

# Scooby Clue Senario: Mr. Jenkins Demise

## **Summary:**

Scooby and the gang have been asked to help solve yet another mystery. Old man Jenkins, the owner of Funland amusement park, has passed away. In his will it's stated that the remaining members of his immediate family, one of his six children will inherit his park, fortune and the family Mansion valued at 10 million dollars. All the children have to stay in his mansion and the last one remaining inherits his fortune. A minimum of 10 days was stipulated."I spent 10 days drawing the plans for Funland, so it's only fair you too should spend 10 days waiting for my handouts!" The will has also named Mystery Incorporated as a beneficiary, due to their previous help with the park ( Foul Play in Funland), to receive a donation of 100,000 dollars so long as they help mediate the children and insure no foul play during the contest. After moving in, ghosts start haunting the mansion. The gang's mission is to find who or what is behind these hauntings!

## **Characters:**

Mr. Jenkins: Deceased. Was the late owner of the Funland estate and fortune.

[Sarah Jenkins](#)

[The Children: Yellow, Green, Plum, Peacock, Scarlet,](#) and [White](#)

[Charlie The Butler](#)

Lawyer Ms. Chartreuse: Only in the introduction. Will leave after letting everyone into the house.

**Setup:** Follow the instructions in [Scooby-Clue! A Dread RPG rules supplement](#) but with one exception. When drawing cards for the case file secretly do not put in a suspect card. Sarah Jenkins is the suspect. When handing clues to players make sure to give out suspect cards frequently so they end up with all of them before the end of phase one.

## **Overview:**

The game should start with the gang pulling up at the Mansion. The sun is setting and the first night is about to begin. The competition for the fortune is about to begin. Describe the estate and all of the people waiting outside for the Gang. Everyone from the Character list will be there except Charlie the butler who is already inside. Have Ms. Chartreuse summarize the rules set forth by the will at the door to the estate before letting everyone in. Then she leaves. Let the players mingle for a bit before everyone splits off to freshen up for dinner. Before dinner can start a scream will call out and everyone will gather in the foyer. White will claim to have seen a ghost in her mirror. **(White Clue 1) (White Bonus Clue 1)** The Children will demand that Mystery Inc get to the bottom of this since they are getting so much of their dads money. From here the game is off the rails and the players decide where to go. Use the [Room guide](#) and [Character and clue guide](#) to determine when to give out clues. In between clues have them make pulls by getting scared and running or other Scooby- Doo Tropes.

## Room Guide

### Kitchen:

White clue 2  
White bonus 2  
Charlie 1 (Can only be found once)  
Charlie Clue 2  
Charlie Clue 3

### Ballroom:

White clue 3  
White bonus 3

### Conservatory:

Charlie 1 (Can only be found once)  
Sarah Jenkins 1 (Ask Peacock)(Can only be found once)

### Dining room:

Charlie 1 (Can only be found once)  
Green 1

### Billiards:

**Room Clue:** Pool balls are set up in specific order 2,6,9,1,5,3 and other balls are missing. If grouped into two digit numbers they make the [Combo for Safe](#) 26 91 53  
Charlie 1 (Can only be found once)

### Library:

Charlie 1 (Can only be found once)  
Yellow 1

### Study:

**Room Clue:** Safe is behind a painting of FunLand.  
Charlie 1 (Can only be found once)  
Plum 1  
Sarah Jenkins 2

### Lounge:

Charlie 1 (Can only be found once)  
Scarlette 1

### Hall:

**Room Clue:** Picture of [Sarah Jenkins \(Wife\)](#) on the wall.  
Charlie 1 (can only be found once)

### Secret Passageways:

Sarah Jenkins Clue 3  
Peacock Clue 1  
Charlie 1 (can only be found once)

### Pre Dinner Chat:

Sarah Jenkins 1 (Ask Peacock)( Can only be found once)  
Charlie 1 (can only be found once)  
Scarlet 1  
Sarah Jenkins bonus

## Character And Clue Guide

### Sarah Jenkins,

Mr. Jenkins' sister is our villain. Mr. Jenkins and her went into a partnership and opened the amusement park. She acts the part of the sweet older Aunt who just wants to see her nieces and nephews. She claims she is there to keep everyone company and catch up with her family that she rarely gets to see. When asked she'll say she is sad about her brother, that she doesn't want any of the fortune and is content just working for whoever inherits Funland.(all lies)

**Clue 1:** (Can be found out by asking the children why their Aunt isn't in the competition/will. [Peacock](#) is the one who remembers this.Heard Dad and mom talking when she was little.) After the events in "Foul play in Funland " where she convinced her brother not to use robots in the park, Disney world started using animatronics and made millions. Mr. Jenkins never forgave her despite the business doing well.

**Clue 2: Requires combination, Hidden behind picture in study(See room Clue)**

(Paperwork/letter to his lawyer can be found in Mr. Jenkins Safe in Study. Documents in safe have proof of the statement below.)

She spent her entire life working with her brother running the park only to find out that due to some underhanded bureaucracy by Mr. Jenkins, she actually has no ownership claim. (Wife and sister had the same first name. Used this to (wrongfully) claim that ownership was with him and his wife, not his sister)

**Clue 3:** (Can be found by inspecting a copy of the Will hidden in the secret passageways)

After discovering this she did find a clause in the will that states the oldest living relative (her) will inherit everything if All the children leave the contest before the 10 days.

**Bonus Clue 1:** If asked about working at Funland and what she does there she'll say: A little bit of everything dear! I help behind the scenes with the theater,ticket booth, rides, puppets ,concessions. I've done it all over the years!

### Charlie The Butler-Red herring:

A quite deep voiced Male.Only says a few words at a time. Can be seen moving around the house acting suspicious. Unknown to everyone this butler is Mr. Jenkins' greatest and oldest invention, Charlie the 3rd! (See foul play in funland). Charlie is the original robot that his sister convinced him not to use and has been Mr. Jenkins Home project ever since his wife died and

his children had long since moved away. Charlie has been upgraded since last seen in the episode (foul play in fun land) and is nearly indistinguishable from a human.

**Clue/Red Herring 1:** (These are used by Sarah Jenkins to get around)

Charlie has a series of secret passages in the walls used to help him get about the house for cleaning and will disappear from rooms causing players to suspect him.

**Clue 2:** He will be found near the end of the game with refrigerator magnets attached to him, malfunctioned on the floor, "Killed" by Sarah Jenkins. A note will be written with alphabet letters on Charlie that says " I don't think robots should work where children come to play" This will let the player know he wasn't the culprit.

**Clue 3:** (After Clue 2) A piece of the [Will](#) can be found in Charlie's Hand. ( He was going to expose Sarah Jenkins.)

**The Children:** Referred to as children by Mr Jenkins, they are actually all adults. Spoiled by growing up rich in an amusement park. All of the Children don't get along and are always accusing the others when questioned by the gang. All the children should have something about them that makes them suspect. Children's Locations are for after when the Haunting Starts and can be used to incentivise players to move to different locations by being haunted and yelling for help. They have all split up because they don't trust each other.

**Yellow-** LOCATION LIBRARY Oldest- Military Colonel who has seen his share of war. Have him admire the antique revolver on the mantle in the lounge.

**Clue/ Red Herring 1:** Antique Revolver missing from mantel. Sarah took it as a back up plan. (see [Charlie the butler Ending](#)) Children blame Yellow due to his love of antique firearms and military background.

**Green-** LOCATION BILLIARDS

Professional rock climber/ explorer

**Clue/ Red Herring 1:** Rope rigging for ghost professionally tied. Sarah Jenkins is very proficient with rope rigging for puppet shows at the amusement park.

A ghost was rigged up from the chandelier to swing around and scare everyone.

**Plum-** LOCATION STUDY

Professor- at C.L.U.E.S University. (Central Louisiana, University, Education, System)

**Clue/ Red Herring 1:** Matches for the candlestick found hidden in his room. He was hiding them to smoke his pipe that he had supposedly given up smoking.

A candle stick was set up with a screen in front of it to cast ghostly shadows.

**Peacock-** LOCATION CONSERVATORY

Youngest- Black sheep of family. Doesn't talk much. Owns a pet store and keeps leaving pet hair everywhere.

**Clue/ Red Herring 1** :Find pet hair in secret passage, Actually left there by Sarah. Goat hair from funland petting zoo.

### **Scarlett**-LOCATION LOUNGE

**Clue 1:Red Herring**-(Give a clue for finding out Scarlett's back story to help sell the red herring.)

Actress who just got a part in a new Sherlock Holmes movie as Irene Adler and is studying criminal theory to get into the part. Keeps saying how she would do a better job grifting everyone than the person who is currently trying to scare them away.

### **White**- LOCATION KITCHEN

Host a cooking show. Talks about how poorly kept the kitchen knives and utensils are. Hangs out in the kitchen after haunting starts and stress bakes.

**Clue1:** Projector setup to project from the back of the mirror.

**Bonus 1** (only give if players make another pull) Property of fun land on bottom. White says maybe Dad set it up as a joke?

**Clue/Red Herring2:** Kitchen Knife stuck in ground under chandelier with a note saying "Get out all of you! You are not worthy of my Fortune!" when picked up, the chandelier will fall. (pull to doge)

**Bonus 2:** (to see the rope was cut and not an accident) Sarah set a trap to try and hurt someone and force them to leave and forfeit.

**Clue 3:** Screams and finds Charlie on the floor. For Charlie Clue number 2/3