

Kidnap at Kipper Hall



Kidnap At Kipper Hall

The Scene

You and your friends have gone on a school day trip to Kipper Hall with your favourite teacher. You had all been looking forward to the trip for some time and were planning on seeing the dungeons, library, observatory and the gardens. Just after you arrived though, someone kidnapped your teacher! They now have them locked away somewhere in Kipper Hall and are betting that you will not be able to find them. You will have to work quickly though otherwise who knows which one of you may be kidnapped next! The kidnapper has been very careless and left a lot of clues lying around the area so see how many you can find and see if you can solve the mystery! You can share clues with each other if you want to, or you can make the rest of the group pay you tokens to get your clues! Some of the adults may even give you extra clues if you give them some tokens! The first one to correctly come back to me with the correct identity of the Kidnapper and the correct location of your Teacher will be the winner! I am sure that the Kidnapper will be doing all they can to avoid getting caught so be careful! There will be prizes for the winner and a prize for the one who can collect the most tokens. Good luck!

The Host

Hello and welcome to "Kidnap and Kipper Hall". This mystery party game is specifically designed for children and combines fun, adventure and education. Although children of any age can play this game, it is best suited for ages 6 to 12. Some of the clues may be complicated for younger children so they can team up with older children or have adults can help them, particularly if they are too young to read. This mystery is based on a Kidnap at a countryside mansion house so you may want to theme the music, food, decorations and any other party activities around it. The game can vary in length, depending on how long it takes the children to find the clues but it is best not to make it last longer than an hour otherwise the children may get bored. Although there are only 10 characters for children to play, if you have more than 10 children at the party, they can team up and work together in groups of 2 or more to try and solve the mystery.

Before the start of the party, you should make a secret decision on who the **Kidnapper** is going to be. You can choose from any of the characters that are being played. You then need to check the "**What Happened**" section for the character you have chosen (see later in this pack). In this section, you will find the true location of the kidnapped teacher and a set of clues to cut out. One clue is to be given to each child at the start of the game and the rest can be hidden around the area for the children to find. Some of the clues give information on who the kidnapper is whilst others give directions to the teacher. The clues differ depending on who the Kidnapper is.

At the start of the party, introduce yourself as the Kipper Hall tour guide and read out the "**Scene**" paragraph at the top of this page. Then go round to every child, give them a sticker with their character name (not supplied), a piece of paper to write notes on, one clue, 6 tokens and a map (all supplied in this pack). Now ask the children to stand up one at a time and you introduce them from the character descriptions (see next page). Once they have all been introduced, you can then let them go off and hunt for and talk about the clues. When they find new clues, the children can either keep them to themselves, share them with each other or can ask each other to pay a token to see the clue. The children are also allowed to bribe any of the adults with tokens in exchange for the location of clues.

The first child who comes to you and correctly guesses who the Kidnapper is **and** where the teacher is being held is the winner! Prizes can be given to the child who wins and who collects the most tokens.

As any of the ten characters could be the **Kidnapper**, you can play the game again straight away if you wish with a different culprit and a different set of clues.

Character Introductions

Buster Bruce

Buster is the class bully who loves nothing better than beating up the other children and taking their lunch money. He is not a very nice boy. The only thing that he is afraid of is his mummy, especially when she tells him off in front of his friends. Buster thinks it is very funny that the teacher has been kidnapped.

Kerry Kicker

Kerry is a very naughty girl who is always getting into fights with the other children. She loves bossing everyone around but is scared of her teachers and will always do what they say. She loves the idea of not having a teacher there as she gets to boss the other children around.

Timothy Top-marks

Timothy is a very smart young man who normally knows the answers to everything. He is always the first to have his hand up in class and always has his homework in on time. His only friend is Betty Bright-Spark. Timothy loves the idea of a missing teacher and wants to be the first to solve the mystery.

Betty Bright-spark

Betty is the brightest girl in her class. She always gets top grades for all her work and has never failed a test. She is a good friend to Timothy Top-Marks and the two often do homework together. Although Betty is scared about the missing teacher, she is also angry that someone has kidnapped them.

Lenny Loner

Lenny is the youngest child in the class and doesn't have any friends. He enjoys his own company and will often be seen reading comic books by himself. He can get very upset if people call him names. He is very scared with no teacher around and wants to find them as quickly as possible.

Carrie Cryer

Carrie is easily upset and will often be found crying over small things. She doesn't have any friends and the other children often taunt her just to see her cry. She hasn't stopped crying since the teacher has gone missing and wants them to come back so they can all go home.

Christopher Clown

Christopher loves to make the other children laugh. He is always telling jokes likes playing practical jokes on everyone, including the teachers. His last teacher was not happy when a bucket of water fell on their head! Christopher thinks that someone is trying to play a joke on him by kidnapping the teacher but no one is laughing.

Lauren Laugh

Lauren is a very funny girl who is good at doing impressions of the teachers. She has many friends and can make anyone laugh even if they are upset. She is not easily scared and sees the missing teacher as an adventure.

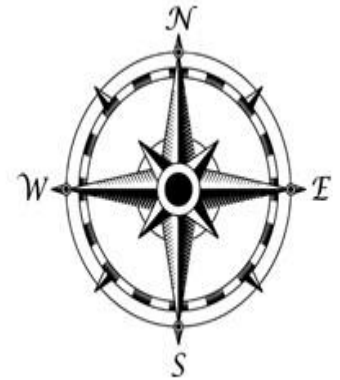
Kieran Kicker-Ball

Kieran is the captain and star of the school football team. He scored the winning goal in the school cup final last week and wants to play for England when he grows up. He is very popular with everyone in school, including the teachers. He cannot understand who would want to kidnap a teacher.

Tina Top-Speed

Tina is the fastest runner in school. She wins every race and has been entered into several competitions against runners from other schools. When she grows up, she wants to win a gold medal at the Olympics. Tina is hoping to find the missing teacher fast so they can all go home. She doesn't want to be stuck at Kipper Hall when it gets dark!

Kipper Hall Map



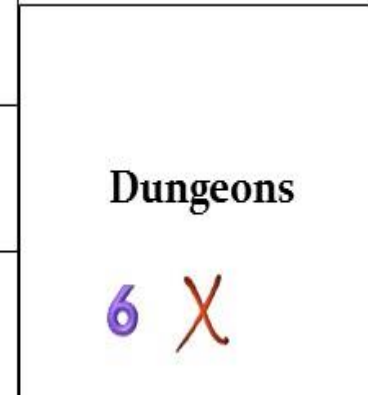
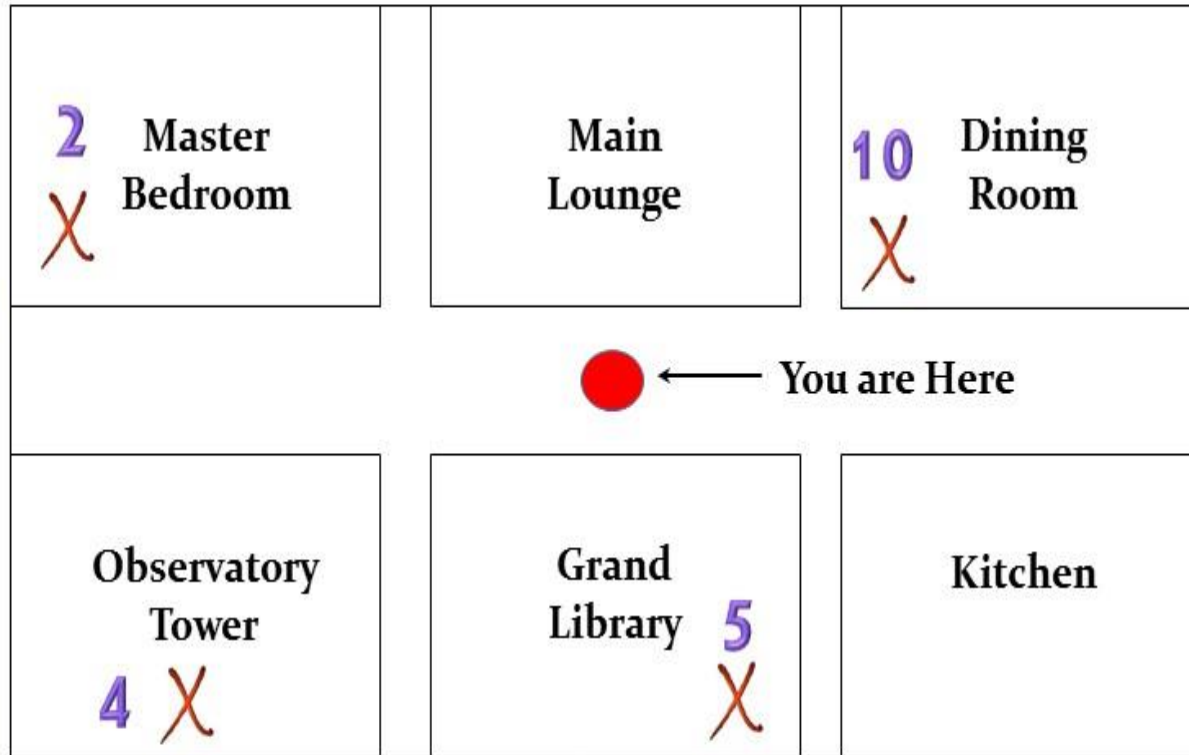
1
X



Forest



7
X



8
X



Lake

3
X



9
X

Kipper Hall

Detective notes

I think the Kidnapper is:

I think the teacher is being held at X:

Kipper Hall

Detective notes

I think the Kidnapper is:

I think the teacher is being held at X: