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SUSPECS

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# SUSPECS // BASICS

- + adventure / mystery / exploration
- + players: 5 or less, each representing a different mythological creature
- + each player receives a pair of "specs" [attached to a hat/prop] with uniquely colored lenses specific to their character

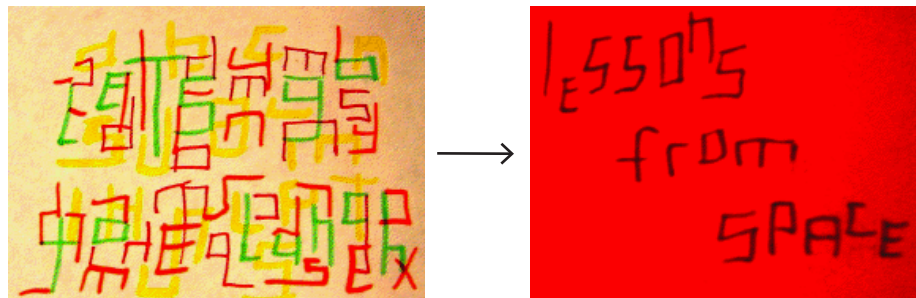
## THE DAPPER KRAKEN

A SEA MONSTER OF GARGANTUAN PROPORTIONS. MIRRORS AN ISLAND WHEN MOTIONLESS, AND COULD REACH AS HIGH AS THE TOP OF A SAILING SHIP'S MAIN MAST WITH ITS ARMS DEPLOYED.



# SUSPECS // MECHANICS

- + the mythological creatures are all suspects of a recently committed heinous crime
- + at the beginning of each game, the game leader picks a card from the pool, containing the crime committed and other details relevant to that particular round
- + players work independently, with the help of clues and hints scattered around the game area, to prove themselves innocent
- + clues can range from standalone objects to riddles to people
- + clues are specific to each creature, wherein each player can only decipher one clue at each station, depending on what color his/her lenses are:



- + game ends when one creature [or all but one] solves all the puzzles and consequently proves himself innocent
- + winner receives a prize relevant to their character [e.g. tiny baby doll for the kelpie, etc]

# SUSPECS // MATERIALS

- + cellophane sheets of different colors
- + paper & card stock for clues, hats and other props
- + multicolored pens / markers / paint
- + actors
- + character-specific prizes