

# The Terrifying Case of Strange Island

by **Dilan Blue**  
with contributions from **Jack Pachuta**



## How to Organize Your Mystery

### Ahead of time

1. Print one copy each of the briefing (p. 2), investigation rules (p. 3), evidence (pgs 8-11), suspect roles (pp. 12-20), and solution (pp. 21 and 22). Be sure to keep the solution well hidden!
2. Print as many copies of the note and answer sheets (pp. 4-7) as you need to match the number of participants.
3. Secure these note and answer sheets to a clipboard. (If you prefer, you can make your own clipboards out of cardboard, and staple the sheets to them).

### At the mystery

1. Give all of the boys their individual clipboards.
2. Assign nine boys to take the roles of suspects in the mystery. Additional boys will be assistant investigators. (It's also possible for boys to work in teams). Suspect assignment can be done by whatever method works best for you. (Volunteer, group decision, drawing names from a hat, etc.)
3. Hand the suspect sheets to the boys who will play them.
4. Read--or choose someone to read--the Chief Investigator's Briefing and the Investigation Rules to the assembled group. Post both in a central location after they've been read.
5. Instruct the boys to question the suspects to find out what happened on the island. You can organize this - or just let the boys (or teams of boys) figure out for themselves how to best get the information.
6. As the suspects are being questioned, periodically (about every 5-10 min.) announce that new evidence that might help solve the case has been found. After you do this, post the four pieces of Evidence (1-4) in sequence at a central location where all of the boys can see them.
7. After an hour or so (you'll be able to tell when the mystery is winding down), tell the boys (or teams) to complete their answer sheets.
8. Reassemble the group. One at a time, ask the questions on the answer sheet to the boys or teams of boys and have them read their answers out loud. Then read the solution. You might want to award prizes to the boys who solve the case!

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## Chief Investigator's Briefing

As the sun was setting yesterday, a group of Young Adventurers, along with their two leaders, were stranded on a desert island. The group's boat engine had failed while passing Strange Island--a rocky, forested place. The boys paddled the boat to the shore. **Commander Dink Plotkins** tried, but couldn't fix the engine and the Adventurers set up camp for the night.

As darkness fell, strange noises were heard over the island - moans, shrieks, cries, and a booming sound. After climbing a nearby hill, two brave Adventurers saw bright, swirling lights over the other side of the island, where the booming noise was coming from.

One group went with **Commander Plotkins** to investigate the other side of the island, while **Assistant Commander Vinglesworth** stayed at the campsite with the others.

Suddenly, a large, shrieking shape appeared in the trees over the campsite, causing panic in the camp.

On the other side of the island, Commander Plotkins and his Adventurers found a cave that pulsed beams of colored light and emitted loud booms. Tracks and claw marks led from the mouth of the cave to the beach, disappearing at the water. Two brave Adventurers volunteered to explore the cave.

Shortly after entering, they emerged, one so scared he could not speak. The other Adventurer had found a glowing claw in the cave. He was holding it in one hand and his friend with the other.

Commander Plotkins and his Adventurers returned to the campsite to find the others terrified and huddled in their tent with the others. The Adventurer who found the claw offered to stand guard as the shrieking figure above circled throughout the night.

In the morning, the campers found the guard asleep, and the flying creature gone--along with their boat engine. Luckily, one of the boys had successfully activated the boat's emergency transponder, alerting rescuers. Now, the Chief Investigator has arrived and is asking everyone's help to figure out what happened.

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**Be sure to ask:**

- Who are you?
- What did you see on the island last night?
- Have you seen anyone acting suspiciously?

## Notes about Commander Dink Plotkins

Leader, Young Adventurer Group #314



## Notes about Assistant Commander Vinglesworth

Second-in-command, Young Adventurer Group #314



## Notes about Donovan Seal

Candidate, Young Adventurer of the Year



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## Commander Dink Plotkins

**Leader, Young Adventurer Group #314**

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

### Who are you?

Commander **Dink Plotkins**, at your service. I am the fearless leader of group #314 and my word is law. When I say dig a hole, my boys dig a hole. I think of myself as a teacher to my boys and a father figure. I would never do anything to put them in jeopardy - unless fireworks are involved. Honest.

### What did you see on the island last night?

I wish I knew. I've been running Young Adventurer trips more than two years now, but I've never seen anything like it. Not even when **Plub Eatsweets** fell into a tub of scorpions on our Southeast Asian exploration last year. Ask him about that!

Yes. So, last night. There was, first of all, the darnedest problem with the motor. You know--I'm something of an expert on engines. But the little screwy thing that connects to the big round whaddyacallit was completely worn down. I don't know how--those little screwy things usually never wear out.

So, that was the motor. And then the monsters! I didn't even think monsters existed. Guess I was wrong about that. **Stevie Screen** - he's the monster expert in our group - kept saying, "that looks just like a flying zombie from *Screamtown*," or "that sounds just like the beast from *Chemical Nightmare*." I guess he was scared, but he sure seemed to be enjoying himself. You should ask him about these things.

### Have you seen anyone acting suspiciously?

I did see **Assistant Commander Vinglesworth** buried in a hole when we came back from that crazy cave--where **Donovan Seal** saved **Rooster Evans**. Yep, **Vinglesworth** was covered up by a tarp. Turns out he'd ordered the boys to dig the hole and then hide him in it. It was the flying, screaming man-shaped object up above the trees--guess it got to him.

Did you know I have negative two percent body fat?

### Who will you recommend for Adventurer of the Year?

Before last night, **Rooster Evans**. Now, **Donovan Seal**, without a doubt.

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