



Downloadable Kids' Games

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The Special Ones Game Sample

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Partial script; some explanations/details are missing but will be included with your game purchase.

There are 2 versions of the game available to you with purchase. Version 1 is the **Know It All** version wherein the children playing the prime suspect roles get the script/sequence of actions ahead of time and know whodunit. Version 2 is the **Narrator** version where they'll just get their character descriptions ahead of time and you'll add a narrator to tell the story while your prime suspects act out what he/she is saying. In this Narrator version they won't need to know whodunit. **YOU WILL RECEIVE BOTH VERSIONS WHEN YOU PURCHASE THIS GAME.**

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NUMBER OF PLAYERS: Due to the interactive nature of this kids' mystery game it's best suited for groups of about 20 to 50 kids.

THE COST: \$19.95US.

ORDERING IS EASY! You download your kit immediately upon placing your order on our secure shopping cart. There are no shipping and handling charges, no tax and no waiting.

HOW TO ORDER:

1. You can order and download your game immediately here: <http://www.mystery-hunt.com> (RECOMMENDED).
2. Order on our toll-free line: 800/293.3302. Our local phone number in California is 510/235.0118 if you're located outside of the US and Canada. We'll email you your game.

3. **Mail your order and your check to:** 3401 Rheem Avenue, Richmond, CA 94804. Please be sure to include the name of the game you want to order. **We'll email you your game.**

We accept: Visa, MasterCard, Discover, American Express, PayPal, Money Orders & Checks



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KNOW IT ALL VERSION - SAMPLE

Use this version of the game if your prime suspects will know whodunit.

A sample of the **NARRATOR VERSION** is below.

HOW THE KNOW IT ALL VERSION OF THIS MYSTERY GAME WORKS:

- This kids' mystery game is geared towards larger groups of 20 or more.
- You'll need to provide 8 kids willing to take part in the mystery as the primary suspects. You can also have adults play these roles as a hilarious alternative that will certainly amuse the kids.
- The rest of the kids will take on the role of detective and it will be their job to actively solve the case.
- Essentially, everyone will have a crucial, interactive part in the mystery.

THE SPECIAL ONES

Dear Special Ones,

This is a story about you.

When you were born, the government, unbeknownst to your mom, scanned your DNA; here DNA means "what makes you unique from every other person on this planet". There are covert operatives, that is to say, secret agent nurses in every hospital in the world in case you didn't know. They're always the nicest ones, not the mean and unsmiling ones - the ones you'd remember most. Everyone remembers the mean person the most.

Why did they scan your DNA you might be asking? Because you might be one of the special ones.

Who - or what - are the special ones you might be asking? They are the children who have a special DNA combination that make them different from all other children. The special ones are super children if you will who, when properly trained, will be able to properly use their special super human skills and super human intelligence for the good of all mankind. The special ones are an anomaly to the human race - that mean's they're different - but in a good way. A way that the government can use to protect us from evil because everyone knows there's a lot of evil in the world.

Are you ready to save the world as a "special one"? If you are, then you must attend a special meeting where you'll be filled in on the President's top secret plan - yes, we're talking about the President of the United States of America. You'll have to go through very special and very difficult training before you begin your covert mission - covert meaning secret if you recall - for the United States of America.

We ("we" being the nameless and faceless operatives who are writing this) have to say, the President is a bit doubtful that you'll be able to accomplish his mission. You're just children after all. What can you do? We say you prove him wrong. You're the special ones, after all. Your destiny is at hand. The WORLD'S destiny is at hand.

But be warned and beware, **wherever there's good, there's evil** so even top secret meetings for special children who will be training for a mission set up by the President of the United States may not be safe.

NAME OF MISSION: Operation: Dingleberry Muffin.

CODE NAME: C.O.O.L. KIDS (Covert Operatives: Off Limits)

MEETING PLACE: Camp Fredo, a top secret training camp for C.O.O.L. KIDS.

YOUR CONTACT: Simon (*or SIMONE for a female*) Snuffle, Camp Fredo's caretaker.

ORGANIZER: SIMON IS TO BE PLAYED BY AN ADULT CHAPPERONE. If you're using a female in this role, please use your "find and replace" (Toolbar: Edit, Replace on PC's) to replace "Simon" with "Simone".

COSTUME: Costume suggestions for all prime suspects included in full script.

THE SPECIAL ONES (who are also our Prime Suspects in this mystery). They and Simon get a script; no one else does.

These Special Ones are considered "Seniors" (by seniors we mean that they've already gone through a year of training). The kids attending your party as guest detectives are "First Years" (by which we mean that they have no experience or training whatsoever of course).

1. **Dare Devill:** A very fearless young man willing to brave anything and do anything. Danger is his middle name (really!)
ALTERNATE FEMALE NAME if this is an all-girls' party: Darlene Danger Dare.
2. **Lauren Little:** You'd think Lauren wasn't very smart because she seems rather well, rather dumb. But that's her weapon: she acts dumb because she's very smart. It's amazing what she can uncover and get people to reveal by acting this way. If she looks like a 3 year old and acts like a 3-year old, then people will let their guard down and tell her anything!
ALTERNATE MALE NAME if this is an all-boys' party: Lester Little.
3. **Gypsy Seer:** She has a gift too. She can almost always predict what is about to happen and she has amazing eyesight. Her parents named her **Gypsy** because that's what they are, gypsies.
ALTERNATE MALE NAME: Seth Seer.
4. **Cody Frost:** He can freeze people - but only those who don't believe in his special power because, really, what's the use of freezing people who believe in you (unless they want you to freeze them)?
ALTERNATE FEMALE NAME: KEEP THE SAME NAME.
5. **Treat "Doc" Thomas:** His nickname is "Doc" because he can cure things - not everything because he's still developing his power, but lots of things.
ALTERNATE FEMALE NAME: Tiffany "Doc" Thomas.
6. **Hunter Safari:** An excellent tracker due to his amazing sense of direction and his amazing sense of smell.
ALTERNATE FEMALE NAME: Hallie Hunter.
7. **Gina Grump:** Okay so she's grumpy all the time. She's argumentative and she doesn't like to play with others or cooperate. So you might be asking, why would she be a special one if she won't play with others and is grumpy all the time? Being grumpy is a special gift. It makes people want to do just about anything to make her feel better. It's just amazing what you can accomplish with a good temper tantrum. You know - you've pulled them on your parents. Come on, confess.

ALTERNATE MALE NAME: Gregg Grump.

8. **Stephanie Snooze:** Stephanie tends to be very sleepy all the time but there's a reason for that. When she snoozes, her brain begins to work five maybe even six times as fast as any normal human being's brain so she can come up with theories and ideas that no one else can even think of because their brains aren't as fast as Stephanie's.

ALTERNATE MALE NAME: Stevie Snooze.

MOTIVES (motive here means a reason for being bad - oh goody, you get to be bad and your mom and dad can't do a thing about it):

All prime suspects (that is, YOU) have the same motive: *Provided in full script.*

THE ACTION:

Special Ones/Primary Suspects Notes:

- Anything in **RED** is a "VIC" - a Very Important Clue.
- You'll notice that I've written some dialogue or words for you to say. Guess what? You don't have to memorize it word for word if you don't want to - so long as you say **SOMETHING LIKE** what I wrote it will be close enough.

SCENE 1: THE ARRIVALS

FACILITATOR NOTES - There are notes to the facilitator preceding any scene that requires props or some sort of prep work (like making up the victim)

Simon is waiting for the "first year" trainees (your guests) to arrive but he must be very careful about infiltrators and spies and generally evil children who only pretend to be the Special Ones. Therefore the first years have to prove they have been invited so he can check them off his list and let them in to the top secret Camp Fredo.

What do they need to do to prove they've been invited, you might be asking? Well, let us tell you. There is a secret knock. It goes like this:

1. See full script

Simon, clipboard and name list in hand, will then open the door.

Next they must show him the secret dance, which goes like this:

1. See full script

If **Simon** replies with the words, "dingleberry muffin", they're in.

SCENE 2: MEETING CALLED TO ORDER

As the first years arrive, they'll report to the main meeting room to create a name tag* for that will his or her secret identity tag while training.

**THIS IS OPTIONAL (by optional we mean, not required of course).*

Once all the special ones have arrived, **Simon** will call the meeting to order.

Simon introduces himself and then reads the Special Ones letter on page 2 of this script. **Simon**, read it in your best story telling voice of course.

He then introduces the Special Ones - or the "seniors" one by one:
When introduced by **Simon**, each of the seniors tells the group what their special skill is. Here is a little summary in case you've already forgotten (which we hope you haven't!)

- **Doc:** you can heal people and things.
- **Cody:** you can freeze people - mostly those people that are bad or don't believe in your power.
- **Gypsy:** you can often predict what's going to happen and have amazing eyesight.
- **Hunter:** you're an excellent tracker and have an amazing sense of smell.
- **Dare:** you're never afraid - of anything or anyone.
- **Stephanie:** you're sound asleep when **Simon** introduces you. Give a brief snore in response to hearing your name, then wake up and tell everyone what your special power is: when you sleep, you always wake up with great ideas so you think your brain is almost more than your body can bear.
- **Lauren:** you don't know why you're a special one but you're smarter than you look, you're sure of it!
- **Gina:** you can make anyone do whatever you want just by throwing a good temper tantrum!

Simon asks the first years (again by first years we mean your guests) to tell everyone what makes them one of the special ones.

I've provided a list of special powers to consider - see Organizer instructions. Your organizer can assign each first year a special skill or the kids can come up with their own skill. Organizer note: be sure Simon has a list of the first years and their skills if necessary.

SCENE 3: Danger Pays A Visit

Gypsy suddenly convulses (here we mean a violent movement of her body) and then shouts out, "**Danger!**"

Dare: What do you want **Gypsy**?

Gypsy: What do you mean, "what do I want"?

Dare: Well, you shouted out **Danger** and **Danger** is my middle name - I thought you wanted to talk to me.

Gypsy: No, no, no! I sense danger is very near. It's nothing I can see with my excellent eye sight but it's here....

Gina: Oh, **Gypsy** you're just making that danger stuff up so you can feel important. You're just showing off for the first years.

Hunter: Where's the danger? I'll help you track it down!

Gypsy goes into a trance.

Gypsy (said very mysteriously): I see a place that's dark and scary, a place where children should be wary!

Lauren: Dark and scary?! (She acts scared.)

Organizer you'll obviously need to edit this dialogue to suit your location:

Simon: Oh my, **Gypsy** is never wrong when she senses danger. First years, sit on the floor please. I'll send the seniors off to check things out. This room isn't dark and scary so you should be all right. **Dare**, check the perimeter of the house. **Gypsy** and **Lauren**, check down the hall. **Doc**, check the bedrooms and the attic. **Hunter** and **Cody** check the basement. **Stephanie**... (*Stephanie is asleep*) **Stephanie!**

Stephanie (abruptly waking up): Download complete. I know, it's...error, error. Um, oh my, what's going on?

Simon: **Gypsy** senses danger. You check the garage with **Gina**. Everybody, weapons engaged*! Now go, and be careful!

Organizer, if you want to give the Special Ones futuristic looking weapons you can. It's optional but a fun idea for them.

They all go off in search of the danger, making super hero and police like moves which can include quickly looking around for suspicious people or things, doing tumbles as if they were avoiding gun fire or even poison darts, throwing their backs against a wall as cover against whatever evil may be lurking about. (*We have faith that you'll know how to do this and looking very dramatic doing it. You ARE the Special Ones after all.*)

Each of the suspects - all but **Hunter** that is - will return after about 20 seconds to announce that the area they looked in is secure. "Perimeter secure"; "Bedrooms secure", etc.

HERE'S AN "FYI" ("FYI" meaning "for your information"): To be a suspect, you have to have the opportunity, here "opportunity" means "chance" to commit the crime so that's why you have to leave the room - to give yourself the opportunity to commit the crime that's about to happen against one of your prime suspects.

END KNOW IT ALL VERSION SCRIPT SAMPLE

NARRATOR VERSION SAMPLE

Use this version of the game if you don't want your prime suspects to know whodunit. They will simply follow instructions provided by your narrator, Simon/Simone.

Prior to your mystery event/party, you'll send your prime suspects complete character descriptions of all the suspects - which are the same as described above, costume suggestions and the following information:

INSTRUCTIONS:

Your instructions are very easy. Simon Snuffle, Camp Fredo's caretaker will be the narrator of this mystery. Your job will be to act out what he says and follow his instructions. You also need to react to what's going on. For example, if Simon says that Gypsy senses danger, grumpy Gina can tell her she's making it up just so she can feel important and Hunter can tell Gypsy that he will gladly help track down any danger because that's his special power. See what I mean? Listen to what Simon says (*ha! "Simon says" - get it? Just like the game...*) and if he mentions your name, do what he says; if he doesn't mention your name then just react to what he's saying. If you have any opportunity to use your special power, do it! That's acting!

YOUR PRIME SUSPECTS WON'T GET THE FOLLOWING INFORMATION; ONLY YOU AND YOUR NARRATOR WILL. This is what he/she will read during the mystery:

SIMON: I want to introduce the Seniors. These children have already been through one year of training and will guide you through this meeting. Seniors, when I call your name please tell the first years what your special skill is. Stephanie, stay awake now please!

He then introduces the Special Ones - or the "seniors" one by one.

SIMON: Okay First Years would anyone like to tell us what your special skill is? (*See what they say and then move on.*)

I've provided a list of special powers to consider - see Organizer instructions. Your organizer can assign each first year a special skill or the kids can come up with their own skill. Organizer note: be sure Simon has a list of the first years and their skills if necessary.

SCENE 3: Danger Pays A Visit

ORGANIZER, THE FOLLOWING ITEMS ARE NEEDED FOR THIS SCENE: optional futuristic looking weapons to all special ones - perhaps you can set them up on a table so they can grab them as they exit the room searching for danger.

SIMON (you'll read this aloud; allow the prime suspects to act out what you're saying. Keep your place and pick up where you left off as needed so as to allow the kids to play out what you're reading): Oh no, something's happening! Gypsy suddenly convulses and shouts out, "Danger!" Dare Devil replies: "Danger is my middle name! What do you want Gypsy?" Gypsy dramatically tells us that she senses danger is near. Grumpy Gina says Gypsy is just showing off. Hunter bravely offers to track down the danger. Gypsy goes into a trance. Oh look at that excellent trance! She has a message for us - she says, "I see a place that's dark and scary, a place where children should be wary!"

ORGANIZER NOTE: you'll obviously need to edit this dialogue to suit your location if you don't have a basement:

Simon: Oh my, Gypsy is never wrong when she senses danger. First years, stay here please. I'll send the seniors off to check things out. This room isn't dark and scary so you should be all right. Dare, check the perimeter of the house. Gypsy and Lauren, check down the hall. Doc, check the bedrooms and the attic. Hunter and Cody

check the basement. Stephanie, are you falling asleep again? Wake up! Did I just hear you say "Download complete"? What does that mean? Oh never mind. Gypsy senses danger. You check the garage with Gina. Everybody, weapons engaged*! Now go, and be careful!

IMPORTANT ORGANIZER NOTES:

*If you want to give the Special Ones futuristic looking weapons you can. It's optional but a fun idea for them.

PLEASE LEAVE THE ROOM WHILE SIMON IS READING TO PREP HUNTER AND DOC FOR THE NEXT SCENE!

STEP ONE: Gather all your prime suspects together outside the main room. *With the exception of Hunter and Doc*, tell the kids to return to the main room and announce they didn't find or see anything dangerous or otherwise.

STEP TWO: Please make up Hunter and give him the envelope clue - read on. See Organizer Instructions for instructions on how to prepare him (blue face).

STEP THREE: You'll need to tell Hunter to scream and send them into the room, Hunter supported by Doc.

SCENE 4: BUBBLE, BUBBLE, TOIL AND TROUBLE

Simon: Oh my, Hunter is blue! Oh my Hunter is collapsing to the floor. Doc is coming to his rescue because Doc can heal people. Look he's placing his hands on each side of Hunter's face and pressing Hunter's cheeks together. Boy doesn't Hunter look funny! Doc is saying "kosaah ebberritt shufnu skrkin". They must be healing words. We wait. The tension is mounting! Suddenly Hunter

coughs and gags. He's awake! I need to find out what happened.
Wait a minute everyone.

Simon go to Hunter and tell him to whisper in your ear.

Simon: Here's what happened: Hunter went to check the basement. He got distracted by bubbles that seemed to come from out of nowhere! He followed the bubbles but didn't see anyone. Then he couldn't breathe! I think those bubbles had some sort of poison in them. And look Hunter is carrying an envelope with a note of some sort attached to it. Hunter, please give me the envelope and read the note to everyone.