

The Great Diamond Heist: a birthday party game for 10 to 12 year olds
(The player names now are for girls, but could be changed to boys)

The Basic Story Idea:

A large diamond ring has been stolen! Who took it?

Each girl assumes a character. You can give out “identities” beforehand, or you can supply props (like a bowling trophy for “Ashley” (Goodwill, Salvation Army, a friend) - depends on how much work you want to put in!

There will then need to be at least two adults - one will run the game and be the cluemaster. The other will be the ultimate villain (so none of the players end up having to be the villain).

The idea is that there is a series of clues you will hide around your location. Each **CLUE** is about one of the characters, so part of the game is getting to the next clue and the next clue, and the next clue. The clues are set up to show each character has reason to need \$1,000,000 - the value of the diamond ring that has been stolen.

There are also a set of *counter clues*. These counter clues will show that each character has their own way of getting \$1,000,000 and therefore no need to steal the diamond ring.

There are two ways to play this game -

1) The players go from **CLUE** to **CLUE**, each one implicating one of the players. The second to last clue will really be the whole set of the *counter clues* - absolving each player. The last clue will point to the adult-villain. (Again, if you are ambitious, the villain will be in character - a caretaker of the “property”, maybe dressed in overalls or like an Old West character.)

Or

2) You could start with first **CLUE**, implicating the first player. Then, when the players get the second **CLUE**, they also get the *counter clue* for the first player, so the finger of suspicion goes around to each player in turn. Then the last clue is the one that points to the true villain.

Since hiding each clue depends on where you are holding the party, you can make the game your own by developing your own set of location-clues. There are a few suggestions for where/how to hide clues in the notes that follow.

You could make up a riddle or funny map or mirror-writing or a cipher which will lead the players to the next clue - they have to come back to the cluemaster once they’ve found and talked about each **CLUE**. Since the order doesn’t really matter, they could get each location hint out of a hat, a bowl, or even include it with the previous clue (though I warn you - it means the game

will be over really, really soon since the players will barely bothering to read the actual **CLUE** in their race to the next location).

It would be good to encourage discussion of each clue amongst the players as they find them. Everyone should act their part as though they are talking in the persona of their character.

As noted above, the true villain would be the character of “Old Sam” (or an equivalent) who should begin by acting as an assistant, then possibly hiding in the background and generally acting guilty as the game goes on).

The clues are given as a separate file in .docx, so you do have the option to change names or text as you wish.

Characters/Bios and **CLUES**/*counter clues*
(Add or subtract as necessary)

Genevieve: is the person who lost the ring (Genevieve could be an adult, or could be “offstage”. If the birthday person wishes a somewhat more important role, Genevieve is her mother/ grandmother. (It may be that Genevieve willed the ring to her heir, the birthday girl.)

It is rumored that the ring was made from a diamond actually found on the property (which may be your backyard) years ago, the location since lost. Have “Old Caretaker Sam” tell the story of Genevieve finding the mine when she was a little girl and having the ring made from what she found. When we played the game we ordered, as a **prop, one of those large oversized diamond rings (which the players find at the end).**

Elizabeth Estella Dare loves to explore. She hates when people get in her way. She loves animals of all kinds and she’s creative in every way. She is very friendly. She plays the piano. Her secret hobby is detective work.

CLUE:

Elizabeth wants to go study with the great French female detective and couture designer Lola Scarlett in Paris; the **CLUE** is a **bill for \$1,000,000** for the first year’s tuition from the Ecole des Rouges Couture et Voiture.

counter clue:

Turns out her work as an artist has also been accepted at the Salon des Petite Chats in Paris (**check for \$5000 from the gallery**).

Idea for location hint: Use a fingerprint kit (a stamp pad and paper) and use thumbprints to make letters which spell out where the hiding place of the first box is.

Samantha: Samantha loves flying pigs. She loves things that are small. She loves shopping! Her favorite things to buy are dresses, pretty shoes, jewelry and the occasional t-shirt. She hates when people are slow to pick up clues. Her secret hobby is making cartoons.

CLUE:

Motive: Needs money to fund her new comic book series. We find **a bill for \$1,000,000** from a printer for her new comic book.

Counter Clue:

Turns out Samantha has a rich eccentric backer who loves flying pigs AND

comics; the counter clue is a **letter stating he/she has paid the printer**

Idea for location clue for Samantha: Copy ten identical pictures of (flying) pigs, and put polka dots or freckles on one. Put them on a bulletin board and play a version of pin the tail on the donkey, spinning each blindfolded girl until someone manages to grab the right pig. On the back, put the directions to the next hiding place.

Ashley: Ashley is a bowling champion. She carries her trophy around everywhere. She wears bowling shirts all the time. Her favorite word is “Why?” Her favorite color is purple. Ashley loves cats and hates mice (plant a mouse somewhere). Her secret hobby is eavesdropping.

Idea for location clue for Ashley: Everyone should work on this riddle: Where would a bowling ball hide? Answer: In the lane! Ask a local bowling lane if they have a cracked ball they’d be willing to sell cheaply, or borrow a bowling ball and hide it in the driveway or if you are on a quiet street near the curb - it is useful to have a helper or two, to hide the bowling ball after everyone else has arrived.

CLUES:

Ashley wants to open a chain of bowling lanes, to be called Diamond Lanes
We find a **lease for a building, DUE \$1,000,000 deposit**

Counter Clue:

Turns out she has won the **First World Championship of Bowling for people under 56" tall, trophy and first prize worth \$1,000,000**

Blue: is a rap singer. She loves bling. She sings even when she talks. (If you can find someone willing to do extemporaneous rap, you are in luck!) She hates country music. Her secret hobby is mirror writing. (Her props might include a **Blue glove, leather jacket**).

CLUE:

She is also known to LOOOVE BLING, and has been known to do anything to get it. There is a bill for a custom diamond nose ring she has ordered for **\$1,000,000**.

Counter Clue:

It turns out her newest single, “I’m so cool, my skin turned blue” is #1 on the **music charts**, and she’s made **the cover of Kid Rapper**, which says she’s signed a **\$1,000,000** contract for her song.

Idea for location clue for Blue is the following Riddle in Rap: if it can be printed backwards and read in a mirror, that’s a plus.

I’m so cool,
my skin turned blue

I ain't no fool,
I'll find that jewel.

Where should we go
Where should we look
Oh little baby, I know!

If I was a clue to a jewel I'd be
somewhere plain that everyone could see
right out front where no one ever goes
it'll be right there, right under your nose.

So, the clue should be placed somewhere obvious, like on a mirror in a bathroom - the helper can place this while the players are off seeking the previous clue.

Annabelle: is a country music singer. She loves shirts with pearl buttons, cowgirl hats and cowgirl boots. She loves all boots and shoes. She always greets people with "Howdy, y'all!" (Give her list of country expressions). She hates rap music. Her secret hobby is geocaching; she is expert in the use of a compass.

Possible props would include a cowgirl hat, bandana

Annabelle also likes bling.

CLUE:

Motive: Wants to build Big Ole Annabelleland where her fans can come and enjoy Everything Annabelle. **The clue is a bill for a 150' roller coaster going through Annabelle's mouth, estimated cost to construct: \$1,000,000**

Idea for the location clue for Annabelle:

**Oh, a clue-ue
Oh, a clue-ue,
Oh I want to find my clue!
Or I'll be lost and gone forever
Oh, I want to find my clue!**

**In a stew,
On a gnu-u,
Oh, where to find my clue?
What if it
is in as shoe-oe,
Maybe there, I'll find my clue.**

Harmony : Harmony is a ventriloquist. She only speaks through her puppet, Bickford. **(Provide a puppet - or a at least a sock to whoever becomes Harmony and have her speak only through "Bickford."** Bickford argues with

everyone all the time. Bickford does, however, love cookies. Bickford hates fire and washing machines. Bickford's secret hobby doing crossword puzzles.

Idea for location clue for Harmony: this clue can either be spelled out in chocolate chip cookies (you shape the dough) or drawn out as a chocolate chip cookie alphabet. This clue might be in a washing machine.

CLUE:

Motive: Wants to transplant her brain into Bickford - there's a letter from a doctor describing the procedure and a bill for **\$1,000,000**

Counter Clue:

Turns out Bickford will be headlining in Vegas (there is a letter confirming a \$1,000,000 contract)

April: April is addicted to basketball and other sports. She knows all the rules to all the games. She wants to be the first person to figure out how to combine soccer and basketball since the balls are the same size. She always wears jerseys. Her secret hobby is math.

Idea for location clue for April: Make a cipher with numbers corresponding to a letter, so that the players have to figure out what number equals what letter. This might take a while, so also provide them with a cipher solution, listing what number corresponds to what letter. This might be in the back of some small notepads you buy (or make by stapling small sheets of paper together), that you can point to as the way to solve the cipher.

CLUE:

Motive: There's a **bill from Scientist for fusing one basketball and one soccer ball for \$1,000,000.**

Counter Clue:

Turns out April has solved the Totally Unsolvable Geometry Problem wherein she has figured out how to figure out how many squares the perfect waffle will have. She wins \$1,000,000.

Birdie: loves her pet bird, who's name is also Birdie. (Possible Prop: wearing a stuffed **bird** on her shoulder. We found a bird that actually repeats what the last thing said is!) She talks to the bird all the time, even when someone else asks her a question. She hates when her bird talks back to her. Her secret hobby is speaking German and birdwatching. Her secret hobby is dancing

Idea for location hing for Birdie's clue: maybe do a bunny hop line with a helper leading the way to the box OR use babelfish.yahoo.com to translate

the hint in German and then provide them with a German dictionary.

CLUES:

Motive: Birdie wants to go live in the Amazon Rainforest, bird-Birdie's original home. We find a bill from **Amazon Tree Rentals, saying that the estimate to complete her treehouse with swimming pool is \$1,000,000.**

Counter Clue:

Turns out human-Birdie has discovered the only remaining Red and Yellow Annoying Repeater Parrot (Birdie) and the Up and At Em Birdwatchers Society has awarded her their **\$1,000,000 prize for Finding Things That We Thought Were Extinct.**

The Solution/Last Clue

It turns out that Old Caretaker "Sam" has taken the ring and sent it to some "Diamond Mine Finders." He has lost his memory of exactly where the mine was, but hires the company to find it, stealing the ring in the process. The file labeled "The Final Clue" is sung to Home on the Range, and suggests that the final hiding place is actually below ground - where you will have dug a hole and placed the ring - and some treasure for the hunters - in a box or can or something that will hold up to being buried.

Here's where you would also hide some prizes for the players. I found some "gem" (plastic) covered notepads online, plus I found, on ebay, people who are selling lots of actual small gems for not much money. We then got some small clear boxes at Office Depot and put them in, so there were some real gems for each player at the end.

Here's a possible scenario:

There might be a will, naming the birthday girl as the recipient of this ring, which would also explain that the ring was made from a diamond found in the secret diamond mine on the property.

The last clue mentions the song - which is really the last clue, and is set up to use the compass skills noted for one of the players, and also suggests that one way to get the location of the diamond mine from "Old Sam" is to tie him to a chair and tickle him until he gives up the location of the Home on the Range clue.