



The Ghostly Case of The Haunted Amusement Park

by Andrew West

with contributions from Jack Pachuta

An interactive mystery game for preteens (9-12 years old).

Here's how to organize the investigation:

Before the party:

1. Print off one copy of the suspect roles (pages 8-15).
2. Print off enough copies of the notes and answer sheet (pages 4 - 6) so that every child who is investigating the "haunting" has a set. You can, at your discretion, make "clipboards" by stapling these pages to sheets of cardboard.
3. Print off the Map Section (page 7).
3. Print off the solution (page 16) and keep it hidden.

At the party:

1. Assign the roles to eight boys and girls. Everybody else becomes private investigators hired to solve the case. No information needs to be memorized because each suspect has notes containing the answers to questions.
2. Read "Haunted!" and "Rules of the Game" (pages 2 & 3) out loud to everyone.
3. Distribute the notes and answer sheets to the investigators. The investigators can make notes to collect information. If the suspects are investigating the haunting, they'll also need clipboards. Post the Map Section in a prominent spot.
4. Tell the kids to talk with each other to find out what everyone knows about the crime. You can organize this if you want to, or you can just let it happen.
5. When time's up (after an hour or so) gather everybody together and, one at a time, ask them the questions on the answer sheet.
6. Read the solution to the crime. You may want to award a prize to the person who came closest to the correct answers.



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Haunted!

The rumble of the roller coaster was heard for miles around, and every house in the area could smell cotton candy. The Cloverleaf Amusement Park was in full swing yesterday, and the whole town had showed up for a day of fun and excitement. Children screamed as they whirled around on the rides, adults winced at the prices and everyone seemed to be carrying an oversized cuddly toy. All were having a great time, until suddenly an announcement boomed over the loudspeakers:

"The amusement park is now closed. Please make your way to the nearest exit."

Everyone groaned. It was only 8:30 p.m., why were they being thrown out? Then something strange happened. A crowd gathered outside the Ghost Train, one of the park's most popular rides, and in the center of the crowd sat the Mayor, Siggy Hall. The people weren't staring at him because he was sitting in a puddle. They weren't even staring at him because his eyes were wide open with shock. Amazing! His once-completely white hair had turned completely, astonishingly, white.

Word soon spread that, just minutes before, the Mayor had entered the darkness of the Ghost Train's scary building, riding with the park's owner. Something terrible had obviously taken place.

The town doctor stepped forward from the crowd, examined the Mayor, and announced that something incredibly frightening must have happened. He'd read about people's hair turning completely white through fright, but had never actually seen it before.

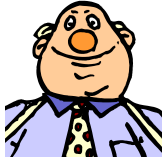
What happened to the Mayor on the Ghost Train? Some people think the ride might be haunted. Others suspect foul play. What really took place? It needs to be figured out. Ferris Wheeler, the owner of the amusement park, has called in a team of investigators. It's a safe bet that somebody knows exactly what happened to the Mayor. Now, it's up to the investigators to solve the case.

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Be sure to ask:

1. Who are you and what do you do at the park?
2. What were you doing yesterday?
3. What did you see?
4. Who do you think scared Mayor Hall?



Notes about
Ferris Wheeler



Notes about
Carol Sell



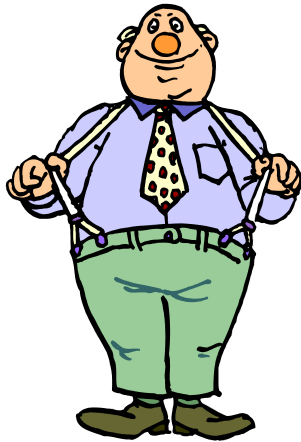
Notes about
Ryden High



Notes about
Ava Banana



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Ferris Wheeler

You are a suspect. Always tell the truth when people ask you questions.

Who are you and what do you do at the park?

I'm Ferris Wheeler and I own Cloverleaf Amusement Park. I can't believe this has happened to us!

What were you doing yesterday?

I should probably explain. The lease on the park is ending this weekend, and it's the Mayor's job to decide whether it should be renewed. We're not making enough money at the moment, and nobody will sponsor us until they're sure we'll be around for the next 12 months.

We've already had to cut off the phone lines, and water might be next. It doesn't help that there's this woman named Carol Sell who wants to turn the entire place into a shopping mall. I want to keep Cloverleaf Amusement Park open, so I've been trying to convince Mayor Hall to let me renew the lease. I took him and his aide, that's Sammy Underling, on a tour of the park, for free of course.

First of all, they had a palm reading from Krista Laball, the fortune teller. I was pretty nervous about that, to be honest. She's a complete fake who just speaks nonsense and tells people what they want to hear. She makes a lot of money for it, but I think she tells everyone the same thing. People are starting to catch on, though, and I don't think she'll last much longer. Still, Siggy likes that kind of thing, so I figured it couldn't do any harm.

Then we went on the Sky Soarer. That went really well, although I don't remember it moving that fast before. Then, we decided to go on the Ghost Train. Sammy didn't want to go and said he felt a bit queasy, so it was just Siggy and me.

What did you see?

The ride is pretty dark and I didn't see much. We had just passed through the doors where the vampire falls from the ceiling when there was a movement ahead of us. I couldn't see what was happening very well - I thought a lot of arms were waving, but I can't be sure. I don't know what it could have been. Then there was the loudest scream I've ever heard. I hit the panic button to stop the ride, and saw Siggy Hall run away. Nutson Bolts, the handyman, suddenly appeared and I pushed past him.

Who do you think scared the Mayor?

If you ask me, it was Carol. She's very friendly with the Mayor's aide, Sammy. She'll definitely get the land now, no doubt about it. I'm ruined. She's been snooping around the park all day. I bet she's really happy now.

What were you and Sammy talking about this morning?

There's no point lying, I suppose. Out of the blue, Sammy said that he'd definitely let me keep the lease on the park if he was Mayor. I told him I didn't see how that could happen. He said he might be able to 'make it happen' if I paid him enough money. I sent him away. That's not how I do business.



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