

TONY GREEN

The New Kid

Background

What about this camp made you so excited to come?

SECRET

You're going to this camp because you can't bear to stay at home for the summer.

You hope this is the last time you'll ever see your parents.

VOICEMAIL

HOLLIS STRATFORD

The Counselor-in-Training

Background

What fun thing do counselors get to do here?

SECRET

Your older brother swore never to go back to this camp. You didn't listen.

You missed family vacation for this.

VOICEMAIL

ANNIE GAMBLE

The Owner's Kid

Background

Why did your dad start this camp,
and how has that affected you?

SECRET

Your dad has been taking secret
phone calls almost every day for the last month.

You'll be with your dad all summer,
so you won't see your mom.

VOICEMAIL

RYAN ATLAS

The Troublemaker

Background

What do people not tell you about camp?

SECRET

You didn't want to come back to camp, but you're here to investigate the rumors you heard.

You don't want anyone to worry about you.

VOICEMAIL

JESSIE ANDERSON

The Die-Hard

Background

Tell us your favorite memory from camp.

SECRET

You did something terrible
last year at camp and got away with it.

You'll win the talent show this time, for sure.

VOICEMAIL

ALEX DAVIS

THE OLDER CAMPER



BLAKE HOWARD

POLICE OFFICER



LEA ANDERSON

COUNSELOR



MR. DUNLAP

GROUNDSKEEPER



SAM PARKER

CAMP DIRECTOR

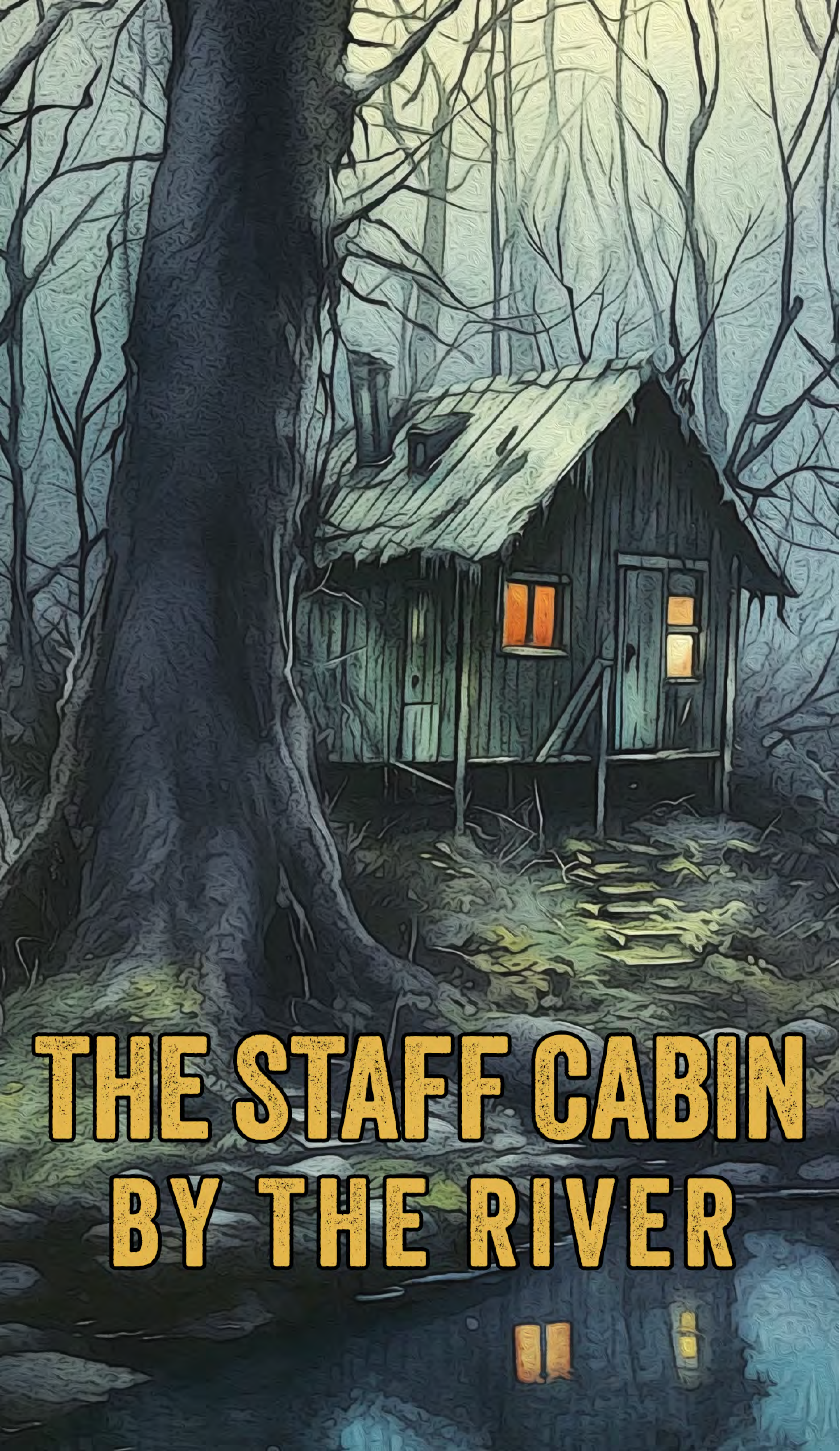




CAMP ARROYO SECO MESS HALL



THE NEARBY TOWN OF WHISPERING BLUFFS



THE STAFF CABIN BY THE RIVER





THE CAMPSITE UP ARROWHEAD MOUNTAIN



DAMSELFLY LAKE



**A HALF-MELTED
BAG OF
MARSHMALLOWS**



A DEAD FLASHLIGHT




A TORN SWIMSUIT




**A MATTED AND
DIRTY CHICKEN
COSTUME**

The background of the image is a solid yellow color. Overlaid on this background is a black fingerprint pattern, which consists of numerous concentric, curved lines that resemble the ridges and valleys of a fingerprint. The lines are most prominent at the top and bottom edges of the image and curve inward towards the center. The text is centered in the middle of the image.

A BLOODY MULTITOO



**A PRANK
GONE WRONG**



A WILD ANIMAL



A COUNSELOR CONFISCATES YOUR PHONE.

***YOU MAY NOT TEXT FOR 3 MINUTES.
AFTER 3 MINUTES, TELL THE STORY OF
HOW YOU STOLE IT BACK.***

MOTIVE

You doubt everyone else
in this group. Question
anything they say until you
can prove it's true.

You were in my first cabin.

I know what you did last summer.

RELATIONSHIPS

MOTIVE

You refuse to believe that
this place is truly unsafe.
Disregard any evidence
to the contrary.

I've always admired you from afar.

I find you incompetent.

RELATIONSHIPS

MOTIVE

You think you might find
your first love at this camp.
Look for any opportunity
to make a connection.

You're the reason I came to camp.

I haven't forgotten
what you said to me.

RELATIONSHIPS

MOTIVE

You know you're the hero this place needs. Whenever something goes wrong, that's an opportunity for bravery.

No one knows we hang out outside camp.

You don't know that you hurt me once.

RELATIONSHIPS

MOTIVE

You really would much rather be left alone. Find the simple explanation to everything.

We saw something together.

You don't know I exist.

RELATIONSHIPS

INTRODUCTION

Camp Arroyo Seco is a sleepaway camp nestled in the dry hills of Southern California. Years ago, it had a state-of-the-art facility that drew in campers from all over the country. These days, the camp has taken on some wear and tear, but some families still choose to send their kids out for a few weeks among the creosote bushes.

This summer is shaping up to be the hottest on record, but by the third night of camp, veteran campers and fresh faces alike are understanding why some people come back year after year. And then it's dinnertime.

At dinner, one of the new campers starts crying out of nowhere, and no one understands why. They scream something incomprehensible and push away anyone who comes near. Eventually, they're brought out of the mess hall, and an hour later the headlights of a sedan light up the night as the camper's family arrives to take them home.

An announcement is made over the camp PA system that they're sad to see the camper go, but that everyone should look forward to more exciting

**YOU WILL BE RESPONSIBLE FOR SENDING
THE FIRST TEXT
MESSAGE OF THE GAME.**

***Prepare a group text between all of the
players with the message below.***

**Hey guys, sorry for the big group
text, but I don't think we should
speak out loud about this. Is anyone
else really freaked out about what
happened to Jeremy?**

***Take a moment to breathe and allow the other
players to get comfortable and prepared.***

***When the first song on the playlist ends, send
your message and begin the game.***

REVEAL A SUSPECT CARD

You remember a rumor about this person doing something to a camper a few years ago.

What bad or scary rumor did you hear?

REVEAL A LOCATION CARD

You were walking by this location last night and heard something strange.

**What did you hear,
and what do you think it means?**

REVEAL A SUSPECT CARD

This person shows up and searches your cabin, but won't tell you what they're looking for.

What do they say that doesn't make sense?

REVEAL A LOCATION CARD

During a camp game, an older camper tells you to never go to this location.

What are they afraid of?

REVEAL A LOCATION CARD

A camp-wide announcement is called, announcing new curfews, because something bad happened at this location after dark.

What happened?

What makes you think it wasn't an isolated incident?

REVEAL A SUSPECT CARD

**You see this person running
outside your cabin, and make
eye contact through the
window.**

What are they holding?

Where do you think they're going?

REVEAL A LOCATION CARD

You go to this location to investigate. IN 2 MINUTES, you find a video camera and an old camp uniform.

What do you learn from the 10 seconds of blurry footage?

*Shuffle the face-up
Suspect Cards and reveal one.*

THEY ARE THE CULPRIT

*Place the rest of the Suspect Cards
on top of the Suspect Deck.*

**You discover another camper crying.
When you ask, that camper tells you
that this person did this, and made
them promise not to say anything.**

**What is physically, visibly
wrong with this camper?**

*Shuffle the face-up
Location Cards and reveal one.*

**THIS IS WHERE CAMPERS
ARE BEING PUT IN DANGER**

The culprit comes to your cabin and
whispers something to another
camper, who leaves. IN 2 MINUTES,
you see they've followed them to this
location.

**What do you see at this
location that surprises you?**

*Give the 10 minute card to the player who is
going there. Convince them not to leave
until they've found out what's happening.*

YOU FIND A TERRIBLE SCENE

(THE FACE-UP SUSPECT CARD IS THE CULPRIT)

Send one message describing what you see before you're spotted.

You narrowly make it out of this location as you run into the camp.

For the first time in the game, use your voice to speak the words you shout as you run out of this location.

For the next 5 minutes, you may not text as you flee. Roll a die. On a 3-6, you're captured as you send your final message.