

Calling all
Mystery Adventurers
Solve a Bailey School mystery!

THERE WILL BE:

- **Monster Munchies**
- **Jokes and Costumes**
- **Mystery Adventurers Game**

Liza, Howie, Eddie and Melody, the Bailey School kids need your help! Come to the Mystery Adventurers Party to celebrate *The Adventures of the Bailey School Kids* books and unlock the secret of the Mystery Adventurers Game.

**Dress up as your favorite Bailey City monster.
The best costume wins a prize!**

Date: _____

Time: _____

Place: _____

Stop in or call for details.

Phone # _____

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Reproducible B



Adventurers!
Mystery
all
Calling



Reproducible A Fold in fourths
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0-590-76981-2

Liza, Melody, Eddie and Howie need you!

Mystery Adventurers Party

Please join us at a fun and games-filled Mystery Adventurers Party where you can celebrate the *Adventures of the Bailey School Kids* books by Debbie Dadey and Marcia Thornton Jones. There will be Monster Munchies, jokes and costumes, and a Mystery Adventurers Game!

Dress up as your favorite Bailey City monster. Best costume wins a prize!

Date: _____

Time: _____

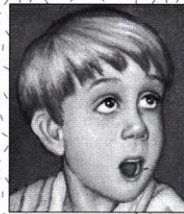
Place: _____

R.S.V.P. to _____

By _____

Phone # _____

The Adventures of
THE BAILEY SCHOOL KIDS



Mystery Adventurer Party Planner

Invite your guests to use their imaginations and test their deductive reasoning skills in an exciting mystery adventure featuring the Bailey School Kids!

- Planning and announcing your Mystery Adventure
- Getting publicity
- Invitations
- Organizing party activities
- Monster Munchies
- Mystery Adventurers Game

Planning and Announcing Your Party

Schedule the date and decide how long your Mystery Adventure will be — we suggest about an hour to allow enough time to enjoy the Mystery Adventurers game and other activities.

If you have a store newsletter, advertise the party there. Let your regular children's book customers know about the party and invite them to bring friends along. Consider running an announcement in a local newspaper. Announcements and invitations are included in this package.

Reproduce the enclosed invitations (Reproducible A). Fold each sheet into quarters so the Scholastic logo appears on the front. Hand out invitations with purchases or keep them next to the register. You can also use them as self-mailers to customers (staple them shut before mailing).

Use the announcement (Reproducible B) in addition to, or instead of, the invitations. Hang the announcement next to the register, in your store window, or on the community bulletin board in your library. You can also use it to advertise the party in your store newsletter.



Getting Publicity

Children love adventure, mystery and monsters and with the popularity of nationally best-selling series *The Adventures of the Bailey School Kids*, you're sure to have a great deal of interest in your mystery adventure. Send a copy of the enclosed press release (Reproducible C) to your local newspaper's city desk editor covering your area, book editor, or lifestyle editor. If you have a local TV news station that runs human interest stories, send a press release to the news assignment desk at that station. A local radio station might also want to carry the story, so send a press release there. If your city has a local magazine or family activity guide newspaper, it may be interested in running a piece on a special children's event.

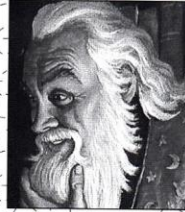
Your press release should contain all the pertinent information: date, place, time and your name and phone number. Feel free to copy the enclosed press release onto your letterhead or revise it to suit your local circumstances.

Monster Munchies

Let your guests explore a mystery monster adventure in the kitchen by stirring up their own mysterious concoctions. They can mix a pinch of Ground Bat Bones (sugar) with some newt saliva (fruit punch) and ghost's blood (milk) for a bloodcurdling brew. Label small containers of different beverages with appropriately mysterious monstrous names, such as Dracula's Blood (Pink Lemonade), Frankenstein Sweat (orange juice) and Zombie Tears (Iced Tea). Serve a Monster Party Mix of bat teeth (peanuts), squid eyes (raisins) and crispy spider legs (pretzel sticks), as well as Howie's Disappearing Potato Chips, Alien Bubble Gum and Mrs. Jeepers Brooch Green Jell-O.

Decorations

- Turn your store into a gallery of Bailey City monsters with Halloween decorations such as cardboard skeletons, witches, bats and Frankenstein monsters, a Christmas cutout of Santa and his elves and a Valentine's Day Cupid. Don't forget the balloons and colorful streamers.
- If you can find a copy of the old classic *The Monster Mash*, play it in the background to set a mysterious monster mood.
- Don't forget to have the staff dress their best weird Bailey City grown-up best. A hat and broom can turn a bookseller into a witch, draw a scar on your face for Frankenstein, wrap yourself in bandages or toilet paper for a mummy, put on an eye patch for a pirate, paint a third eye on your forehead to be a Cyclops or put on a Santa hat to be Santa or an Elf. Make sure you have face paints on hand at the party to jazz up your guests' costumes.
- Set up a table with room for your guests to gather around to join the fun of the Mystery Adventurers game. Put up a browsing table with all *The Adventures of the Bailey School Kids* books.
- Have a camera and video camera ready. You can display photos of the Mystery Adventurers Party in your store or use them in your next newsletter; send them to a local paper or send the photos to us — we can't be there, but we would love to see and hear about the party!



Play the Mystery Adventurers Game

Get ready to solve a mystery adventure featuring the Bailey School Kids. Before your guests arrive cut out the reproducibles for the Mystery Adventurers Game including:

- Mrs. Jeepers Mystery Cards (Reproducible G)
- Break the Spell Cards (Reproducible H)
- Game Board (Reproducible I)
- Game Pieces (Reproducible J)
- Mystery Monster Cards (Reproducible K and L).

To set up the game, put the game board in the middle of a table or on a cloth on the floor. Fold and tape the game pieces as indicated so they stand up, shuffle together the Mrs. Jeepers, Break the Spell and Mystery Monster cards and place them in a pile in the middle of the game board. But don't forget! Pick a Mystery Monster card and put it face down in the middle of the game board when you start. The winner of the game is the adventurer who uncovers the mystery monster first.

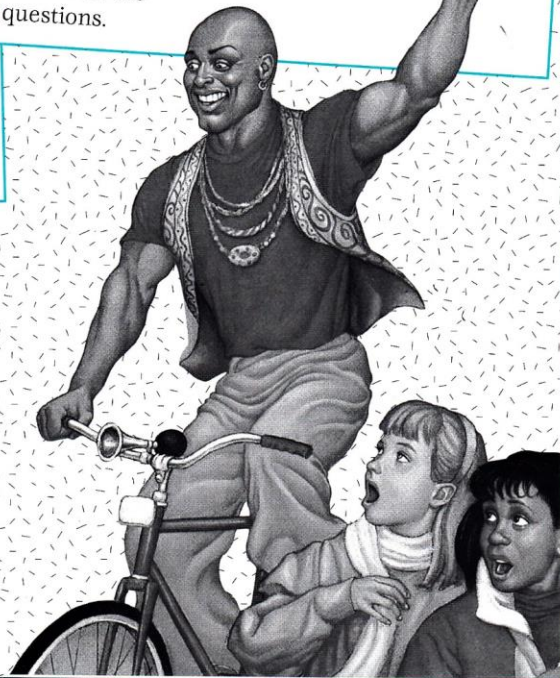
Mystery Adventurers Game Instructions

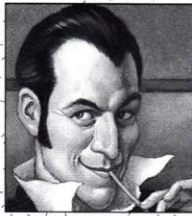
What You Need: one die, reproducibles G, H, I, J, K, L, a blackboard or large piece of paper taped to the wall, and paper and pencils for the teams to jot down answers to some of the questions.

Gather everyone around the Mystery Adventurers Game Board area and let the game leader (yourself or other adult to monitor the game) divide the group into teams. Guests will either be on Liza, Eddie, Howie or Melody's team. The object of the game is to get to the middle first to discover the mystery monster waiting there. Encourage team members to collaborate on the questions and puzzlers, and if one person is answering all the questions, try to offer others a chance to answer the questions.

Welcome Your Guests

As guests arrive pass out name tags (reproducible D) and offer to decorate faces with Cupid hearts, Frankenstein scars and Dracula teeth. While others are being decorated and greeted, hand out the Color-by Monsters (Reproducible E) and Mystery Monster Matchup (Reproducible F) sheets to help everyone get into the Bailey School Kids monster mode. Have tape and pens ready for filling out and attaching the name tags and crayons or markers for the coloring activity.





Welcome to a Bailey School Kids Adventure

To start the game, place all game pieces — Liza, Howie, Melody and Eddie — on the “Welcome to a Bailey School Kids Mystery Adventure” square and decide which team will go first. Roll the die, advance the number of spaces indicated and follow the instructions on the game board.

MRS. JEEPERS MYSTERY CARDS!

When a team picks a Mrs. Jeepers Mystery Card, they must answer the question. If the team answers correctly, they can stay in their square, if they don't get the answer, they have to move back one space.

ANSWERS TO MRS. JEEPERS MYSTERY QUESTIONS:

- Cheese, sauce, meatballs, dough, etc.
- Spatula
- Gargoyle, Gremlin, Ghost
- Werewolves, Witches, Wizard
- Tuba, drum, flute, saxophone, bells, triangle, trombone, cymbals, etc.
- Two: front door, emergency door
- Ireland
- Spaceship
- He is tall, has scars, dark hair and likes flowers
- A halo and wings
- A zombie
- Repair the shoes just as the elves do in fairy tales.

MONSTER CHARADES!

When a team picks a Monster Charades Card, one team member acts out the monster for their other teammates to guess.

BREAK THE SPELL!

When a team picks a Spell card, the game leader asks the question of the all the teams. Most of the questions, word games and puzzles require the game leader to write the puzzle on a blackboard or large piece of paper hung on the wall. Whichever team breaks the spell or comes up with the answer first gets to take an additional turn.

ANSWERS TO BREAK THE SPELL

- ape, pea, pat, pet, pit, put, nap, net, nut, tip, tap, tune, tuna, pain, unit, peanut, paint, unite
- Mrs. Brewbaker
- Reading
- can, pan, ran, peel, cheer, pen, hen, pun, harp, cheer, reap, peach
- tone, keen, lot, not, sole, son, stole, steel, note, toes, lent, stone, ten
- ran, nest, ten, fat, stink, sink, rink
- rag, gray, yes, glare, ray, rage, glare, gargle
- Zombie
- Martian
- Werewolf
- add 3
- seven

SNACKS AND COSTUMES!

The first team to reach the middle and uncover the Mystery Monster Card wins! You can offer a small prize to the winning team and then suggest everyone move over to the snack area for refreshments.

As everyone is snacking, host a Best Monster Costume contest and let your guests decide who has the best costume. Acting counts as part of the contest so if one of the guests does a great zombie, he or she can be a winner!

Say this three times fast:
HURRY HOWIE.

PICK A CARD.

START
Welcome to a
BAILEY SCHOOL MYSTERY ADVENTURE.

PICK A CARD.

PICK A CARD.

It's time to go to Summer Camp
Then break the spell and become a champ.

COME IN AND UNCOVER THE MYSTERY MONSTER.
(Place one Mystery Monster Card here face down)

The Adventures of THE BAILEY SCHOOL KIDS
Mystery Adventurers Game

MIX CARDS UP AND PUT THEM HERE.

Stop for pizza at the Dragon's Lair and break the spell if you dare, You'll take another turn fair and square.

Say this three times fast:
LIZA LICKS LOLLIES AND LIKES LEPRECHAUNS.

PICK A CARD.

PICK A CARD.

Name as many Bailey School Kids titles as you can in 30 seconds.

Go ahead, climb on the bus and break the spell without a fuss The extra turn will be a plus.

PICK A CARD.

PICK A CARD.

1. Cut on dotted lines.
2. Fold on solid lines.
3. Fold flaps A and B down to form the bottom of each game piece. Tape flap A over flap B.



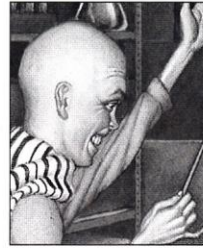
A	<p>LIZA</p> 	 <p>LIZA</p>	B
A	<p>HOWIE</p> 	 <p>HOWIE</p>	B
A	<p>EDDIE</p> 	 <p>EDDIE</p>	B
A	<p>MELODY</p> 	 <p>MELODY</p>	B



**MISS
BREWBAKER**



**MR.
JENKINS**



**MR.
BELGRAVE**



MRS. ZORK



**COACH
GRAVES**



FRANK



**COACH
TUTTLE**



MR. DRAKE



**MRS.
ROSENBLOOM**



DR. POLLY



**COACH
WATERFORD**

**Mystery
Monster Cards**

Cut along the dotted lines. Select one monster as the mystery monster and place the remaining cards in a pile to be selected for monster charades.

MRS. JEEPERS

Mystery Question Card #1

George the pizza chef guards his recipe like treasure, but I'll bet you can name at least one ingredient that goes into or on a pizza.

MRS. JEEPERS

Mystery Question Card #5

Name two musical instruments in Mr. Belgrave's music room.

MRS. JEEPERS

Mystery Question Card #9

What about Mr. Frank makes the Bailey School kids think he is Frankenstein?

MRS. JEEPERS

Mystery Question Card #2

Mrs. Rosenbloom may be Cupid, but she still has to use this to flip her hamburgers.

MRS. JEEPERS

Mystery Question Card #6

How many doors does Mr. Stone's school bus have?

MRS. JEEPERS

Mystery Question Card #10

Melody thinks Miss Michaels is an angel, not just because she is so nice, but because it looks like she has two things that angels have on their heads and on their backs. What are those?

MRS. JEEPERS

Mystery Question Card #3

Name two Bailey City monsters that start with the letter G.

MRS. JEEPERS

Mystery Question Card #7

From what country do Leprechauns come?

MRS. JEEPERS

Mystery Question Card #11

The kids are afraid that the old woman has turned Coach Graves into a walking automaton. What's another name for walking automaton?

MRS. JEEPERS

Mystery Question Card #4

Name two Bailey City monsters that start with the letter W.

MRS. JEEPERS

Mystery Question Card #8

If Mrs. Zork is an alien, she would travel in an interplanetary transportation system. What is another name for interplanetary transportation system?

MRS. JEEPERS

Mystery Question Card #12

What do Melody, Howie, Eddie and Liza think Hollis Bell will do with an old pair of shoes if he really is an elf?



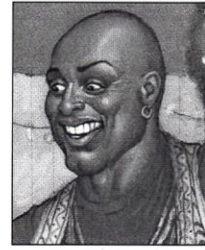
MR. STONE



**MISS
KIDWELL**



**MRS.
JEEPERS**



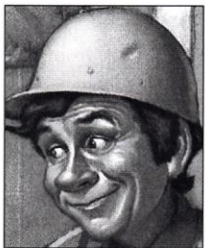
EUGENE



**MISS
MACFARLAND**



**UNCLE
JASPER**



**HOLLIS
BELL**



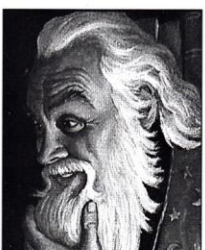
**NURSE
REDDING**



MR. JOLLY



**CAPTAIN
TEACH**



MR. MERLE



**MR.
O'GRADY**

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Mystery Question Card #12

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SPELL CARD #1

Write this word on the board for all teams to see: **PETUNIA**.
In one minute which team can come up with the most words of three letters or more using the letters in the word above?

SPELL CARD #2

Howie loves garlic chips.
He's allergic to dogs and in one teacher's class he does flips.

SPELL CARD #3

Howie thinks Mr. Merle's magic has turned Eddie into mush.
He's in the library doing something he never liked before
and telling everyone to shush.

SPELL CARD #4

Write this word on the board for all teams to see: **LEPRECHAUN**.
In one minute which team can come up with the most words of three letters or more using the letters in the word above?

SPELL CARD #5

Write this word on the board for all teams to see: **SKELETON**.
In one minute which team can come up with the most words of three letters or more using the letters in the word above?

SPELL CARD #6

Write this word on the board for all teams to see: **FRANKENSTEIN**.
In one minute which team can come up with the most words of three letters or more using the letters in the word above?

SPELL CARD #7

Write this word on the board for all teams to see: **GARGOYLES**.
In one minute which team can come up with the most words of three letters or more using the letters in the word above?

SPELL CARD #8

Write the following on the board and play monster hangman. Each team takes its turn selecting a letter. For every wrong letter, draw another body part on the monster until someone can guess the monster's name below.
_ O _ I E

SPELL CARD #9

Write the following on the board and play monster hangman. Each team takes its turn selecting a letter until one can guess the monster's name below.
_ A _ I A _

SPELL CARD #10

Write the following on the board and play monster hangman. Each team takes its turn selecting a letter until one can guess the monster's name below.
_ E _ E _ O _ E

SPELL CARD #11

Mrs. Graves soccer balls are multi-playing. How many balls get added to the pile each day?
8 11 14 17 20

SPELL CARD #12

Howie's potato chips are disappearing. How many chips does the ghost take each time?
42 35 28 21 14