

INTRODUCTION: 10 minutes of the movie

The children will be ushered upstairs where they will watch the first 10 minutes of the movie – “*The 7th Voyage of Sinbad*”. The movie begins with Sinbad landing on the Island of Colossa. As his men gather food and water, he hears a magician trying to escape from the giant Cyclops. The magician calls on the genie of the magic lamp to protect them from the Cyclops. The genie builds a magic barrier between the Cyclops and the men, but the Cyclops is able to throw a rock over the barrier which causes their boat to capsize. The men escape but the Cyclops recovers the magic lamp. The Magician wants to return for the lamp because whoever possesses it is granted great power. Sinbad refuses because it is too dangerous and he is on a special mission to Bagdad.

The movie will be paused as Sinbad and his crew arrives in Bagdad. It will be at this time the children will be ushered downstairs to the basement. The basement has now been transformed into the Palace of Bagdad. The children will be asked to have a seat on the rug in front of the stage and prepare for the arrival of the Caliph (ruler) of Bagdad.

PALACE OF BAGDAD: magic show

After the children have taken a seat on the rug in front of the stage, The Caliph of Bagdad will enter the room. All present will be asked to rise and the gong will be sounded. Once the Caliph has sat down on his throne, the children will be asked to take their seats. The Caliph will call on the magician for entertainment by clapping his hands. The magician will enter and asks the Caliph for a ship and men to return to the Island of Colossa. The magician presents the Caliph with plans for a great crossbow to defeat the giant Cyclops. The Caliph has heard news of the voyage and deems it too dangerous.

The magician tries to impress the Caliph with his magic with hopes that the Caliph will grant his wish to return to the island. After a few magic tricks, including changing a girl into a snake, the magician asks the Caliph if he enjoyed the show. The Caliph admits that he has and the magician requests a token of appreciation. The Caliph guesses that the magician will ask for a ship to return to Colossa. The Caliph scolds the magician and tells him that he has given his answer but the art of prophecy has always intrigued him. The magician gazes into his crystal ball and predicts that a great disaster will befall the household of the Caliph. A scream is heard from the other room as news comes to the Caliph that the princess has been shrunk to the size of a small doll. The Caliph blames the magician for the disaster. The magician unconvincingly denies any wrongdoing but advises the Caliph that he knows the cure for the curse that plagues the princess. This king asks the magician to use his powers to restore the princess. The Magician agrees, but he needs a piece of shell from a giant two headed bird call the ROC that nests on the tallest mountain peaks on the Island of Colossa to make the potion to restore the princess. The Caliph grants the magician his request for a ship and men.

THE ISLE OF COLOSSA: The outdoor adventure starts here.

The entire group will be ushered upstairs and broken up into groups. They will be assigned to an adult group leader.

The adventurers must complete the following activities to restore the princess:

1. **Sail to the Island:** The group leader will escort their team of adventurers to Sinbad's ship where they will be issued their swords, sashes, and tiny princess replica. The group leader will instruct the kids that they should never trust the magician with the genie lamp. If they give the lamp to the genie and free him then they will be rewarded at the end.

2. **Cyclops:** Go to the lair of the Cyclops to retrieve the genie lamp. The genie lamp is found inside the mouth of the cave. The team must work together to distract the Cyclops and steal the lamp. The rules are similar to red light/green light. The children spread out along the start line. The Cyclops has no depth perception and can only detect motion so walk slowly until the Cyclops looks at you. If the Cyclops looks at you and roars, then freeze and do not move. The Cyclops will not touch you if you do not move, no matter how close he is to you. At all costs, do not allow the Cyclops see you move. When the Cyclops turns around or looks away, make your move to the mouth of the cave. If the Cyclops touches you, you must return to the start line.

The first team member inside the cave will take the lamp and wait for the remaining teammates inside the cave. After all teammates are in the cave, then sneak out of and run for the shed at the edge of the Cyclops' domain.

3. **Roc:** Go to the nest of the Roc (2 headed bird) to obtain an egg. Remember that the magician needs a piece of the shell for his potion to restore the princess to her normal size. Look for the skull of a giant Neanderthal nearby as it may contain something that you may need to lure the giant bird away from its nest (gummy worms). The adventurers will have to work as a team. Have the kids form a semi circle around the bird and the nest. As one child attempts to lure the bird away from the nest with the gummy worms provided, the other children attempt to steal an egg without getting attacked by the bird. Steal the egg and run to safety.

4. **Piñata:** In a safe location (play fort with pirate flag) the kids will break the egg (piñata style) to bring a piece of the shell to the magician. Hang the egg on the hook on the zip line using the loop on the bottom of the egg. Allow the kids to take turns striking the egg with the tools provided until it breaks open. Allow the kids to gather the contents into their bags. Have one of the kids retrieve a piece of the Egg shell for the potion. (Don't dawdle to eat the candy, encourage them to go to the next station).



5. **Magician's Cave:** Take a piece of the egg shell to the magicians cave (Garage). Approach the cave (side door of the garage) and wait for the magician. Use this time to eat the candy from the egg of the ROC as there may possibly be a wait time for this station. The magician escorts the group to his chambers. Upon arrival to his laboratory, the magician will ask for the piece of the egg shell. The magician will make the antidote. The magician will instruct one of the adventurers to place the miniature princess in the magic box. The magician sprinkles some magic dust on the princess and restores the princess to her normal size. The magician will ask for the lamp, but remember not to trust him. Inform the magician that he will receive the lamp when they are all safely aboard the ship. The magician will become angry and bring a skeleton to life with his magic. The children should try to escape following the arrows. When reaching a dead end they must use the genie lamp to free themselves. They must rub the lamp and say, "From the land beyond, beyond. From the world past hope & fear. I bid you genie, now appear." The genie appears and asks them their wish. They ask to escape the cave. The cave door will open to allow them their freedom. Remember if you free the genie, he will reward you in the end. The adventurers should be encouraged to give the lamp to the genie to free him from the lamp.



6. **Gather all teams to Slay Dragon:** Once released from the cave the teams have to wait until all groups are finished. Kids will wait near the front door or on the driveway to slay the dragon. This time will be used as a photo op with the dragon or they can use this time to eat their candy from the piñata, finish their craft projects, eat some snacks.

7. **Slaying the dragon** – Once all of the teams are assembled, The children will carry the giant cross bow up the driveway. The adults will load and fire the cross bow. Once an arrow strikes the dragon in a vital area, the dragon will fall and be defeated. The children will return to the ship where they will be met by the genie.

The genie will reward the adventurers for freeing him from the lamp.

THIS CONCLUDES THE 7TH VOYAGE OF SINBAD

BIRTHDAY ADVENTURE

All adventurers will now move inside for cake.