

SAMPLE GAME MATERIALS

Theme

Radical 1980's

Scavenger Hunt Name

The Totally Radical '80s Scavenger Hunt!
(2+ teams, 8 + players; electronic version.)

Created by mymysteryparty.com and Dr. Bon

Copyright © 2007 mymysteryparty.com

All rights reserved. Worldwide copyright laws and conventions protect all mymysteryparty.com printed materials. This document may not be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, scanning or by any information storage and retrieval system without express written consent from mymysteryparty.com. The buyer has purchased this as a single use game and is hereby entitled to use these materials for one event only in a private setting. The buyer shall purchase Multi-Use licenses from mymysteryparty.com in the event this game is to be utilized for multiple events in any setting (commercial venue, private home, etc.).

DISCLAIMER: Because we have no control over the application and production of this game, mymysteryparty.com cannot guarantee results and will not be responsible for any personal injury, death and/or loss to participants. No use of this production other than the stated entertainment use is implied or intended. Such use is the sole responsibility of the user. The subject matter contained here is fiction and is intended purely for entertainment. All applicable local, state, and federal laws must be followed during the play of this game (i.e. traffic laws, etc.). This game does not imply that the participants should partake in any illegal activities. My Mystery Party does not condone any illegal activity to be associated with any of its games.

GENERAL INSTRUCTIONS FOR THE HOST

Thank you for purchasing the 'The Totally Radical '80s Scavenger Hunt!' game from mymysteryparty.com! This scavenger hunt is a light-hearted and entertaining challenge that allows you and your guests to compete in an ultimate race against time. The party will be a huge success for any occasion as long as you and your guests relax, strategize and take some hilarious proof pictures to provide lifelong memories. In summary, the guests will draw for teams and navigate their way in their own cars about the town to complete a list of silly tasks. The team who makes it back to home base (the host's party location) with the most successfully completed tasks verified by picture proof – wins! Read these instructions before the party so you will be able to completely explain the game play and the rules to the guests.

TEAM SELECTION:

All players will be divided into two or more teams using the team selection squares (page 4). Print and cut out the squares, fold them, and put them into any container. All guests drawing the squares with identical pictures are on the same team. (However, if you prefer to choose your own teams – by all means – do it!) Depending on the size of your party, you can elect to have as many teams as you wish, but there should not be less than 4 people per group. Some of the tasks might require 3 people and one person will need to take the picture proof. If you want to have more than 5 teams, just make copies of the task sheets for the extra teams.

Once the teams are selected, it is optional to elect players to play the team roles of captain, driver, safety manager, camera operator and navigator. (If there are 4 people on the team, the captain will have the extra job assigned to them.) This helps to speed up game play and by establishing a role for each player; this will help to increase the efficiency of the individual teams.

CAPTAIN: The first person to be designated is the captain. The host of the party is an automatic captain on their team. The captain is the responsible party for the general management of the team and will resolve any disputes. The captain makes all final decisions regarding the game play. Any team member not giving the captain respect during the course of the game is sentenced to one of the following punishments: 12 oz of whipped cream in their hair, 30 pushups with a pie underneath them, or public humiliation of wearing a sign that says "Oops! I forgot to give the team captain respect" for the remainder of the game. In other words, encourage everyone to respect their team captain...it can be a lot of pressure to have this job!

DRIVER: The team needs to designate a driver. For an extra fabulous party, the host can arrange for limousines to drive each team – however, this is very costly. If any team ends up without a willing driver – this is an automatic re-draw of all of the teams. Everyone is to put back their team square and the teams are redrawn. This can continue until the teams each have a driver. If there are the same amount of willing and able drivers as there are teams – designate the drivers of each team by handing them each a separate team selection square. Then, the rest of the group will draw squares to pick the remainder of the teams. The driver is responsible for getting the team safely to the locations designated by the navigator (see below).

SAFETY MANAGER: The team will also need to select a safety manager. This person ensures that in any situation, safety is the first priority. This person monitors that all local, state and federal laws are followed. This person will also ensure that no bodily harm occurs to any of the team members. Any task that could possibly cause harm to any player should be avoided and another method / location should be pursued. For example, if the team is trying to form an 'M' under the golden arches of McDonalds but they're making an unnecessary pyramid and someone could fall and injure themselves – the safety manager's job is to assess the situation and come up with a safer method to form the 'M' (i.e. 2 people bending over with their backs against each other). Or if there is a McDonalds with a safer location to get under the golden arches, the safety manager will be in charge to say – 'let's go to that location instead.' The safety manager has the right to say 'no' to any task if it compromises the safety of the players or might break any local, state or federal laws. If the players do not listen to the safety manager's advice and elect to do the 'unsafe' task anyway, the safety manager has the option to disallow that task to be counted in the final judging. (This seems counterproductive for a team member to go against their own team, but the safety manager can at least use this as a threat in the heat of a disagreement.)

CAMERA OPERATOR: The team should also choose a camera operator. This person will need to be very responsible as they can lose a task for the team that might have otherwise been successful. For example, if the team is making an 'M' under the golden arches with their bodies and the camera operator takes the picture proof but leaves out the golden arches – this picture DOES NOT COUNT and will be marked as 'unsuccessful.' So, make sure that your camera operator is taking the pictures appropriately and is double checking the shots. This will eliminate a lot of *end of the night heartache!*

NAVIGATOR: The team will need to designate a navigator. This is the person that knows the area best and / or has the ability to figure out where to go to complete a task. Once the task is decided upon by the group, the navigator will determine the location in which the team needs to go to complete the task. The navigator should consult with the safety manager on all tasks.

After the teams are selected and the team jobs are assigned, the host goes over the game instructions with the players and then gives at least 15 minutes for a strategy session before the envelopes are passed out to the captains.

The scavenger hunt will take 2 hours. When the race begins, the host will set the time by synchronizing a watch with the opposing teams' captains. All teams will need to return to home base by the set time or there will be a five task penalty imposed on any team that is late. This means that if the late team successfully completed 10 tasks, they would only get credit for 5. The 5 tasks that were omitted for the penalty, however, do move over to the 'unsuccessful task' category for this team which could make a difference with a tie-breaker (see below regarding unsuccessful tasks). Late is defined as **1 minute** after the agreed upon time to be back. For insurance, it is best if you require a picture of a team member by the front door of home base with a cellular phone opened showing the time. This will ensure that a team that might have been '2 minutes' late were not simply outside in the driveway taking their time to get back to the front door. Any team more than thirty minutes late will be disqualified from the competition. This will prevent a team from taking the five task penalty but staying out an extra hour or two to complete all the tasks. In the event of an unavoidable event (i.e. a traffic jam that is verifiable on television and radio) the host can make the decision to allow the team to compete. If all teams agree, the host can make a decision to extend the time for all teams either before or during the scavenger hunt.

In sealed envelopes, there will be 30 tasks given to each team. When the game begins, the teams can open their envelopes, read the tasks and decide on which task to accomplish first. Once a task is chosen and completed, the teams go on to the next task until the time is up. Each task will have to be completed in a different location from the previous one. It is the navigator's job to map out the routes and locations of where to go to maximize the time allotted for the race. **IMPORTANT:** the team must get a picture proof of the

task in order to get credit for it as a successful task. This game is not necessarily designed for all teams to complete all 30 tasks – it is simply the team who gets the most. The picture proof must be a **complete proof** of the task. **No required part of the picture can be omitted** or the task is thrown out and counted as 'unsuccessful.' For example – if the task says you need to form an 'M' under the golden arches of McDonalds – then your team must take a picture that includes the team members forming an 'M' with the golden arches in the picture. If the photographer only takes a picture of the team members, but no golden arches or if the team members are posing like cheerleaders and not making an 'M' with their bodies – no credit is given and this is considered to be an 'unsuccessful task.' **Speeding** while driving is not allowable. If any team is caught speeding or breaking any local, state, or federal laws while playing this game, they are immediately disqualified from the game. The game is not intended for any team to complete all the tasks – it is a competition of time management, intellect, appropriate photography, and successful navigation – not of the ability to race around in a vehicle. The teams will get more TASKs accomplished by a calm plan of action that includes minimizing back-tracking and making the most of your locations. Working as a team and managing the time – not trying to beat it - is a must. The teams must **obey all posted signs** in all establishments and act appropriately. If any team is asked to leave an establishment by management or by the police, the team will be given a 1 successful task penalty. For example if the team is asked to leave the shopping mall because they are acting inappropriately (i.e. running), the safety manager has a duty to report this during judging and be deducted 1 successful task.

Once all of the teams are back to home base, penalties for the teams are discussed and documented. The safety manager of each team must report any violations during the game play. The host should maintain the 'Totally Radical' score sheet (page 22) during the judging period. In any method preferred by the host, the pictures should be viewed and verified. Successful and unsuccessful tasks should be logged for each team via the 'Totally Radical' score sheet (page 22). It is optimal if the pictures can be downloaded onto a computer and viewed via a slide show. If video was taken during the hunt, the video can be viewed by all on an external monitor (i.e. television) and the host keeps track of the successful tasks completed by each team. **In the event of a tie** of successful tasks between two or more teams, the tie is to be broken by the greatest number of unsuccessful tasks. In the event of a tie of unsuccessful tasks, the last place group is to vote on who they think did the best job with their tasks and will select the winner. If there are only two teams and they are tied, the decision is deferred to a best 2 out of 3 of rock, paper, and scissors. The host will declare the winning team and the order of the rest (i.e. second, third, etc.). Prizes to the winning team(s) are optional.

GAME PREPARATION:

The party pack (this document) needs to be printed in advance of the party. If you intend to be a member on one of the teams, do not view the tasks that are included in this document. Print off the task sheets for each team and stuff them into envelopes and seal them. If you are going to have more than 5 teams, make extra copies of the task sheets. Make sure that each team has a working digital or Polaroid camera to take the necessary 'proof pictures.' You can also opt to use a video camera in lieu or in addition to the digital pictures. These pictures / video **must be available** when the teams arrive back to home base. This means that cameras with film that have to be developed cannot be the sole form of recording the picture proofs. It would be a good idea to have a back up camera if at all possible.

Make sure that each team has a minimum of **\$5.00 up to a maximum of \$20.00** as some tasks might require money (i.e. playing an arcade game). However, it is not always necessary – i.e. the task might say to get the cashier to sell you one green bean – but if the team can convince the cashier to give them one green bean – that is acceptable as the picture proof will be the same. Another example is if the task instructs the team to purchase specific items – the picture proof is at the checkout counter and the team could always say 'Oops! We forgot our wallet; we'll put these things back...sorry!' This would also be acceptable since the picture proof would be the same as if the items were purchased. So **there are ways around having to spend money** and if you just let people know what you are doing, you might find that people are willing to help out. As a host, decide upon the monetary amount that each team can spend during the hunt and **require receipts** when possible. Obviously, they wouldn't get a receipt for playing an arcade game – but everyone knows the approximate cost of that. You also have the option to make a rule that **no money** is spent by any team. A few of the tasks would prove nearly impossible to accomplish (i.e. you can't really play an arcade game without money). Again, the game is not designed for the teams to complete all 30 tasks anyway – the winner is simply the team who completes the most.

Make sure that you have enough cars and willing drivers among your guests for the amount of teams that you want to have. For example, if you only have 2 licensed drivers and 2 available vehicles – then you can only have 2 teams! Check with your guests in advance of their willingness to be a driver and use their car for your scavenger hunt party. Make sure to notify your guests that agree to use their cars to **fill up their gas tanks** before arriving at the party. You do not want a team to have to spend scavenger hunt time to put gas in their car during the game play as this is lost time that gives a disadvantage to the team.

It is acceptable to go to any of the team members' homes – **but not the hosts** – to collect items on the lists. On the host's team – this rule still applies – the host cannot collect any items from their home. This evens out the advantage that you as the host had for being the most familiar with the game. But please note - the same rule applies – only one task can be completed per location. For example if Suzie has a button collection at her home – you can go and get a button and take the picture proof but you cannot use Suzie's house to get the poster board and marker for another clue.

For further questions, check out our FAQ web page at <http://www.mymysteryparty.com/frasqu.html>

If your question is not listed in our FAQ, contact us at the email addresses below.

Scavenger Hunt Questions: author@mymysteryparty.com

Web based Questions: support@mymysteryparty.com

TEAM SELECTION SQUARES: Cut out the following squares, fold them and put them into a container. Only cut out the appropriate number of teams and guests that you have. Example – if you have 16 guests and you want to have 4 teams, cut out 4 each of the Ataris, Hair Teasers, Rubik’s Cubes and Member’s Only Jackets squares. In the case of an uneven number of people, pick the appropriate amount of teams to have an extra player and cut out that number of squares.

The Ataris

The Hair Teasers

The Rubik’s Cubes

The Member’s Only Jackets

The Leg Warmers

| | | | | |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

OFFICIAL RULES OF THE GAME – A SUMMARY

Each team should carry a copy of these rules at all times.

- ✦ Any team that **breaks a local, state, or federal law** during this game is automatically disqualified from the competition. The safety manager is to monitor this rule and report any violations.
- ✦ The competition is **2 hours**. The watches or cellular phone clocks of the team captains will be synchronized when the game begins. Every team should be back to home base no later than 1 minute past the time or a 5 successful task penalty will be imposed. Any team coming back more than thirty minutes late is disqualified from the competition. See the host instructions for exceptions.
- ✦ Any task that is inappropriately solved does not count towards the total of successful tasks completed. This would be considered an **unsuccessful task** – but will count in the case of a tie-breaker.
- ✦ Any task that is **inappropriately photographed** does not count towards the total of successful tasks completed. An inappropriate photograph is one that does not provide a complete picture proof of the task as the task is written. For example – if the task says ‘your team must form an ‘M’ with your bodies under the golden arches of McDonalds’ and the photographer omits the golden arches in the picture – this is considered an ‘unsuccessful task.’
- ✦ All posted signs should be obeyed by all team members. For example – if it says ‘no shoes, no shirt, no service’ – then make sure all members have shoes and shirts on. The safety manager is to monitor this rule for the team. Any team that is **asked to leave an establishment** for breaking posted rules or for acting inappropriately will receive a 1 successful task penalty. The safety manager has the obligation to report the incident. Any team that fails to report the incident will have underwear gnomes stealing their under garments for the next five years. So, don’t hold any information back! Alright, the gnome thing was a joke...but seriously, be honest.
- ✦ If any team member is injured during any task, a 1 successful task penalty shall be imposed on the team. It is the safety manager’s duty to ensure that no injuries occur during the tasks. No exceptions.
- ✦ No running is allowed during the game at any time. A brisk walk is acceptable, but no running.
- ✦ The teams are only allowed to spend the **maximum monetary amount** set by the host during this challenge. When applicable, keep all receipts in order to receive credit for any task. The maximum monetary amount decided upon is: _____.
- ✦ No task can be completed **in the same location** as another. A location can be defined as having a parking lot or driveway in the case of a residence. For example: stores in the mall share the same parking lot, hence, there can only be one task completed in a mall.

THE TOTALLY RADICAL '80s HUNT TASK LIST

TASK 1:

TASK 2: Locate the movie 'Sixteen Candles' and have 3 members mimic the cover of the movie in the picture proof. The picture proof must include one of the members holding the DVD/VHS of the movie.

TASK 3:

**THE PURCHASED GAME WILL
HAVE 30 FULL TASKS.**

TASK 4

:

TASK 5:

TASK 6:

TASK 7: Go into any public place and 2 team members must break dance '80s style. The picture proof must be of the act of dancing with at least one confused or laughing bystander. One person must be performing a back spin.

TASK 8:

TASK 9:

TASK 10:

TASK 11:

TASK 12:

TASK 13: Take a picture proof of one team member roller skating underneath a disco ball.

TASK 14: Locate a Pontiac Fiero, Delorean, or a Nissan 280ZX. Take a picture proof of it with at least 2 of your team members posing like racing NASCAR drivers beside it.

TASK 15:

TASK 16:

TASK 17:

TASK 18:

TASK 19: Go to any grocery store and find 5 items that could have definitely been found in a 1980s grocery store. Make sure this is undisputable – so think about this before you select items! The picture proof is of 3 of your team members posing artistically with the 5 items.

TASK 20:

TASK 21:

TASK 22:

TASK 23:

TASK 24:

TASK 25:

TASK 26:

TASK 27:

TASK 28:

TASK 29:

TASK 30:

**THE PURCHASED GAME WILL
HAVE 30 FULL TASKS.**

Optional: The following signs can be printed, cut out and handed to each captain in the event a team member does not obey the team captain's orders. The team captain can elect to have the disobedient team member wear this sign and if so, the team member must do so for the remainder of the hunt. In the event another team member disrespects the captain, the sign shall be moved to the last disrespectful team member and so on... If you as the host decide to have this option for the captains, affix some tape to the back of the sign or give them a safety pin.

Gag me with a spoon! I forgot to
respect the team captain ☹️

Gag me with a spoon! I forgot to
respect the team captain ☹️

Gag me with a spoon! I forgot to
respect the team captain ☹️

Gag me with a spoon! I forgot to
respect the team captain ☹️

Gag me with a spoon! I forgot to
respect the team captain ☹️

The Totally Radical Score Sheet

Mark **S** for successful, **U** for unsuccessful and **NA** for not attempted

| TASK | Team Ataris | Team Hair Teasers | Team Rubik's Cubes | Team Member's Only | Team Leg Warmers |
|---------|-------------|-------------------|--------------------|--------------------|------------------|
| 1 | | | | | |
| 2 | | | | | |
| 3 | | | | | |
| 4 | | | | | |
| 5 | | | | | |
| 6 | | | | | |
| 7 | | | | | |
| 8 | | | | | |
| 9 | | | | | |
| 10 | | | | | |
| 11 | | | | | |
| 12 | | | | | |
| 13 | | | | | |
| 14 | | | | | |
| 15 | | | | | |
| 16 | | | | | |
| 17 | | | | | |
| 18 | | | | | |
| 19 | | | | | |
| 20 | | | | | |
| 21 | | | | | |
| 22 | | | | | |
| 23 | | | | | |
| 24 | | | | | |
| 25 | | | | | |
| 26 | | | | | |
| 27 | | | | | |
| 28 | | | | | |
| 29 | | | | | |
| 30 | | | | | |
| TOTAL : | | | | | |

Tally the totals of successful tasks.