



The Great Cookie Caper



WELCOME TO **The Great Cookie Caper**

Tonight you are going to take part in a mystery dinner. The mystery is not what we are having to eat, rather, the mystery is all about missing cookies and who is going to end up with them at the end of the night. Each of you has a part to play in the drama that will unfold before you. Each of you is to put aside your own identity and assume that of the character that you have been assigned. Ham it up. The more fun you have with your part the more fun everyone will have with this mystery dinner.

Read the information contained within this booklet carefully. It defines the person that you are to be tonight. If you have any questions, or if your instructions are unclear, don't hesitate to ask the moderator of the evening's activities. Be sure to do express your concerns confidentially. Others could be listening in and you wouldn't want them to overhear what you are supposed to do.

COMMON KNOWLEDGE

Years of devoted experimentation by one of the world's greatest inventors has finally yielded a gold mine. The most incredible invention that the world has ever known was just invented a few days ago. No, it's not a new airplane, nor is it a computer; it's not a beauty product, but a cookie. That's right, a cookie. But this is no ordinary cookie. This is the most incredible breakthrough in cookie technology since a baker accidentally spilled bits of chocolate into his batch of cookies, creating what the world would come to know as chocolate chip cookies.

A man named Professor Keebler has created a cookie using only the finest all natural ingredients. This cookie is very delicious and absolutely free of fat and cholesterol. But the best part of this incredible invention is that each cookie contains only 10 calories. Its impact on the diet trends of the world will be revolutionary, not to mention that its creation may lead to the development of other similar snack products.

These cookies are literally worth billions of dollars to their owner.

There is only one problem. The only recipe in existence resides in the mind of the creator, Professor Keebler, who is now suffering from a severe case of amnesia. His amnesia was the direct result of being hit on the head while he was being robbed. Before he was robbed he only had enough time to make a single batch of one dozen of these amazing cookies, but they were taken during the robbery that caused his amnesia.

This single batch of cookies must be found. If Professor Keebler is unable to remember the recipe then the experts at Professor Keebler's lab need to have a sample to analyze in order to replicate the revolutionary recipe. Without that recipe, the greatest cookie invention of all time will be for nothing. The doctors diagnoses of Professor Keebler's amnesia is not good. They say that he may never remember the events of that night, and who is to say that he could possibly replicate the steps taken in developing this awesome cookie.

It has long been known that there was to be a national cookie convention tonight. It is rumored that everyone who had any kind of a connection with the Professor, no matter how minute, will be at that convention. The authorities have interrupted the events of the convention and have gathered together anyone who could have come into contact with the batch of cookies. The authorities are hoping that the cookies will be located, seized, and returned to their rightful owner at some point before the end of the cookie convention.

Each of you who are now gathered in this conference room of the convention center has had contact with Professor Keebler during at least one point of your lives. Each of you obtains some knowledge of the development of the amazing cookies. Some of you have had possession, at one time or another, of the single batch in existence.

The authorities believe that any of you could have the batch of cookies in your possession at this very moment. Before we leave this conference room tonight, the authorities have promised that they will know who has the batch of cookies. They are willing to do whatever they need to do in order to return the cookies to their rightful owner.

YOUR MISSION

Your main goal is not only to determine who ends up with the cookies at the end of the evening, but to also determine how they obtained the cookies, and what they're going to do with them. It is also your job to keep Smith & Wesson off of your tail if you're the lucky one who is being questioned. Remember, solving this case in a hurry is not your objective. Solving this case at the end of the evening is your main objective. Let the investigation flow, seeking as much pertinent information as the investigation progresses, while searching for motives and opportunities. So, make mental notes of who did what, and leave the cookie finding to the authorities.

Smith & Wesson will be leading the evening's investigation. It is up to them to ask questions of the people gathered in the room. They are the only ones who are allowed to ask questions. If you think that a certain question should be asked, present your case to them and they will be the ones to decide whether or not to pursue your ideas.

When Smith & Wesson believe that they have enough information to point blame on any individual they will tell the moderator that they are now ready to prove who it is that has the cookies. They will state their case to the moderator. The moderator will then decide if they have obtained enough information to be given the right to ask the individual if they do in fact have possession of the cookies.

If they have been given the opportunity to ask the suspect if they do have the cookies and are wrong, then they must begin the process over again, seeking the moderator's permission to pop the big question on the next suspect on their list. And so the process continues until they find their culprit. Once Smith & Wesson have properly identified who it is that has the cookies they are given full reign to ask that person whatever questions they wish to ask them.

At the end of the evening each of you will be given the opportunity to offer your own ideas as to who it is that has the cookies, so pay careful attention to the questions that Smith & Wesson ask and the answers that are given. You never know who is going to accuse you of having the cookies, so be on your toes to provide answers to the questions that are asked of you.

Soon you will be given information about the character that you are to play tonight. If you are asked some questions regarding information that has not been given to you, then it is your responsibility to make-up a feasible answer. The character that you play will only be as exciting as you make him or her to be. The moderator is here to make sure that you do not step out of the bounds of what we know about your character, so feel free to make your character as exciting as you wish.

The characters in this story have different degrees of involvement. It is impossible to create a story that has equal distribution of character involvement and yet keep things interesting. The important thing to note is that you will not know the level of involvement that your character has in the story until the solution is read at the end of the evening, and neither will the others in the room. The degree of involvement that your character has in the game, however, is directly up to you, and you alone. If you choose to make your character dynamic and interesting, you will continue to be involved in the questioning. If you choose to make your character quiet and reserved, you will probably be passed over during much of the questioning. The degree of character involvement in the story isn't up to you, but the degree of character involvement in the game *IS* up to you. I encourage you to choose to make your character as dynamic as you can. Remember, you can blame others for anything that you'd like. It's not up to you make the investigation flow, unless you're Smith or Wesson, so do your best to give them a hard time solving this crime.

Keep your eyes and ears open, along with an open mind (because you never know when you're going to be the one who is questioned), and save a space in your stomach for a sampling of the world's most incredible cookies. That is - if you can find them first!

SCHEDULE OF EVENTS

PRELUDE

Take some time to read the information in this booklet and prepare your character for the discussions to come. Remember, you are now a fictional person who is all caught up in this mess whether you like it or not. You may as well make the best of it. The evening will be much more fun if you get into your character. Have fun with the way they would talk, act, sit, and present themselves to others.

ROUND 1

You have learned a little bit of your own part of the story, but now it's time to learn why everyone else is stuck in the room.

BREAK FOR APPETIZERS

ROUND 2

How did Keebler lose his cookies and who has seen them since then? Will Smith & Wesson be able to give them back to their rightful owner?

BREAK FOR DINNER

ROUND 3

It seems as if Smith & Wesson get so close to the cookies and then have to start all over again. Will they ever find the cookies, or will the cookie thief win out in the end?

BREAK FOR DESSERT

ROUND 4

You now have all of the facts you are going to be given. Was the investigation thorough enough to solve the mystery? Can you put the facts together with the clues that you've been given to figure out who wound up with the cookies and how they got them?

I bet you can't!

RULES OF PLAY

DO NOT show anyone your booklet, player profile, or your secret clues, at any time for any reason whatsoever unless you are specifically directed to do so.

You are NOT allowed to lie about the information that is in your player profile or secret clues.

You ARE allowed to hide information.

You ARE allowed to mislead others.

You ARE allowed to accuse others even if you have no proof of your accusations.

You ARE allowed to invent as many sub-plots as you can, as long as they are based on the character that you have been given, and you are encouraged to do so. The moderator is here to be sure that you don't go outside of your character, so invent all you like.

Smith & Wesson:

You must be able to give enough evidence about why you suspect a person has the cookies before the moderator will allow you to ask that person if they have the cookies. Once you have correctly identified the person who has the cookies, you will be given full reign to ask them whatever question you wish to ask.

Although Smith & Wesson are leading the investigation, you can feel free to address your questions or comments to them as the investigation continues. You cannot question anyone else, but you are free to express your concerns to Smith & Wesson and they'll follow up on them if they feel your concerns are relevant.

If you do not understand anything about the part that you are to play, then ask the moderator. Be sure to reveal your questions or concerns when you are alone with the moderator. You wouldn't want others to learn of the part you are to play before they should.

At some point of the story, most of you will be guilty of something. Your goal is to ensure that you are not caught. If you are confronted with a question that would reveal that you are in fact guilty, and you can't find a way to evade the question, then you MUST reveal the truth. But remember, it would be a good idea to try as hard as you can to keep others off of your track. When someone is getting too close to the truth, it would be a good idea to point some blame on others - even though you have no reason to blame them. Try to send Smith & Wesson on a wild goose chase.

If the moderator steps in and tells you that you have to tell the truth, you must do as you are told. The moderator may do this for many reasons. You must respect the moderator's wishes and do as you are told.

Remember, this game will only be as much fun as you make it. The amount of fun that you are about to have tonight is in your hands. I trust that you will have a blast!