

freeform games presents...

A Dead Man's Chest

Shiver me timbers, shipmates!

Two pirate crews descend upon the sleepy Caribbean island of Santo Oloroso – to avenge the death of their former master Captain Flint, or to find and grab his treasure?

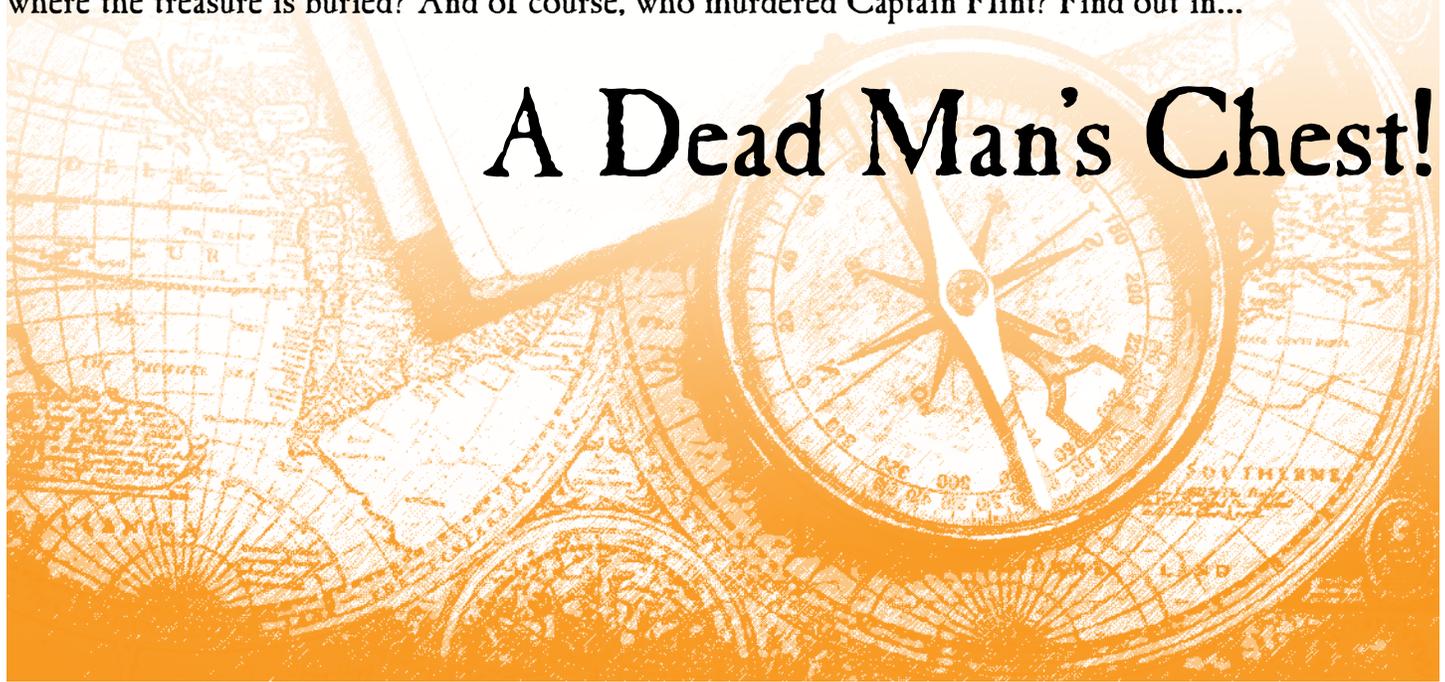
Old enmities will surface, deals will be made and broken, and some folk will swing from the yard-arm while others receive the dreaded Black Spot, before these affairs are settled, for good or ill.

Will fortune favour the brave? Will faint heart ever win fair lady? How many Pieces of Eight make a Doubloon? Find out all this and more at *A Dead Man's Chest*.

In *A Dead Man's Chest*, not everyone is as they seem – some have dark secrets they need to keep hidden... and someone is the murderer.

All those invited to *A Dead Man's Chest* are given a character. As they arrive they are greeted by the Host, and welcomed to the party. Each character has goals and objectives that they must complete before the end of the evening. The characters have various skills and abilities that will help them uncover secrets and achieve their goals.

The players can form alliances, blackmail each other, steal items and even fight over the treasure! Along the way they may solve some of *A Dead Man's Chest's* mysteries. Why were the Governor and his daughter kidnapped? How can the volcano be kept from erupting? Who knows the secret of where the treasure is buried? And of course, who murdered Captain Flint? Find out in...



A Dead Man's Chest!

What is included when you buy A Dead Man's Chest?

- ❑ A step-by-step guide on how to run the game.
- ❑ Character booklets for each guest, including background, goals and objectives, rules and special abilities.
- ❑ Items and money for each guest.
- ❑ Handouts and other essential items.
- ❑ The solution!



How does A Dead Man's Chest work?

A Dead Man's Chest has been written for 12 to 16 guests – plus the host or co-ordinator. The step-by-step guide explains which characters to omit should you have fewer than 16 guests (you do need at least 12, however). Here's how that works:

Number of guests	Male characters	Female characters	Characters that can be played by anyone
12	6	4	2
13	6	4	3
14	6	4	4
15	6	4	5
16	6	4	6

A Dead Man's Chest runs over the course of three or four hours and is particularly suited to a buffet meal. One person is the Host, and acts as organiser and co-ordinator, responsible for making sure everything runs smoothly and that all the guests have the information they need.

Your guests will be pirates, natives, colonials and assorted miscreants, on the Caribbean island of Santo Oloroso. They have their own goals and agendas, and how they choose to achieve those goals is entirely up to them. *A Dead Man's Chest* is an evening of swashbuckling, derring-do, blackmail and betrayal!

Where can I get A Dead Man's Chest?

A Dead Man's Chest is available from www.freeformgames.com. We accept all major payment methods.

When you purchase the game, you'll be taken to a page where you can download it right away. We will also email you a download link and password, so you can come back to the site and collect your game later if that's more convenient.

What if I don't like A Dead Man's Chest?

No product is perfect for everyone. We know that and you know that and that's why we offer a cast-iron, no quibble guarantee. If you're not completely satisfied with *A Dead Man's Chest*, let us know within 30 days and we will refund you.

Testimonials



"My church 'youth' group (ages 15-30) recently played *A Dead Man's Chest*, and the game was a big hit! We appreciated that the game was family-friendly and had a good mix of complicated and less-complicated characters to

accommodate the players' varied acting abilities. This game was more than worth the cost, especially since I now know where to find an engaging party game whenever I need one!"

Tara Laben, United States



"*A Dead Man's Chest* was a great success. It's well thought out and so kept us all active the whole time. It's very good for getting everyone talking and having fun. None of us had played a mystery before, so we took some time to get started, but once we got going it went well."
Keith, Whitby, United Kingdom



"We played *A Dead Man's Chest* in honor of my 21st birthday and had SUCH a great time! The next day, the game was the ONLY thing being talked about in the theatre department – everyone was telling everyone how much fun it was, all the funny jokes, everything – it was quite a hit!"

Bonnie Prather, United States



"I literally did hours of research on the internet searching for the perfect murder mystery game and I settled on *A Dead Man's Chest* because of the interactive nature of your games. What a great choice it turned out to be! Hosting the party was a ton of fun and all our guests had an absolute blast. Thanks for providing a great game at a great price!"

Richard Russell, United States

The Caribbean Courier

Scandal-sheet and gossip-rag throughout His Majesty's Colonies of the Western Indies

Governor and Daughter Kidnapped!

All Port Royal is in turmoil, after the daring kidnap of British Governor Sir Percival Stanforth and his daughter Elizabeth. The dastardly pirate vessel the *Fury*, captained by 'Saucy' Nancy Martin, sailed boldly into harbour under cover of night and dense fog – and after a brisk and bloody fire-fight, snatched the Stanforths from their very own gubernatorial mansion!

The Governor's other daughter, young Meg Stanforth, was not available for comment – but there were plenty of wiseacres not slow to say that this is all Stanforth's own fault, for making a series of tough speeches about his intention to capture all the region's pirates and deliver them to justice.

Six months on, Flint is not mourned

While Captain James Flint was alive, it would have been a brave soul that dared to speak or act against him, such was the terror with which his name gripped the entire Caribbean. Since his death, throat slit by mysterious masked do-gooder 'El Cuervo' while he slept in his own cabin, his ramshackle piratical empire has crumbled like a sand-castle in the tide.

First Flint's two ill-matched lieutenants ('Black' Jack McCracken and 'Saucy' Nancy Martin) fell out publicly, divided Flint's crew and his two ships, and decided to go their separate ways. So now we are plagued by the *Scurvy Knave* and the *Fury* as independent menaces – but 'tis sure that, thus separated, the two captains muster nothing of the menace or effectiveness of their late superior.

The latest news whispers that both captains have received anonymous notes relating to the disposition of Flint's massive hidden treasure! Yes, apparently he buried his ill-gotten gains on a small island somewhere in the nearby seas, outside the British provincial boundaries, killing all witnesses. But he cannot have taken the secret of its whereabouts quietly to his grave, if now a little bird is murmuring tales of where it might be found...

'El Cuervo' strikes again

The masked desperado known only as 'El Cuervo' has struck again, rescuing a young maiden who was being menaced by a ruffian in a Port Royal back street. The bully was knocked flying by El Cuervo's fist, and the maiden was left with a kiss and a black crow's feather as token of her liberator's gallantry.

All are agog to learn the true identity of this secretive hero, avenger of injustice and defender of the weak, who has never been heard to utter a word. What does he have to hide? wonders the *Courier*.



Volcanic Instability

The wise professors of His Majesty's Naval College at Greenwich have issued a warning of severe danger that volcanoes, earthquakes and other such dire portents and signs of the hand of God will plague our region in the coming months. They claim that this is due to 'subterranean instability' and other such mumbo-jumbo, but the *Courier* says: look to your consciences, men and women of the Caribbean, and pray for forgiveness!

The small chain of islands of which Santo Oloroso is the most notable member is thought to be most at risk. That island's volcano has never been entirely quiet, and soon it could see a mighty spewing forth of fire to rival the last days of Sodom and Gomorrah. Fortunately, the island is inhabited only by the Diaho native people.

Shocking mutiny of the HMS Bully

One of His Majesty's finest warships, the *HMS Bully*, has fallen into the hands of a savage gang of uncivilized ragamuffins. No, the *Courier* doesn't mean that it's been captured by the Spanish! Far worse even than that – the crew have mutinied and taken charge of the vessel.

Young Captain Hal Overy was set adrift in a small boat, and the *Courier* can only urge its readers to pray that he manages to wash up on some inhabited island somewhere, rather than perishing miserably at sea under the burning, pitiless sun. Just one seaman – Bo'sun Arnold Barnes – spoke up loyally for his captain, with the result that he too was cast adrift.

And all this because Captain Overy had upped the daily flogging ration to six lashes with the rope's end per man! What weak whimsies these modern sailors are, if they think that constitutes an unbearably harsh regime. In our day, we thought nothing of a brisk beating with the cat-o'-nine-tails before breakfast...

The Cast List

The *Scurvy Knave*

- Captain 'Black' Jack McCracken – the dashing Captain of the *Scurvy Knave*
- Sawbones McGraw – the sarcastic but reliable ship's doctor
- Quintus Swelter – the vain and sinister ship's cook
- Tom – the helpful young ship's boy

The *Fury*

- Captain 'Saucy' Nancy Martin – the bold and fiery Captain of the *Fury*
- Alice Tremain – the *Fury's* shrewd and intellectual 1st Mate
- Blaise Richelieu – the temperamental and passionate ship's cook

Colonial forces

- Sir Percival Stanforth – the steadfast and rather stuffy Governor of Jamaica
- Elizabeth Stanforth – the Governor's desirable (if demanding) elder daughter
- Captain Hal Overy – the stubborn and blunt Royal Navy Captain

Diaho natives

- Hayapitl – the diplomatic Diaho chief
- Cassinga – the intimidating Diaho shaman
- Tokeleth – the chief's headstrong daughter

Others

- Don Inigo de Velez y Contrera – the aristocratic and condescending Spanish nobleman
- Salamanca – the Don's cynical and easily amused valet
- Bill Pistol – the marooned former pirate, now as mad as a brush

