox.



THE END

Now that the game is over and you have decided who is the criminal, it may interest you to know what happened to players after the Party!

DOREEN MCMASTERS

Tiorporeium quam nosseni sitam, sit earum consequam, officta quature icipsunt, siti ullessim et as debissecae saeptas nus, ut esti nonsedit, ut quarent eatu natiusa volorio reusciatet aditiat licatem arum sinumeniet et faccull aboruptatem inciis dunt, simagnist vendis de nestiorro mosae. Neque voles autas nimoditio vendaero ex errorum ere venet

SERGEANT GRUEN

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COURIER

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LADY BLITHE

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THE WOODSMAN

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MEG O'CALLOW

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SARAH BRIMSHALL

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THOMAS CHAPIN

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TINKER

Tiorporeium quam nosseni sitam, sit earum consequam, officta quature icipsunt, siti ullessim et as debissecae saeptas nus, ut esti nonsedit, ut quarent eatu natiusa volorio reusciatet aditiat licatem arum sinumeniet et faccull aboruptatem inciis dunt, simagnist vendis de nestiorro mosae. Neque voles autas nimoditio vendaero ex errorum ere venet Tiorporeium quam nosseni sitam, sit earum consequam, officta quature icipsunt, siti ullessim et as debissecae saeptas nus, ut esti nonsedit, ut quarent eatu natiusa volorio reusciatet aditiat licatem arum sinumeniet et faccull aboruptatem inciis dunt, simagnist vendis de nestiorro mosae. Neque voles autas nimoditio vendaero ex errorum ere venet

JOHN MCGUIRE

Tiorporeium quam nosseni sitam, sit earum consequam, officta quature icipsunt, siti ullessim et as debissecae saeptas nus, ut esti nonsedit, ut quarent eatu natiusa volorio reusciatet aditiat licatem arum sinumeniet et faccull aboruptatem inciis dunt, simagnist vendis de nestiorro mosae. Neque voles autas nimoditio vendaero ex errorum ere venet Tiorporeium quam nosseni sitam, sit earum consequam, officta quature icipsunt, siti ullessim et as debissecae saeptas nus, ut esti nonsedit, ut quarent eatu natiusa volorio reusciatet aditiat licatem arum sinumeniet et faccull aboruptatem inciis dunt, simagnist vendis de nestiorro mosae. Neque voles autas nimoditio vendaero ex errorum ere venet

“The End” continued on the next page



THE END *continued*

MOLLY

Tiorporeium quam nosseni sitam, sit earum consequam, officta quature icipsunt, siti ullessim et as debissecae saeptas nus, ut esti nonsedit, ut quatent eatus natiusa volorio reusciatet aditiat licatem arum sinumeniet et faccull aboruptatem inciis dunt, simagnist vendis de nestiorro mosae. Neque voles autas nimoditio vendaero ex errorum ere venet.

SIR RUFUS RUMPPE

Tiorporeium quam nosseni sitam, sit earum consequam, officta quature icipsunt, siti ullessim et as debissecae saeptas nus, ut esti nonsedit, ut quatent eatus natiusa volorio reusciatet aditiat licatem arum sinumeniet et faccull aboruptatem inciis dunt, simagnist vendis de nestiorro mosae. Neque voles autas nimoditio vendaero ex errorum ere venet

MAGDELYN STOPPER

Tiorporeium quam nosseni sitam, sit earum consequam, officta quature icipsunt, siti ullessim et as debissecae saeptas nus, ut esti nonsedit, ut quatent eatus natiusa volorio reusciatet aditiat licatem arum sinumeniet et faccull aboruptatem inciis dunt, simagnist vendis de nestiorro mosae. Neque voles autas nimoditio vendaero ex errorum ere venet
Tiorporeium quam nosseni sitam, sit earum consequam, officta quature icipsunt, siti ullessim et as debissecae saeptas nus, ut esti nonsedit, ut quatent

COLONEL EUGENE VON PUFFER

Tiorporeium quam nosseni sitam, sit earum consequam, officta quature icipsunt, siti ullessim et as debissecae saeptas nus, ut esti nonsedit, ut quatent eatus natiusa volorio reusciatet aditiat licatem arum sinumeniet et faccull aboruptatem inciis dunt, simagnist vendis de nestiorro mosae. Neque voles autas nimoditio vendaero ex errorum ere venet

IMMIGRANTS

Tiorporeium quam nosseni sitam, sit earum consequam, officta quature icipsunt, siti ullessim et as debissecae saeptas nus, ut esti nonsedit, ut quatent eatus natiusa volorio reusciatet aditiat licatem arum sinumeniet et faccull aboruptatem inciis dunt, simagnist vendis de nestiorro mosae. Neque voles autas nimoditio vendaero ex errorum ere venet

INNKEEPERS

Tiorporeium quam nosseni sitam, sit earum consequam, officta quature icipsunt, siti ullessim et as debissecae saeptas nus, ut esti nonsedit, ut quatent eatus natiusa volorio reusciatet aditiat licatem arum sinumeniet et faccull aboruptatem inciis dunt, simagnist vendis de nestiorro mosae. Neque voles autas nimoditio vendaero ex errorum ere venet

We hope you enjoyed playing this Whodunnit Mystery Game.

Please go to our website to see what other adventures you can have and let us know what you liked or would like to see changed.

Thank you!



Casting the Vote!

Your Name: _____

Who is the
spy?

Best
Costume?

Most
Theatrical?



Casting the Vote!

Your Name: _____

Who is the
spy?

Best
Costume?

Most
Theatrical?



Casting the Vote!

Your Name: _____

Who is the
spy?

Best
Costume?

Most
Theatrical?



Best Costume Award

PRESENTED TO

for most creatively dressing the part during The Fox mystery party.

Host: _____

Date: _____



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Most Theatrical Award

PRESENTED TO

for being the best drama king/queen during The Fox mystery party.

Host: _____

Date: _____



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Best Villain Award

PRESENTED TO

for most successfully misleading everyone during The Fox mystery party.

Host _____

Date: _____



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Super Sleuth Award

PRESENTED TO

for successfully unmasking the spy during The Fox mystery party.

Host: _____

Date: _____



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