

*Metcalf Manor
family Journal*

*Containing a list of possible treasures
thought to be lost somewhere on the
grounds of the Manor home*

Instructions for The Mysterious Maze of Metcalf Manor

In the premise of the game, Lord and Lady Metcalf owe back taxes on their manor to the tune of two Million Pounds and are throwing a masquerade party hoping to raise enough funds to pay the taxes. A trust set up generations ago would generate enough income to pay ongoing taxes, should they be up to date. It is not now available since the loss of a signet ring needed to prove the rightful ownership of the trust.

A journal that a cousin kept decades ago, chronicling the stories and legends of the Metcalf family, hints at many other treasures lost and possibly still on the property.

The theme of the masquerade party is British literary figures. You might have come dressed as King Arthur, Ebenezer Scrooge, Sherlock Holmes, Lady Godiva, Mary Poppins or Long John Silver. The playing pieces represent these characters. Your moves are determined by a roll of a pair of dice.

The board setup

To set up the board, first arrange the hedge rows into a maze configuration of your choice. If you like, you may take turns placing hedges. Start by setting up the perimeter with the large hedges that cover three squares. Do not close off the central entrance path from the manor. As you proceed, you may replace some of the large hedges with single-square hedges and insert a three-square hedge at right angles to start an internal wall. Allow for paths only one square wide inside the perimeter. Avoid creating closed-off areas with no access from any direction.

Continue until you can't add another hedge without closing off a path. The light and dark areas printed on the maze portion of the board are for guidelines only. A path may include dark and light areas. When counting your move, include both light and dark squares.

Once the hedgerows are set up, place the square flagstones randomly face down inside the maze. Choose your playing piece and you are ready to begin.

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List of treasures lost or misplaced (compiled by Sir James) along with a list of pitfalls to avoid

1 Pitfall



You have found an electrical line to a gazebo that used to stand in the center of the maze. It was built around nineteen hundred, and torn down in nineteen thirty four when a Mrs. Murgatroid fell through a rotted plank and had a nasty fit of apoplexy. Lose one turn while you nurse your hand for an electrical burn.

2 £ 200,000

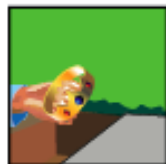


You have found a section of lead gutter torn from the roof by Sir Andrew Ferdly when he fell in an attempt to avoid the notice of a visiting Lady's jealous husband sometime in the seventeen nineties. Sir Andrew scratched a confession into the soft lead admitting to be in reality the infamous highwayman Andy Smeed. He included a map of the booty he

had hidden on the grounds of the estate. Roll the die and find where it is: a one or a four means it's in the old oak, a two or a five means it's in the fountain, and a three or a six means it's behind the statue. Now all players know where it is and can collect it if they can get there first on an exact roll. Place the flagstone on the hiding spot.

3

£ 400,000



You have found the Crown Jewels that were hidden during Cromwell's insurrection. Besides an old gold crown and other official relics, there is a pendant with a baroque pearl the size of a sparrow's egg. Very rare and valuable by itself. The Queen and, indeed, all of Great Britain will throw a celebration in your honor.

4

Pitfall



You have found an unexploded world war two German bomb. Can you hear it ticking? Better call the bomb squad. Oops, too late. You have been blown straight back to the manor. Do not take any

treasure with you. Place a marker on the spot from which you have just been launched. Return directly to this spot before continuing with the game.

5 £ 200,000



You have found a diary written in seventeen fifty three by young Sir Edward, the black sheep of the family. His older brother, Sir Fredrick buried the dairy to keep some of Edward's conquest from suffering more than just embarrassment should it be discovered. Other than being mildly titillating by modern standards, it does describe the hiding place of a here-to-fore unknown musical M. S., by Joseph Hayden. It awaits you in the manor and can not be confiscated.

6 £ 50,000



You have found a rare Roman silver pitcher dating to the first century AD. An elaborate portrait, believed to be Hadrian, adorns the side.

7

£ 200,000



You have found a horde of family silver with the Metcalf family crest engraved on each piece. They were hidden during world war two when rumors were being spread about a land attack by the Germans. Included are a soup tureen, several tankards and an elaborate tea service dating to the seventeen hundreds.

8

Winning piece!



You have found the skeleton of a pet frog buried by young Sir James when he was nine years old. He was unaware at the time that while he was bending over, his father's SIGN'ET ring fell out of his shirt pocket. Having been passed down from father to son for seven generations, the ring happens to be the only proof of ownership of a trust that will pay the taxes.

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