

The Princess' Problem

Kat Kuhl



Outline

Solve a closed-door mystery aboard an express train, and help a princess in need by recovering her stolen property.

LEVEL
1
15 min.

Recover a passenger manifest from a suspect conductor.

LEVEL
2
20 min.

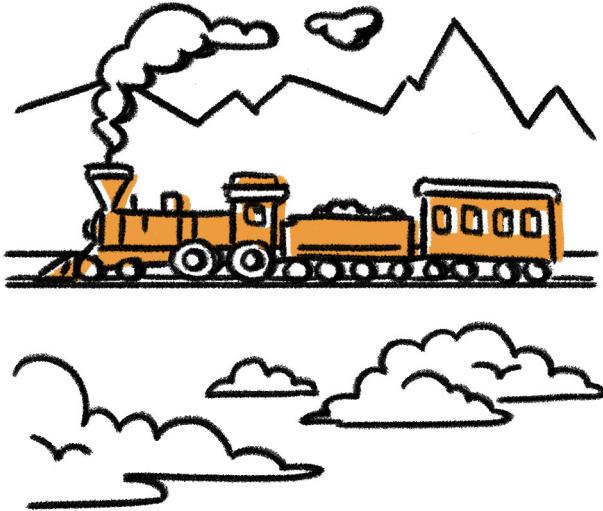
Craft the perfect distraction for your culprits.

LEVEL
3
20 min.

Save a cake and eat it too.



LEVEL
1
15 min.





Scene 1

PROMPT

Welcome to the Rolling Razzmatazz, a luxury express train and marvel of the modern age. You and your fellow passengers are some of the lucky few to have booked passage aboard its maiden voyage, an overnight trip from Honeyfax to New Colonia. The train departed some time ago. You find yourself nestled in the dining car with a handful of other passengers, eating only the finest foods.

Suddenly, a young Insectoid in a richly patterned cloak rushes into the car. She appears to have been crying, and looks at you all with pleading eyes.

"Please. You are now the only people on the Razzmatazz I can trust. Or – I think you are. Please state plainly your names and business aboard the train."

FREESTYLE

Move onto the next scene after the players introduce themselves.

QUICK TIP:

Since this is **LEVEL 1**, Players can use the **LEVEL 1 ABILITY** on their **ABILITY CARD**.



Scene 2

HOW MANY HEADS?

Deeply empathizing with the princess takes at least **3**

HEADS on a **SMARTS FLIP**.

SILLY IDEA:

Wowing the princess with glitzy pyro-technic display takes at least **3 HEADS** on a **MAGIC FLIP**.

PROMPT

Once you've all introduced yourselves, the Insectoid removes her hood revealing the Crown Princess of New Colonia!

"Your eyes do not deceive you. It is I, Princess Bonnet. I'm sorry for all this secrecy. I've been sent on a very important mission by my mother, Queen Nectarine, to have a Princess Cake made for the upcoming ball. Seeing as all the best bakers live in Honeyfax, I thought I'd have it made there and take the Rolling Razzmatazz so the cake wouldn't dry out, but –" and here she promptly bursts back into rolling tears, "The cake has been **STOLEN!**"

The Princess' crying reaches a crescendo, and she collapses into a chair. It seems that you will have to comfort the princess before your investigation can begin.

FREESTYLE

Move onto the next scene once the players calm Princess Bonnet down.



Scene 3

PROMPT

Oh, that's much better! Princess Bonnet seems truly relieved, and ready to help with the investigation. She tells you that the first step to the investigation must be figuring out who is on the train and where they might be hiding the Princess Cake.

Where on the train might that sort of information be kept? Go to spots around the train, and collect up information about the other passengers and what they're transporting. Don't get caught snooping by a roving porter!

FREESTYLE

Move on to the next scene once the players have a complete passenger and shipping manifest for the train.

IF PLAYERS GET STUCK:

Investigating passenger rooms and cargo holds individually is always great fun, but for a more direct approach, trains keep lists of passenger and cargo information up in the engine room.

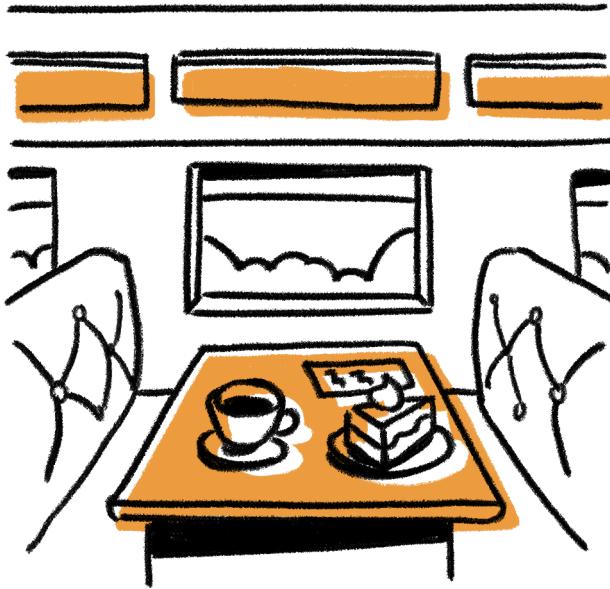
QUICK TIP:

Make sure each player gets a turn to explore and develop the Rolling Razzmatazz.

DANGER!

An attack from a suspicious porter or conductor will cost players **3 STRENGTH COINS**.

LEVEL
2
20 min.





Scene 1

PROMPT

Now that you know the cold hard facts about this train, it's time to figure out who the key suspects are. After all, Princess Bonnet is counting on you to catch the culprit and return her Princess Cake safe and uneaten. Before you show her the information you've collected, it makes sense to sort through what you know already, gather additional evidence, and come up with a few potential suspects for her to consider.

Who on the passenger list is a potential suspect? Interview passengers about their motivation for being aboard the Rolling Razzmatazz. It would be ideal to return to the Princess with two potential suspects, though obviously not all cases are so simple.

FREESTYLE

Move onto the next scene once players settle on at least two potential suspects.

QUICK TIP:

Since this is **LEVEL 2**, the **LEVEL 2 ABILITY** on each player's **ABILITY CARD** is now unlocked.

QUICK TIP:

Players don't have to use their special abilities. Encourage them to get creative with their **STRENGTH**, **MAGIC**, and **SMARTS**.



Scene 2

HOW MANY HEADS?

The princess has already seen what you're capable of. It'll take at least **5 HEADS** on a **SMARTS** or **MAGIC FLIP** to wow her now.

DANGER!

Rehearsing aboard a moving train can be hazardous. A mid-performance fall will cost players **2 STENGTH COINS!**

PROMPT

When you return to the dining car to show the Princess your gathered information and evidence, she looks it all over with determination glistening in her faceted eyes, "You've done a wonderful job. These individuals look suspicious and no mistake! Now that we know who might have stolen the cake and where they might be hiding it, all that's left is to keep them distracted while we reclaim the cake!"

"I'll take point on recovering the cake. I'll need you to come up with a way to keep the suspects distracted so I can search the cargo hold. You did such a good job soothing me earlier. I'm sure you could put on a spectacular performance!" Plan a performance utilizing your unique abilities to distract the train guests.

FREESTYLE

Move on to the next scene once the players have decided what they're going to perform to distract the guests, and the princess approves of their plans.



Scene 3

PROMPT

What a masterful distraction you have planned! The princess tells you that she's satisfied that this display will ensorcell the cake thief. The only thing she's worried about now is making sure they attend the performance. Maybe it's just best to invite everyone on the train after all.

Use your unique abilities and ingenuity to create wonderful invitations such that all invitees will be certain to show up.

FREESTYLE

Move onto the next scene once the players have created invitations for all passengers aboard the Rolling Razzmatazz.

HOW MANY HEADS?

Creating a truly beautiful hand-crafted invitation takes **4 HEADS** on a **SMARTS FLIP**.

SILLY IDEA:

Get out the markers and craft paper and make a real invitation for your performance.

LEVEL
3
20 min.





Scene 1

PROMPT

It's go time! Princess Bonnet wishes you luck, then heads off to the cargo cars to hopefully reclaim her cake. Passengers trickle into the performance area, eager for a night of entertainment. Look! It's your key suspects. Your invitations worked!

Break a leg. The better your performance, the more time you can buy the Princess in her search.

FREESTYLE

Move onto the next scene when the players have wowed the crowd with their show.

QUICK TIP:

Since this is **LEVEL 3**, the **LEVEL 3 ABILITY** on each player's **ABILITY CARD** is now unlocked.

HOW MANY HEADS?

Putting on a head-turning show takes **6 HEADS** on a **SMARTS** or **MAGIC FLIP**.

SILLY IDEA:

Actually perform the show!



Scene 2

WILL-O-THE-WASP'S COINS:

7 

6 

2 

WILL-O-THE-WASP'S PLAN:

Will-o-the-wasp will cast harmful illusions at the player closest to the cake until defeated.

WILL-O-THE-WASP'S WAND:

Flip all of Will-o-the-Wasp's **MAGIC COINS**. For every heads on this flip, the targeted player loses one **STRENGTH COIN**.

PROMPT

The Show ends to raucous applause. The passengers loved your performance, including PRINCESS BONNET?? She seems confused at your surprise, but says she's very happy to meet you all. But wait! If this is Princess Bonnet, who's in the cargo hold?!

You rush to the back of the train, and sure enough, the fake Princess Bonnet is securing the cake to a winch to lift it out of the moving train. The patterns on her cloak swirl. It isn't Princess Bonnet at all, but the villainous illusionist Will-o-the-Wasp! "Oh you finally figured it out? Well it's too late! I'd like to see you try to stop me!" She smugly brandishes a wand and takes aim at you. Quick! Defeat Will-o-the-Wasp and save the cake!

FREESTYLE

Move on to the next scene after the players subdue Will-o-the-Wasp by cumulatively dealing **7 HEADS** of damage to her.

Scene 3

PROMPT

With Will-o-the-Wasp in custody and the Princess Cake secured once more, the rest of the trip to New Colonia goes swimmingly. A week later, you receive an invitation of your own to the royal ball! After you arrive, Princess Bonnet finds all of you and draws you to a secret room.

"In just a few moments, the Princess Cake is going to be served. Since you all saved the cake, I wanted you to be the first to have a taste." She smiles at you all and passes out slice of cake covered in thick royal jelly.

"To be perfectly honest with you, I think I've been bitten by the travel bug. I want to meet new people and learn about what motivates them. I want to understand why Will-o-the-Wasp acted the way she did. I feel that if I keep travelling and trying to understand people, then someday I'll know." Her smile turns soft, and she tilts her plate to each of you, "Cheers to discovery!"

GAME OVER. YOU WIN!

QUICK TIP:

Try to work in parts of earlier **FREESTYLES** so that the ending is satisfying for the players.