

Overall Set Up

Vacation File:

Given out to each team at beginning of game
Large Envelope titled "Escape to Tahiti—Vacation File"

Contents:

- Scenario (1)
- Character Cards (6)
- Itinerary (1)
- Plane Tickets in Envelope (2 tickets, 1 envelope folder)
- Tahitian Dance Brochure (1)
- Parasailing Brochure (1)
- Tahiti Intercontinental Resort and Spa Brochure (1)
- Money (\$20)
- Envelope that says "Refrigerator" with Food Picture Cards (12 cards)
- Envelope that says "Closet" with Clothes Picture Cards (26 cards)
- Yarn Clothesline with a bead on each end and 9 small binder clips
- Blank paper and pencils

Items on the Tables:

- Stack of teenage books (one with the bookmark in it) and the diary
- Toothpick Umbrellas (set of 5)
- Clear plastic horizontal stand up frame
 - One side with South Pacific Map
 - One side with Maritime Signal Flags
- Jigsaw Puzzle Box
- Medicine Bottles with Beads (set of 6)

Other Needs:

- 2 lockboxes with 5 digit resettable combination locks
- 10 passports in each lockbox
- 5 bags Almond Joys
- 20 ropes with knots tied in them
- 20 yellow plastic eggs
- Team Number Cards (make your own)

Prizes:

- First team to finish
- Team with most spending money
- Best photo booth team picture

Volunteers:

2 Travel Agents (White Hats)

Check answers and hand out next Task Card

2 Tour Guides (Flower Headbands)

Keep the lock boxes—reset to all zeros after a team tries the lock

Give out hints, if requested and take payment

Run special activities

Photo Booth Operators and Judge

Tropical Music and DJ

Suggestions for a No-Kit version:

Only use some of the tasks, picking the ones that are feasible for you to print and do. If you want to cut down on the time only use some of the tasks.

Clean out the Refrigerator—this only requires printing the food cards

Set the House Alarm—if you only have a few teams you will need a square box animated movie puzzle with 48 pieces from Dollar Tree for each team or print your own paper puzzle with at least 6 rows and 7 columns—remove pieces according to solution

Get the Teen Out of Her Room—print the bookmark and diary entries and insert into a booklet made from 8 1/2" x 11" paper folded in half

Get the Passport Out of the Lockbox—Use an umbrella outline to print umbrellas in the required colors and instead of a combination lock just have them give you the code and don't use passports

Get the Prescription Number to Refill—Punch out colored dots (or cut squares) to put in the bottles instead of beads

Pack the Suitcase—Instead of a clothes line just have them put the clothes cards in order in a stack

Tasks:

Clean Out the Refrigerator - Chef Mixmaster

Each item has a coded "Use by" date, crack the code and throw out the items that will spoil before Andie gets back. A=1, B=2, C=3, etc. Any dates before April 16, 2019 get thrown out. Five items.

Set the House Alarm—Eddie Engineer

Put together the puzzle and figure out which piece in each row is missing for the code. Six digits.

Get the Teen Out of Her Room—Penelope Parent

Teen has locked herself in her bedroom and won't come out
Put the story together by reading her diary and use the bookmark key to get the words to unscramble for the sentence of advice.

Get the Passport Out of the Lockbox—Mr. Moneybags

Put the islands in alphabetical order. Find on the map to see what color each is and then line up the umbrellas in the color order. The numbers are on the umbrellas. Use the combination to unlock the lockbox and get the passport.

Get the Prescription Number to Refill—Dr. Heartbeat

Match the colors of the beads in the medicine bottles to the skirts of the dancers in the brochure to get them in order. Then count the beads in each bottle for the prescription number. Nine digits (6 numbers).

Pack the Suitcase—Fashionista Frangipan

Read the itinerary to find the words from the Maritime Signal Flags. Match the flags to the clothes and clip clothes on clothesline in order found in the itinerary. Nine clothing items.

Special Activities:

Life throws you lemons, do you make a tropical lemonade? Go to the Tour Guide to get your lemon and follow the directions inside.

Agent Andie's suitcase loses its wheels and she has to get a new one. Pay the Tour Guide **\$2**.

Agent Andie's car won't start and she has to take a cab to the airport. Pay the Tour Guide **\$2**.

The dog has to stay at the kennel while Agent Andie is in Tahiti. Pay the Tour Guide **\$4**.

Agent Andie has to get a Typhoid shot before going to Tahiti. Pay the Tour Guide **\$1**.

The travel agency charged Agent Andie too much for the trip insurance. Collect the refund of **\$3** from the Tour Guide.

Agent Andie's Aunt sends her **\$5** to spend in Tahiti. Collect from the Tour Guide.

Agent Andie turns in her change jar for spending money. Collect **\$1** from the Tour Guide.

Knot Distraction

Distractions abound and tear you from your tasks. Send one of your team to untangle the knots of life after which they can return to help you.

Tiki Hut Special

A bag of Almond Joys to first 5 teams

Armored Truck Accident

The armored truck hit a tree.

Insurance will cover the losses so its money for free.

Grab as much as you can for a Tahitian spending spree.

Fillers for Lemons

(Yellow Easter Eggs)

The dog has to stay at the kennel while Agent Andie is in Tahiti. Pay the Tour Guide \$4 .	The dog has to stay at the kennel while Agent Andie is in Tahiti. Pay the Tour Guide \$4 .
The dog has to stay at the kennel while Agent Andie is in Tahiti. Pay the Tour Guide \$4 .	The dog has to stay at the kennel while Agent Andie is in Tahiti. Pay the Tour Guide \$4 .
Agent Andie's car won't start and she has to take a cab to the airport. Pay the Tour Guide \$2 .	Agent Andie's suitcase loses its wheels and she has to get a new one. Pay the Tour Guide \$2 .
Agent Andie's car won't start and she has to take a cab to the airport. Pay the Tour Guide \$2 .	Agent Andie's suitcase loses its wheels and she has to get a new one. Pay the Tour Guide \$2 .
Agent Andie's car won't start and she has to take a cab to the airport. Pay the Tour Guide \$2 .	The travel agency charged Agent Andie too much for the trip insurance. Collect the refund of \$3 from the Tour Guide.
Agent Andie has to get a Typhoid shot before going to Tahiti. Pay the Tour Guide \$1 .	The travel agency charged Agent Andie too much for the trip insurance. Collect the refund of \$3 from the Tour Guide
Agent Andie has to get a Typhoid shot before going to Tahiti. Pay the Tour Guide \$1 .	Agent Andie turns in her change jar for spending money. Collect \$1 from the Tour Guide.
Agent Andie has to get a Typhoid shot before going to Tahiti. Pay the Tour Guide \$1 .	Agent Andie turns in her change jar for spending money. Collect \$1 from the Tour Guide.
Agent Andie has to get a Typhoid shot before going to Tahiti. Pay the Tour Guide \$1 .	Agent Andie turns in her change jar for spending money. Collect \$1 from the Tour Guide.
Agent Andie's Aunt sends her \$5 to spend in Tahiti. Collect from the Tour Guide.	Agent Andie's Aunt sends her \$5 to spend in Tahiti. Collect from the Tour Guide.