

Mesa Lesa

An Immersive Murder Mystery Experience

Premise

Need a getaway? Want to experience the American Frontier?

Visit the **Mesa Lesa Inn** in the heart of the Southwest!

Our desert destination is a former movie set featured in some of your favorite spaghetti westerns converted into a lavish vacation spot! Make your reservations today!

Upon arrival, the property is swarming with police activity with large sections of the land behind the Inn dug up and tapped off

- Several bodies have been found in various states of decomposition
- The investigation is happening overnight and tensions are high
- Active excavation going on

It's like Western Clue

- How immersive?
- Town meetings?
- How big of a part can the audience have in the investigation?
- Can guests go missing during? Are the murders happening during this time?
 - Hidden torture chamber in the old Bank?

An overnight experience where audience members are guests of the B&B and are helping look for clues/offering leads to the detectives

- Guests are urged to investigate on their own



Mesa Lesa

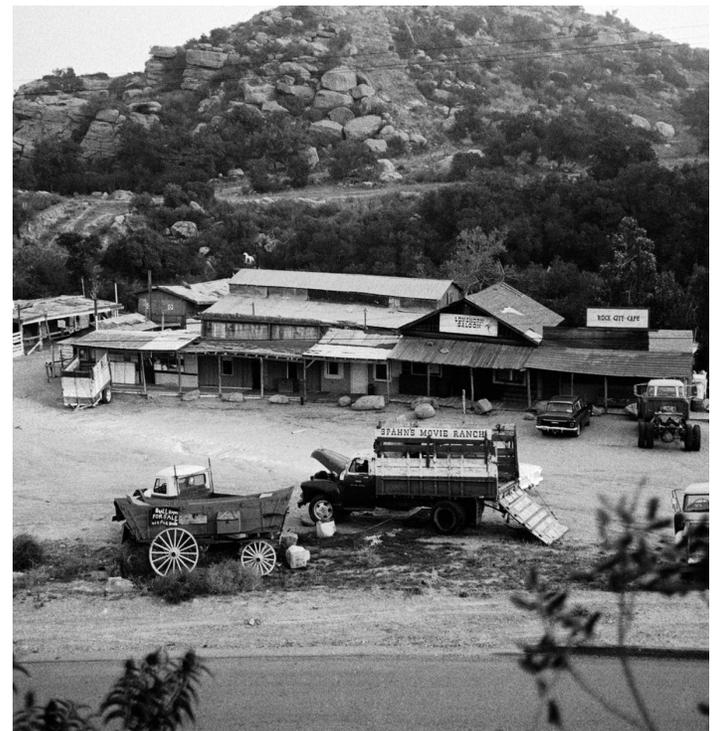
An Immersive Murder Mystery Experience

Revealed that the inn was a ploy of two of the most prolific serial killers in history, murdering solo travelers and drifters or people who couldn't pay their bill

- Staff were aware but couldn't say anything to the police for fear of being murdered themselves

Characters

- Meadow
 - An innkeeper, murderer
 - Married to Chrys
- Chrys (Chrysanthemum)
 - An innkeeper, murderer
 - Married to Meadow
- Detective Gendino
 - FBI agent called in to deal with the mass graves
- Rodger
 - Maintenance man
 - Number one suspect despite relative innocence
 - Buries the bodies
- Other Inn Workers
 - Housekeeping, chefs, etc.
 - Leading guests to search for clues
 - Main guest interaction



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Possible Chain of Events

1. Guests arrive, welcomed by Chryss and Meadow
 - a. Don't mind the police, they're probably dummies from the days this was used as a film set
2. Guests are settled and are urged to explore the area where they interact with other guests and workers and get ~spooky~ vibes
 - a. Saloon
 - b. Restaurant
 - c. Gift shop
 - d. Etc.
3. During dinner, Detective Gendino introduces himself and explains what is going on and how they can help
 - a. "Since this is an active crime scene, we need to make sure everyone is accounted for..."
 - i. One of the guests is missing and found later in a torture chamber (??)
 - b. Urged to help and report anything they might find suspicious



The dusty lobby of The Mesa Lesa Inn, a former spaghetti western set renovated into an upscale inn. The lobby is in the renovated City Hall of this 'town' with the living quarters of the owners hidden within this building.

Guests arrive whenever they do and are lead through a tour of the premises. These are closely monitored and are lead by a member of the staff.

CITY HALL: AN INTRODUCTION

Audience members are greeted by CHRYS, a larger woman with grey hair, ornate turquoise and silver jewelry, flowy tie-dye clothing, and a flower tucked behind her ear.

CHRYS

Howdy! Welcome to the Mesa Lesa! Can I have a name for the reservation?

Audience responds.

Great! I see you right here. We are so lucky to have you staying with us this evening. You will be staying in the *(insert Jailhouse or Hotel)*, here it is on a map of the premises.

She produces a map and circles the building and writes a room number or something on it.

You can leave your bags right there and our bellboy will bring them to your room for you!

A bellboy who looks a little worse for wear enters and takes the bags and exits.

Before you get settled in, we have a short tour around the grounds for you, just to help you get acquainted with the Inn! This is your guide *(insert guide name here)*, they will show you around. Feel free to ask any questions you may have.

Before they can leave, MEADOW, Chrys's wife, enters from the back office with a worried look and begins to beeline to Chrys. She is a thinner woman who also wears ornate turquoise and silver jewelry but looks more suited for a cattle ranch than the front desk.

She notices the guests and removes her worried look and trades it in for a customer service smile.

MEADOW

Ah! Guests! Welcome friends!

CHRYS

Meadow! Meet *(insert guest names here)*, they'll be staying with us this evening. I'd like to introduce you to my wife, Meadow.

MEADOW

Nice to meet you! Hope you enjoy your stay.

(hushed) Chrys, can I speak to you for a moment?

CHRYS

Sure dear, one moment. *(Staff name)*, why don't you start their tour?

The staff member begins to lead them away.

CHRYS

Enjoy!

As they exit, Meadow and Chrys start to engage in a hushed conversation where Meadow looks increasingly worried and on edge, Chrys working overtime to calm her down and keep it together.

TOUR OUTLINE

CITY HALL → SALOON: *Tour Begins*

- Welcome to town
 - Which films were produced here
- Apologize for police commotion
 - Staff have theories going around
 - Either a mass Native grave or Dummies from the old films
 - Tour guide has a preference to which theory
 - Must be overwhelmingly enthusiastic about it being positively either scenario
 - *It couldn't possibly be anything else!*
- History of how the inn came to be
- Some sort of mentioning of the owners?
 - Tour guide has their own feelings that they share 'confidentially'
 - "I don't see much of Meadow, she mainly works in the stables, but..." etc.
- Get them to trust you!
 - Tour guides become confidants of those individual guest pairings?

SALOON

- The saloon is the restaurant on property
 - All meals are here with a menu for the day provided in guest rooms
 - Meals are included in the price of the reservation
- Alcohol is present and available for purchase
- History of famous bar fights that took place in it
 - Photos and memorabilia from film shoots on the walls?
- Barkeep is dressed in period clothing

SALOON → CASINO

- Point up the path to the stables and tell them of offerings of their *usual* offerings
 - Unable to be accessed as of right now as the investigation is happening on and around the horse trails
- More history of the town
 - Some big fight happened in the town center
 - Remnants of a misloaded gun from one of the films in the form of bullet holes in some of the upper facades of the Old Bank (which can be seen from the right angle on this part of the tour)

CASINO

- Story of a famous gangster film shot here
- Functioning poker and card tables as well as pool tables and an arcade
- Upstairs is the spa
 - Currently out of use
 - Tour guide is shady as to why
 - Massage therapist was getting close to figuring it out/exposing them and they were taken care of?

CASINO → JAILHOUSE

- Time for guest questions
- FBI agent is standing outside of/on the jailhouse steps speaking to an employee

JAILHOUSE

- Lower level is a film museum
- Upper level are guest suites reserved for special guests
 - There are only two large rooms
 - There are the guest rooms they prey from?

JAILHOUSE → HOTEL → OLD BANK: *Generalizations*

- Point down to hiking trails
 - Also off limits as the investigation is happening on and around the hiking trails
- Reference hotel
 - This is where you're staying
- Walk past and in front of the Old Bank
 - Only used for maintenance storage and staff areas only
 - Off limits to guests
 - Use sweeping generalizations with this one
 - Staff know weird shit goes on in there but doesn't want to let on

GENERAL STORE: *Tour Wrap-Up*

- Tour ends in the General Store
- Serves as a gift shop and food mart
- Any final questions?
- Guests are encouraged to go to their rooms or explore any part of the resort that piqued their interest
- Listing times for dinner and tells them when to be there or something
- As the tour ends an FBI Agent requests to speak to the guide and they leave through a back door away from the guests