

Introduction

You've decided to go on a relaxing sail around the English Channel. All is going well; everyone is having a good time. You then spot something in the distance... a large ship! It is a fabulous looking ship and you can hear the sounds of a celebration on board. You decide to check out what the party is all about. As you get closer to the ship, a thick mist fills the air. You feel cold, your breath forming in front of you. Before your eyes the ship transforms from a majestic schooner to a floating wreck. You start to feel woozy and before you pass out you see the name of the boat: Lady Lovibond.

You wake up and know immediately that you are now on the ghost ship. You've heard of the Lady Lovibond before, as a spooky story from childhood. From what you know, the Lady Lovibond was a legendary schooner wrecked off the Kent coast on the Goodwin Sands and is said to reappear every few decades as a ghost ship. The captain, Simon Reed had just gotten married and took his new wife and crew on a honeymoon voyage to Portugal, despite the longstanding superstition that it was bad luck to bring a woman on board.

It is unknown exactly what happened to the Lady Lovibond, but legend has it that the ghost of Simon Reed still haunts the ship and captures those who come aboard. Not with any malicious intent though, he simply wants to hear from his wife again and find out what happened to his ship.

This game isn't like a regular escape game, it's more of a murder mystery. You need to find out the who, what, where, when, how, and why by searching and collecting evidence. You will need to know all this to be able to get off the ship. When you use a clue to solve a puzzle, don't be so quick to discard the clue because it might be evidence to help you solve the mystery.

You begin to look around the deck and immediately notice some **lanterns** by your feet. Amazingly they still have oil inside, but you don't have anything to use to light it. You'll just have to make do with the moonlight for now. On the main deck area along the sides of the ship are **cannons**. Barrels of **gunpowder and cannonballs** lay on the ground beside the cannon on the port side closest to the bow; maybe you'll have some fun with that later. In the middle floor is a **trapdoor** type thing on the floor – maybe used as a brig or storage? Turning towards the rear of the ship you see **large doors** to the captain's quarters, but they are locked. On either side of the doors are **two staircases** that lead up to the helm. Here you find the ship's **steering wheel** and on the ground... the **skeleton** of the long dead helmsman. Out of the corner of your eye you keep seeing a blur, but when you go to look at it, it disappears. It could be the ghost of Simon Reed but **he'll only appear if he sees his wife**.

Observable items on deck

Cannon – There are four cannons on the deck. They all appear to be identical: the front sticks out the side of the boat and the cannons are on wheels so they can be rolled back. Currently though, they are held in place with large bolts

Gunpowder/Cannonballs - Barrels of gunpowder and a pile of cannonballs ready to be loaded

Helmsman's Skeleton – This skeleton looks like it has been here for a while. The bones are white and the clothes are nothing more than rags. The position of the skeleton suggests that he died face down. Searching what used to be his pants, you find a pocket watch. It's a pretty nice heavy, silver pocket watch. It doesn't run anymore, but you can still spin the dial to set the time.

Lanterns – Standard lantern. Has a metal frame with glass windows on the sides. There is still oil inside but you need something to light it.

Stairs (port) – 5 steps. As you look at it standing at the bottom, you notice carvings on each step. The carvings seem to be circles with a line or two going through them. (see picture port)

Stairs (starboard) – 5 steps. As you look at it standing at the bottom, you see carvings of various pictures. (see picture starboard)

Trapdoor – You can't open the trapdoor. It isn't locked with a key or anything like that, but there is a hole and it looks like something needs to go in the hole in order to get the door open. The hole is about the size of a large coin.

Wheel – Looks like a standard ship wheel. It is large and set on a wooden post

Captain's quarters

You use the gold key from the pocket watch to open the doors and they open up into a small room. Though there isn't a lot of stuff, you're sure it's much nicer than the quarters of the rest of the crew. To your left is a large **bookcase** and beside that is a **secretary desk** with a modest **chair** tucked in. On the far side of the room is a **bed** and at the foot of the bed is a large **trunk**.

Bed/Photo – The bed is a small cot with a very old mattress on it. You take a seat and feel something hard underneath you. Lifting up the mattress you find a picture frame. You guess it's a picture of the captain and his wife on their wedding day surrounded by members of the crew. On the back it says "Congratulations Captain! From the crew:, Alexander Matthews, John Rivers , William O'Toole, Derrick Borton, Patrick Kerfoot." For some reason, all the names have a strike through them. Maybe that's just how people signed their names back then? (see picture photonote)

Bookshelf – The captain must have been an avid reader! The bookcase is so tall you can't even reach the top shelf and it is packed with books. The years and salty air haven't been good for the book covers, but you are able to read some titles and see many 18th century classics such as Robinson Crusoe, Gulliver's Travels, Fanny Hill, and a Tale of a Tub, to name a few.

Chair – An uncomfortable looking wooden chair, but seems pretty sturdy for being 300 years old

Secretary – This must be where the captain sat at to do his work. You open the desk and find an old leather logbook (which is locked with a 4 digit combination) and a ceramic match tin. On the lid of the match tin there is an engraving

"If our eyes are to never close, the darkness still seeps, even in eternal light". You open the box and find some surprisingly dry matches (see picture matchtin)

Trunk (locked with a key) – A large trunk locked with a key. The outside is very ornate and must have been very beautiful back in the day. It was probably used to transport and hold clothing and other belongings

Actions (Deck)

Cannon – Once you have removed the bolts with the wrench, loaded the gunpowder, and lit the cannons with a match, they will go off and roll backwards. Underneath one of them, you find a loose belaying pin that must have rolled underneath

Fisherman's Box (under trapdoor) – Use the directions from the map S-SW-W-S-W-S. It opens and inside is a collection of fishing hooks and wire.

Fishing pole – You put together the fishing pole with the items from the box and cast it over the edge. You feel the hook snag on something and you start reeling it in. It's pretty heavy but you manage to get it. It's a tangle of nets that must have gotten caught on the underside of the boat. Trapped within the ropes of the net there are two skeletons

Lantern- You use a match from the match tin to light the lantern

Trapdoor – You stick the belaying pin in the hole of the trapdoor and when you feel a bit of pressure, the door pops open. It reveals a shallow hole filled with fishing gear – rods and nets. You don't see any fishing line or hooks though. They might be in the box you see at the bottom of the hole, but it's locked with a 7 letter combination. The combination is currently set to "newness" but that doesn't seem to work.

Pocket watch– Wind the watch so it matches with the clocks on the port stairs. (12:30, 9:15, 12:00, 10:10, 6:30) The watch face pops open to reveal a gold key

Purple glass – Put the purple glass on top of the lantern to create a violet light. Shining the light on the deck reveals bloodstains around the helmsman skeleton that you weren't able to see before

Wheel – You spin the wheel as quickly as you can, as if you're player on the Price is Right. After several revolutions you hear a thunk and see that a compartment has opened up on the wheel post. From the compartment you take out a piece of paper. You open it up to see a set of hand written directions. 18th century google maps! (see picture mapdirections) it says:

Head south out of the port until the last of the fishing boats are behind you.

Turn south west until the kink in the channel at which you'll follow it to head west.

Once you reach the lighthouse with the pink and orange roof, go south. Follow this path until dusk and then head towards the sun. When it is no longer there to follow, go south until you spot the flag of the port of Lisbon.

Wrench – Use the wrench to loosen the bolts on the cannon

Actions (Captain's quarters)

Chair – Use the chair to reach the top of the bookcase. Feeling around your hands close around a large metal wrench, a bit rusty but still usable

Logbook (locked with 4 number combo) – You enter 4179 into the lock and the logbook opens! There is only one entry.

February 13, 1748 – First day of the honeymoon voyage toward Portugal. It is a superstition among the sailors that women should not go on board, but the whole crew was glad to have her. They are all currently below deck celebrating (other than the helmsman, of course) and I will join them shortly. It sounds like they are all having a great time, but I've had a sneaking suspicion for a while now that one of my crew is getting too close to my wife. I will have to keep an eye on him.

This voyage is 1110 miles long. It should be an easy journey; the only concerning area would be the treacherous Goodwin Sands, known for wrecking hundreds of ships already. But Kerfoot is the best helmsman I know. As long as he is at the wheel, we have nothing to worry about.

Trunk – Use the key from the locket to open the trunk. Inside you see carefully folded women's clothing. On the underside of the lid there are a series of lines carved into the wood. (see picture trunklid)

Found Items

Belaying pin – It's a pretty standard belaying pin, it looks very similar to a honing steel for knives but it is made of wood – a knob atop a cylindrical pole. You notice the top end of the pin is covered in a brown substance that you are quite sure is old blood.

Blood stain on deck under purple light – The blood stain is concentrated around the skull, so he was probably bleeding heavily from his head. Over by the skeleton's hand you see some blood stain that doesn't look natural, it seems like a bunch of squiggly lines drawn by the helmsman's finger (see picture bloodstain)

Book (Gulliver's Travels) – You find the book Gulliver's Travels from the captain's bookcase. Flipping through it you don't find anything interesting about the book itself, but tucked in between the pages there is a very thin piece of purple glass

Skeletons from fishing net – The skeletons are bare, the clothes disintegrated into the ocean. You can tell that they are the skeletons of a man and a woman. Around the woman's neck is a locket. The locket is pretty large but with a bit of a struggle you pop it open and a key falls out.

Conclusion

You put the locket around your neck and wear a dress from the wooden trunk. Suddenly you hear a voice from behind you "My wife, is it you?" You reply "Yes, it's me, Annetta." The ghost of Simon Reed materializes and he pleads "Annetta, tell me what happened to you. The crew, the ship". You say "It was your first mate, John Rivers. While you and the rest of the crew were celebrating below deck, Rivers was up here. He was infatuated with me and less inclined to participate in the festivities. He had had a lot to drink and this only fueled his feelings of rage and envy. He took a belaying pin and hit the helmsman on the back of the head; there was so much blood. He took over the wheel and steered us onto the shifting sands at Goodwin. As this ship was going down, Rivers grabbed me and together we fell overboard. We were trapped underwater by the fishing nets. On board... there were no survivors.

You hear the captain whisper "Thank you" and start to see the mist around you dissipate. You're feeling warm again and in a blink, you are back on your own boat as if nothing ever happened. You scan the water around you but see no sign of the Lady Lovibond. The ghost ship might be gone forever now that captain Simon Reed found peace. Or maybe you'll come back in 50 years and once again hear the sounds of celebration from an old ship.