

# DEADLY FLOWERS:

Ninja Game  
for Libraries,  
Book Clubs,  
& Bookstores



# Deadly Flowers

A Ninja Game for Libraries, Book Clubs, & Bookstores

## ABOUT THE EVENT

**Librarians, booksellers, and book clubs** can use this game not only to engage readers with Kata's ninja adventures in **Deadly Flowers** and **Deadly Wish**, but also to engage them in using the library or bookstore as a resource. School librarians may find the kit to be a great way to introduce readers to the layout and search tools of the library at the beginning of the term. Best for ages 9-13.

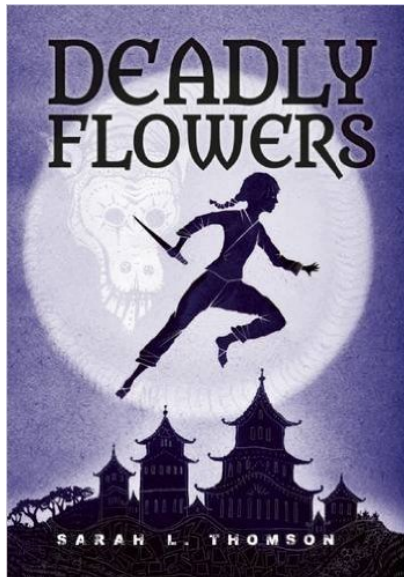


"Edge-of-your-seat action that will have both girls and boys rooting..." —*Kirkus Reviews*

In the game, three teams follow game cards through the stacks to find a series of interconnected clues and compete on the "practice grounds" in tasks of agility and cunning. The final prize is a tangible teaser leading participants to explore the ninja girl series.

This kit contains a printable poster, game instructions, sample dialogue, printable game cards, temporary tattoo templates, and other event materials!

## ABOUT THE BOOK



### **Deadly Flowers: A Ninja's Tale**

By Sarah L. Thomson

Published by Boyds Mill Press

Hardcover ISBN-13: 9781629792149

Lexile: 750L

Age Range: 10 - 14 Years

Kata, a ninja, embarks on her first solo mission, for which she must enter a warlord's castle and make sure that a certain sleeping occupant never awakens. But then Kata discovers that her target is just a young boy (and that her new accomplice is that boy's slightly older sister), and suddenly her mission is much more complicated than she bargained for.

Faced with taking someone's life or confronting the dire consequences of failure, Kata must make a hard choice, one that leads her into a more dangerous battle than she ever expected.

In this action-packed coming-of-age novel, Kata discovers that while a ninja must always act alone, humanity requires that you accept the trust and friendship of others.

**NOTE:** The sequel, **Deadly Wish**, will be published in Fall of 2017.

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## PRAISE FOR THE BOOK

"Genuinely thrilling, with surprises at every turn and a solid emotional core, this is just the thing for Percy Jackson fanatics thirsty for more, more, more." —*Booklist*

"Nonstop action, interesting characters, and a journey into another time and culture make this novel worthy." —*VOYA Magazine*

"Thomson has created heroines who are opposites yet manage to use their strengths to take control of their lives under the social restraints of their time...Edge-of-your-seat action that will have both girls and boys rooting..." —*Kirkus Reviews*

"The story unfolds with many twists and turns that keep readers intrigued...a great combination of adventure, fantasy, and horror, with two strong heroines who form an unlikely alliance. A great story that is perfect for readers who are interested in ninjas and other warriors." —*School Library Journal*

"This action-packed adventure blends historical fiction with intriguing supernatural elements drawn from Japanese folklore...An author's note adds historical and mythological context." —*The Horn Book*

"Ninja-loving readers will rejoice at this clever, dangerous, vivacious book about a group rarely mentioned: girl ninjas." —*The Bulletin of the Center for Children's Books*

## OTHER RESOURCES

*Like this event kit?* There are more free children's literature programming kits and bi-monthly children's book giveaways at [CuriousCityDPW.com](http://CuriousCityDPW.com). In fact, we offer a ninja event kit for readers ages 4-8. Look for it by searching "book ninjas" at [CuriousCityDPW.com](http://CuriousCityDPW.com).

Share your event photos, comments, and suggestions for improving this kit with Curious City at [curiouscitybooks@gmail.com](mailto:curiouscitybooks@gmail.com).

## ABOUT THE AUTHOR

Sarah L. Thomson is the author of many children's picture books, non-fiction titles, and novels including the **Secrets of the Seven** series, **Dragon's Egg**, and **Mercy: The Last New England Vampire**. Explore more at [SarahLThomson.com](http://SarahLThomson.com).



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## EVENT OVERVIEW

The novel opens on the practice grounds of a school for ninjas (a school for girl ninjas to be exact). The action follows Kata, the star pupil who will soon receive her first mission. That assignment will send her on a cross-country race with other ninjas and demons in pursuit. Throughout the novel, Kata recalls the words of her instructors on the proper conduct of a ninja. Those phrases appear on the ten game cards that will move your readers through the game. The phrases also set the game's theme of ninja training.

The game's opening dialogue reads:

*We have put out the call for ninjas in training and I see that a few brave individuals have answered.*

*Today you will join me on the practice ground to develop your agility and cunning.*

*You will also demonstrate your intelligence by finding clues hidden in this space.*

*You are here today to prove yourself worthy of your first mission as a deadly flower, as a ninja.*

The game will be played by three teams named after three of the ninjas in the novel—Kata, Willow, and Raku. There are symbols that represent each team. Those symbols will appear on each of the team's game cards and, if you choose to print and share them, on temporary tattoos.

*Ultimately ninjas work alone and in deadly silence, but while training you will work as a team.*

*The symbol of the knife is for Kata's team.*

*The symbol of the tree is Willow's team.*

*The symbol of fire is Raku's team.*

There are ten game cards for each team. Six of the cards offer a clue and lead to a book in your collection. The next card will be hidden in that book, leading players to the next book and so on. One card will lead the team to the "practice grounds" where volunteers will lead four agility tests. Those tests are easy to set-up and run! There is a staring contest, a rope puzzle, a jumping

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activity, and a feat of silent walking. The teams will not come to the practice grounds all together, but will be staggered by the sequence of their cards. Depending on timing, of course, there may be some overlap.

*Recognize your symbols. Your clues will be marked with that image.*

*Are you ready? I will hand you your first clue to set you on your journey.*

The game cards will require your clever customization. You will get to decide how much help to provide each team and what you can teach them about your layout or catalog.

The game ends when each team has completed the ten tasks on the ten cards. The final card tells your readers to refresh themselves and await the assignment of their first mission.

You will have prepped envelopes that contain a pearl and an invitation to read the first chapter of **Deadly Flowers** on the author's website. The pearl is an allusion to the mysterious object that Kata carries throughout her journey. That pearl has incredible powers, but it also attracts the demons that haunt Kata's every step. The pearl is meant as a teaser for the story to come or a knowing nod to any of your readers who have already read the novel.

The closing dialogue reads:

*You have passed your training.  
You have shown intelligence, courage and strength.  
You are now deadly flowers. You are now ninjas.*

*[Hand out envelopes]*

*I give you your first assignment. Please open your envelope.*

*You must take this pearl with you on your journey.*

*The pearl is both a gift and a burden.*

*For it calls to things.*

*What things?*

*Things winged and wicked.  
Things with a hundred legs and deadly jaws.  
Things with arms that seek.  
Things with more than one hungry mouth.  
And things with skin like fire.*

*How will you protect yourself from these THINGS?*

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*How will you complete your mission?*

*The book **Deadly Flowers** and its sequel, **Deadly Wish**, will guide you.*

*If your fellow ninjas are assigned to read the guide before you, do not despair. Follow the clue on the envelope and you can still begin.*

The event might provide a great excuse to partner with a local martial arts studio. Wouldn't a demo of martial skills satisfy an aspiring ninja? If they cannot partner, perhaps the studio would provide you with a brochure or coupons to slip into the closing envelope.

## PREP: MARKETING & PARTNERING

\_\_\_ If you list your events in newsletters and online calendars, here is some text that may help with those listings:

*"Silence is your greatest ally. Silence and darkness."*  
—DEADLY FLOWERS

WANTED! Readers of great cunning, courage, intelligence, or stealth. You are secretly invited to attend a training for...ninjas. Using a series of clues and feats of agility, we will prepare you for your first mission and possible battle with Japanese demons. You will walk away changed and with a free chapter of the thrilling new girl ninja series, **Deadly Flowers** by Sarah L. Thomson (Boyd's Mill Press). All ages welcome, but best for 9-13. Wear all black for full event stealth.



\_\_\_ If this event is for the public, print out the event poster (page 16), add your date, time, and location, and duplicate it to advertise the event. If you prefer to adapt the poster on your computer, you can find a JPEG of the poster design on [CuriousCityDPW.com](http://CuriousCityDPW.com). Simply search for "Deadly Flowers" in the top right of the site and navigate to the Event Kit listing. The fonts on the poster are Bembo and Metamorphous.

\_\_\_ Would this be an opportunity to partner with a local martial arts studio? Maybe they would provide a demo as part of the event? Maybe a sensei would run the agility tests? Perhaps they would offer coupons or flyers for the final prize envelope. Another possible partner could be a climbing wall or other fitness facility that works with your target age.

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## PREP: NINJA MASKS & TATOOS

You can draw your readers into the role of ninjas-in-training by providing them with ninja masks and giving them one of the **Deadly Flowers** tattoos representing one of the three teams.



\_\_\_ You can make great ninja masks with black t-shirts (with or without writing). See how in the PBS Parents YouTube video “DIY Ninja Costume” from Full-Time Kid.

\_\_\_ Locate Temporary Tattoo paper that is compatible with your printer and print page 17 on the paper. Trim and sort tattoos into teams.

\_\_\_ Locate a sponge and container for tattoo application.

## PREP: GAME CARDS / BOOKS CLUES

Each team has a set of ten game cards that will lead it through a treasure hunt of your book collection and to the “practice grounds” to complete four physical tasks.

The cards that will lead readers on a hunt through your book collection will need your clever clues. For example, one card reads:

*“Movement betrays. Stillness conceals. Everyone’s eye is on the fluttering bird. No one notices the stone.” —DEADLY FLOWERS*

**Seek the book with rocks and minerals.** Learn from them.

Do you want to use this card as an opportunity for readers to find the section themselves? Do you want to offer a call number? An author? Each card allows space for you to write instructions or clues.

Not all the cards require clues. (Some just lead a reader through the physical tasks on the practice grounds). Look for the cards with the C! in the bottom left corner that you can enhance.

\_\_\_ Print out the three teams’ cards on pages 18 - 32. Look for the cards with the C! in the bottom left corner. Decide what book they will be linked to and what instruction or clue you will add to that card.

\_\_\_ Pull the target book from the shelves to ensure it will be there on event day.

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## PREP: GAME CARD PLACEMENT

Because one card/clue leads to another, you have to be careful about where the card gets placed or hidden. Here is a cheat sheet to make sure the clues land in the right places.



### Raku's Path

Card	Clue	Placement	Book Title
1	Report to the practice grounds.	Hand out at Opening.	n/a
2	Practice Grounds: Rope Escape	Practice Grounds	n/a
3	Practice Grounds: Bridge Crossing	Practice Grounds	n/a
4	Practice Grounds: Silent Walking	Practice Grounds	n/a
5	Practice Grounds: Staring	Practice Grounds	n/a
6	Seek the book with the fox.	Hand out when finished at Practice Grounds.	n/a
7	Seek the book with a powerful fighter.	Fox book	
8	Seek the book of food.	Powerful fighter book	
9	Seek the book of arms and armor.	Food book	
10	Refresh yourself & await your mission.	Arms & armor book	

### Notes:



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## Kata's Path

Card	Clue	Placement	Book Title
1	Seek the book with centipedes.	Hand out at Opening.	n/a
2	Seek the book of secrets.	Centipedes book.	
3	Report to the practice grounds.	Secrets book.	
4	Practice Grounds: Rope Escape	Practice Grounds	n/a
5	Practice Grounds: Bridge Crossing	Practice Grounds	n/a
6	Practice Grounds: Silent Walking	Practice Grounds	n/a
7	Practice Grounds: Staring Contest	Practice Grounds	n/a
8	Seek the book of knives.	Hand out when they finish at Practice Grounds.	n/a
9	Seek the book with the trees	Knives book	
10	Refresh yourself & await your mission.	Tree book	

### Notes:

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## Willow's Path

Card	Clue	Placement	Book Title
1	Seek the book of weapons.	Hand out at Opening.	n/a
2	Seek the book with the night sky.	Weapons book	
3	Seek a book of ghost stories.	Night sky book	
4	Seek the book with rocks and minerals.	Ghost book	
5	Proceed to the practice grounds.	Rocks and mineral book	
6	Practice Grounds: Rope Escape	Practice Grounds	n/a
7	Practice Grounds: Bridge Crossing	Practice Grounds	n/a
8	Practice Grounds: Silent Walking	Practice Grounds	n/a
9	Practice Grounds: Staring Contest	Practice Grounds	n/a
10	Refresh yourself & await your mission.	Hand out when they finish at Practice Grounds.	n/a

### Notes:

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## PREP: THE PRACTICE GROUNDS

A ninja training would not be complete without tests of physical strength and cunning. The tasks we have identified are not too complex to set up nor too difficult for young ninjas.

Depending on your group size you might want readers completing these tasks simultaneously. If that is the case, you may want several volunteers. If you work with a martial arts studio, older students would make great volunteers on the practice grounds.



\_\_\_ Schedule volunteers.

### Rope Escape (Pair of Ninjas)

The game card handed to your readers will say:

*“If you are foolish enough to get caught, do you think your enemy will do you the favor of binding your hands loosely?” —DEADLY FLOWERS*

Separate yourselves from each other without:

- 1) untying the knots,
- 2) cutting the ropes, or
- 3) removing the loops from your wrists.

This two-person classic puzzle is called the Infinite Loops Challenge, Rope Puzzle, or the Handcuffs Puzzle. In this exercise, readers each have a cord slipped over his/her wrists. The loops of the ropes, however, are connected. Without taking the rope off their wrists, untying, or cutting the rope, the readers must detach themselves from each other. (Don't worry. This is not a safety concern. Wrists can easily be slipped from the bonds if there is an emergency.)

\_\_\_ Locate two 30” lengths of rope or cord. It helps if the cords are different colors.

\_\_\_ Tie a loop at both ends of each cord. The loops should be big enough to slide over a reader's wrist.

\_\_\_ Familiarize yourself with the mind-boggling “Rope Puzzle Solution” on YouTube [https://youtu.be/TZ-V\\_n8SOJk](https://youtu.be/TZ-V_n8SOJk).

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## Bridge Crossing (Single Ninja)

The game card handed to your readers will say:

*“The bridge is made of nothing more than cords anchored to trees. It spans the gorge. Use it to flit across the river as easily as a bird.”* —DEADLY FLOWERS

Approach the bridge.

Cross it by:

- 1) jumping with both feet into the first section,
- 2) hopping on your right foot into the next section,
- 3) jumping with both feet into the next section,
- 4) hopping on your left foot into the next section.

Repeat pattern to the end of the bridge.

This is a standard agility test and the grid that is often used for the jumping can look very much like a bridge. Can you connect two sections of the “practice grounds” with connected squares of masking tape?

\_\_\_ Locate masking tape and a yard stick to create a series of 15” x 15” squares on your floor the day of the event.

## Silent Walk (Single or Multiple Ninjas)

The game card handed to your readers will say:

*“Silence is your greatest ally. Silence and darkness.”* —DEADLY FLOWERS

Attach the bells to your ankles. Walk so that no bells ring and give away your position to your enemy.

When you attach bells to a reader’s ankles, they will have to walk slowly and carefully not to make a sound. You could simply make a start and finish line with someone to listen closely or you could build an obstacle course that encourages your ninjas to lift themselves over hurdles without making a sound. Consider blindfolding the volunteer and having them raise the alarm when they hear the silent (or not so silent) walker.

\_\_\_ Devise a way to attach bells to ankles. One simple way is to order the “Thick Jingle Bell Bracelets” at [OrientalTradingCompany.com](http://OrientalTradingCompany.com). That retailer offers a twelve-pack of the bells affixed to Velcro straps for \$15.99.

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## Staring Contest (Pair of Ninjas)

The game card handed to your readers will say:

*“Keep your face a mask. Betray your thoughts to no one.”* —DEADLY FLOWERS

Choose a fellow ninja.

- 1) Ninja 1 starts the clock and both ninjas stare at each other.
- 2) Using only her face, Ninja 1 must try to make Ninja 2 smile or blink.

How long did it take?

Switch positions and see who can hold their mask the longest.

Can your ninjas-in-training keep a straight face? Sit two ninjas facing one another and start the staring contest. Time how long it takes each ninja to crack!

\_\_\_ Decide what you will use for a timing device. Stopwatch? Volunteer’s phone? A person counting?

## PREP: REFRESHMENTS

If you choose to serve refreshments, visit a local Asian grocery to find snacks. Pocky is always a great treat and Jasmine Green tea is a classic beverage. If you do not have access to an Asian food store, search “Japanese snacks” on Amazon and you will find snack packs that include delicious Pocky!

\_\_\_ Secure snacks for ravenous ninjas.

## PREP: PEARL ENVELOPES

At the conclusion of the game, you get to declare your readers “ninjas” and let them head out on their first mission. In the envelope you will give them there will be a pearl and an encouragement to read **Deadly Flowers** and **Deadly Wish**. In case there are not enough books to go around, the sheet in the envelope will link them to free chapters on the author’s website.

\_\_\_ Locate Business #10 envelopes (enough for each reader).



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\_\_\_ Locate a pearl for each reader. The pearl is described in the book as milky white. You can find ivory pearl beads in any craft store. [OrientalTradingCompany.com](http://OrientalTradingCompany.com) offers 200 “Ivory Pearly Bead Assortment” for \$5.99.

\_\_\_ Print and cut the “You are now one of the Deadly Flowers” inserts on page 33 to put in envelopes.

\_\_\_ Stuff the envelopes with the insert, the pearl, and, if you have obtained them, coupons from martial arts studios. Seal the envelopes.

## DAY OF: SETTING UP

### Place at Game Start:

\_\_\_ Game Card 1 for Team Raku, Team Kata, and Team Willow

\_\_\_ Ninja mask materials.

\_\_\_ Temporary tattoos and wet sponge.

\_\_\_ Game Start Script.



### Set-Up at Practice Grounds:

\_\_\_ Rope Escape: Two ropes.

\_\_\_ Bridge Crossing: Lay out at least four 15” x 15” squares on the floor with masking tape.

\_\_\_ Silent Walk: Bells, a start and finish line, and any obstacles if you have created them.

\_\_\_ Staring Contest: Two chairs and a timer.

\_\_\_ Practice Ground cards for all three teams.

\_\_\_ Game Cards Raku 6, Kata 8, and Willow 10 to move readers from Practice Grounds to the next task.

### Shelve in the Stacks:

\_\_\_ Books with game cards inside.

### Set-Up at Game Over:

\_\_\_ Refreshments if you have chosen to serve them.

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\_\_\_ Pearl envelopes.

\_\_\_ Copies of **Deadly Flowers** and **Deadly Wish**.

## DAY OF: RUNNING THE GAME

\_\_\_ Get your volunteers in place.

\_\_\_ As your readers arrive, give your first reader a fire tattoo, the second a tree, the third a knife, and so on. You will use the tattoos to divide your ninjas into teams.

\_\_\_ Help your readers wrestle a black t-shirt into a ninja mask.

\_\_\_ Read or share your own version of the Game Start dialogue.

\_\_\_ Let your teams run through their ten game cards helping where needed.

\_\_\_ Gather the teams at the end, read or share your own version of the Game Over dialogue, and hand out the envelopes.

\_\_\_ Silently declare yourself a ninja of “great literacy stealth” (and steal all the leftover Pocky).



# WANTED!

Readers to Train  
as **NINJAS!**

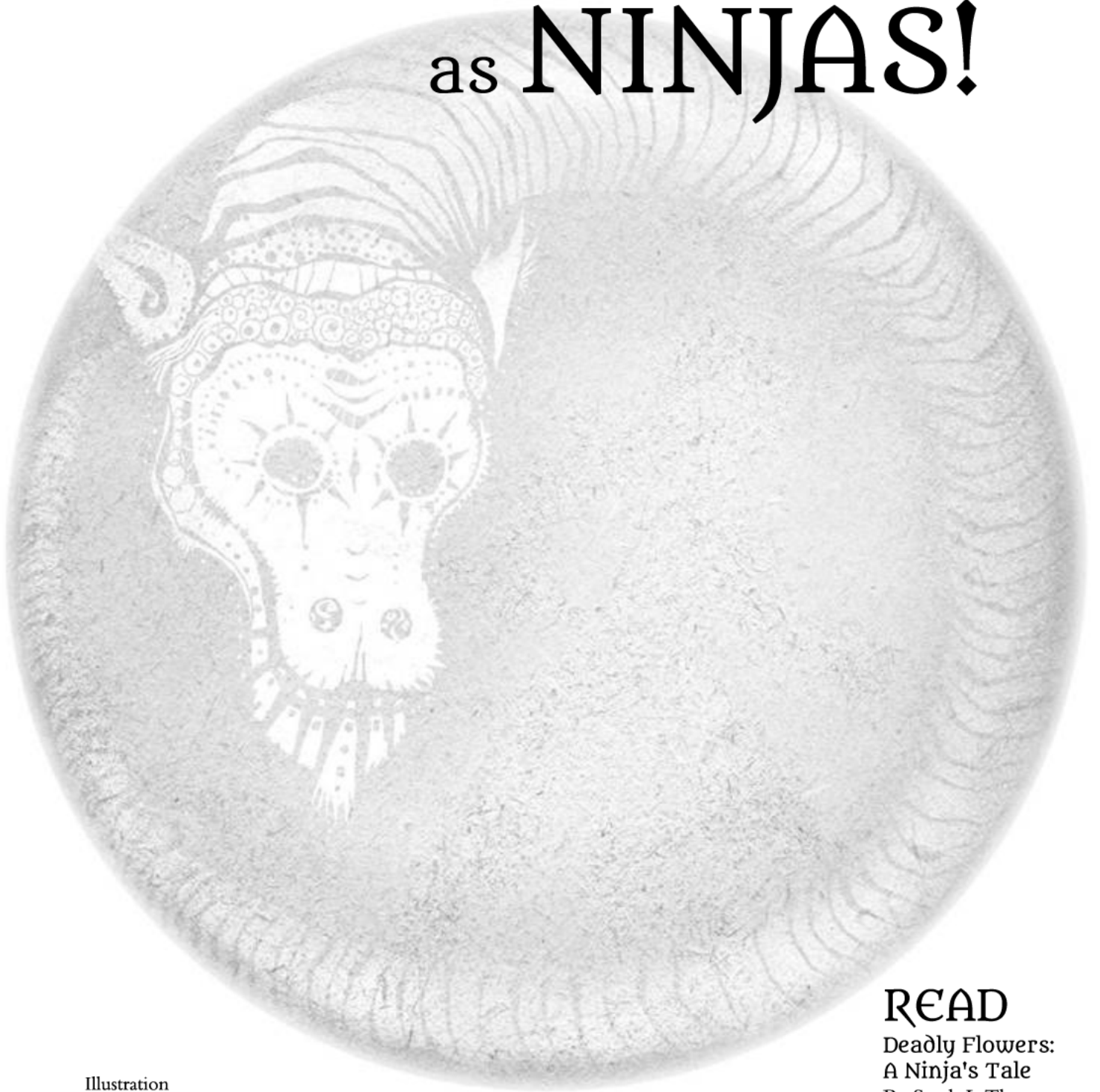


Illustration  
© Jim Carroll.

**READ**

Deadly Flowers:  
A Ninja's Tale  
By Sarah L. Thomson  
(Boyd's Mill Press)



# DEADLY FLOWERS GAME: Temporary Tattoo Images





“Keep your body ready  
and your mind alert.”

—DEADLY FLOWERS

**Report to the  
practice grounds.**



“If you are foolish enough to get  
caught, do you think your enemy  
will do you the favor of binding  
your hands loosely?”

—DEADLY FLOWERS

**Your hands will be bound  
to your fellow ninja.**

**Separate yourselves from  
each other without:**

- 1) untying the knots,**
- 2) cutting the ropes, or**
- 3) removing the loops  
from your wrists.**



“The bridge is made of nothing more than cords anchored to trees. It spans the gorge. Use it to flit across the river as easily as a bird.”

—DEADLY FLOWERS

**Approach the bridge.  
Cross it by:**

- 1) jumping with both feet into the first section,
- 2) hopping on your right foot into the next section,
- 3) jumping with both feet into the next section,
- 4) hopping on your left foot into the next section.

**Repeat pattern to the end of the bridge.**



“Silence is your greatest ally. Silence and darkness.”

—DEADLY FLOWERS

**Attach the bells to your ankles.**

**Walk so that no bells ring and give away your location to your enemy.**



“Keep you face a mask.  
Betray your thoughts to no one.”

—DEADLY FLOWERS

**Choose a fellow ninja.**

- 1) **Ninja 1 starts the clock and both ninjas stare at each other.**
- 2) **Using only her face, Ninja 1 must try to make Ninja 2 smile or blink.**

**How long did it take?**

**Switch positions and see who can hold their mask the longest.**



“A white fox sat where  
she had stood...Its pointed  
teeth showed in a wide  
alarming grin.”

—DEADLY FLOWERS

**Seek the book with the fox  
and you may be protected.**



“Only fight if you must.  
And only fight if you can win.”

—DEADLY FLOWERS

**Seek the book with  
a powerful fighter.**



“Never eat first. Let others eat  
while you watch. Food makes  
adults into children. They let  
their guard down. Keep yours up.”

—DEADLY FLOWERS

**Seek the book of food.**



“Anything can be a weapon.”

—DEADLY FLOWERS

**Seek the book of  
arms and armor.**



“Be your own ally.  
Be your own army.”

—DEADLY FLOWERS

**You have done well.**

**You may now refresh  
yourself and await the  
assignment of your  
first mission.**



“They have too many legs  
for any decent creature.”

—DEADLY FLOWERS

**Seek the book with centipedes**  
to discover how to  
defeat a giant one.



“You are a shadow, a ghost.  
No one knows you.  
Secrecy is your armor.”

—DEADLY FLOWERS

**Seek the book of secrets**  
and learn to keep yours.



“Keep your body ready  
and your mind alert.”

—DEADLY FLOWERS

**Report to the  
practice grounds.**



“If you are foolish enough to get  
caught, do you think your enemy  
will do you the favor of binding  
your hands loosely?”

—DEADLY FLOWERS

**Your hands will be bound  
to your fellow ninja.**

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each other without:**

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“Silence is your greatest ally. Silence and darkness.”

—DEADLY FLOWERS

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**Walk so that no bells ring and give away your location to your enemy.**



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Betray your thoughts to no one.”

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**Choose a fellow ninja.**

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- 2) Using only her face, Ninja 1 must try to make Ninja 2 smile or blink.

**How long did it take?**

**Switch positions and see who can hold their mask the longest.**



“Never throw your last knife.”

—DEADLY FLOWERS

**Seek the book of knives.**



“People naturally look at eye level.  
They are less likely to notice you  
if you are near the ground  
—or the ceiling.”

—DEADLY FLOWERS

**Seek the book with the trees,  
climb high, and be silent.**



“Be your own ally.  
Be your own army.”

—DEADLY FLOWERS

**You have done well.**

**You may now refresh  
yourself and await the  
assignment of your  
first mission.**



“You know what it is to hold  
a weapon in your hand. But  
do you have the strength  
to hold it and not use it?”

—DEADLY FLOWERS

**Seek the book of weapons  
and hold it.**



“Darkness, a ninja’s closest  
and dearest ally, was wrapped  
tightly around me.”

—DEADLY FLOWERS

**Seek the book of the night sky  
and move in the cover of darkness.**



“[I] began to wonder how many battles had been fought before those castle walls, how many soldiers had died here, and how many of their lost and hungry souls might be nearby.”

—DEADLY FLOWERS

**Seek a book of ghost stories.**  
Find the ghost before it finds you.



“Movement betrays.  
Stillness conceals.  
Everyone’s eye is on  
the fluttering bird.  
No one notices the stone.”

—DEADLY FLOWERS

**Seek the book with  
rocks and minerals.**  
Learn from them.



“Keep your body ready  
and your mind alert.”

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Betray your thoughts to no one.”

—DEADLY FLOWERS

**Choose a fellow ninja.**

**1) Ninja 1 starts the clock  
and both ninjas stare at  
each other.**

**2) Using only her face,  
Ninja 1 must try to make  
Ninja 2 smile or blink.**

**How long did it take?**

**Switch positions and see  
who can hold their mask  
the longest.**



“Be your own ally.  
Be your own army.”

—DEADLY FLOWERS

**You have done well.**

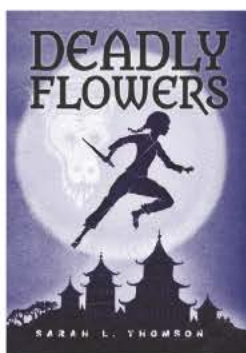
**You may now refresh  
yourself and await the  
assignment of your  
first mission.**





You are now  
one of the  
DEADLY  
FLOWERS.

Your mission? Protect yourself  
and the pearl from the  
demons that seek you.  
Discover how by reading:

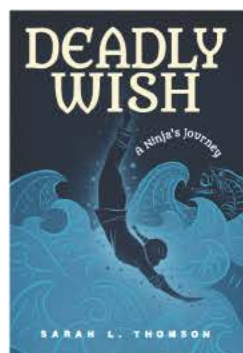
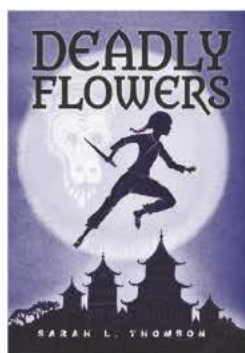


Start the series at:  
[bit.ly/ninjachapter](http://bit.ly/ninjachapter)



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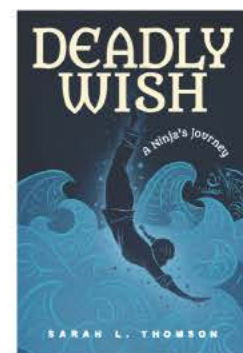
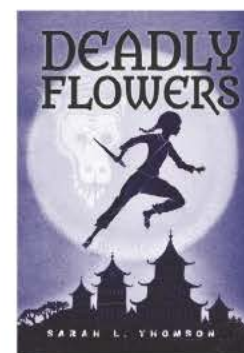


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# DEADLY FLOWERS GAME: Game Start: Script

We have put out the call for ninjas in training and I see that a few brave individuals have answered the call.

Today you will join me on the practice ground to develop your agility and cunning.

You will also demonstrate your intelligence by finding clues hidden in this space.

Ultimately ninjas work alone and in deadly silence, but while training you will work as a team.

The symbol of the knife is for Kata's team.

The symbol of the tree is Willow's team.

The symbol of fire is Raku's team.

Recognize your symbols. Your clues will be marked with that image.

Are you ready? I will hand you your first clue to set you on your journey.

# DEADLY FLOWERS GAME: Game Over: Script

You have passed your training.  
You have shown intelligence, courage and strength.  
You are now deadly flowers. You are now ninjas.

[Hand out envelopes]

I give you your first assignment. Please open your envelope.

You must take this pearl with you on your journey.

The pearl is both a gift and a burden.

For it calls to things.

What things?

Things winged and wicked.  
Things with a hundred legs and deadly jaws.  
Things with arms that seek.  
Things with more than one hungry mouth.  
And things with skin like fire.

How will you protect yourself from these THINGS?  
How will you complete your mission?

The book **Deadly Flowers** and its sequel **Deadly Wish** will guide you.

If your fellow ninjas are assigned to read the guide before you, do not despair. Follow the clue on the envelope and you can still begin.