

The Great Cookie Caper

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.

The Great Cookie Caper is a great event for any age group within your church, school, club, or gathering of any kind. Birthdays, anniversaries, holiday parties, special events - any occasion to get together is a great occasion to put on this mystery dinner.

The Great Cookie Caper is a mystery dinner which involves between 10-14 people who each get to play the part of a fictional character who is involved in the mystery. Each character has to answer questions that pertain to his or her character until the investigators of the evening determine the whereabouts of the money.

At the end of the evening everyone will get a chance to offer their own theories as to the whereabouts of the cookie. But the odds are that none of their theories will be correct. Then, everyone will laugh together as they learn the true course of events.

Your group will enjoy every minute of *The Great Cookie Caper*. They will talk about the events of the evening for weeks afterwards. You'll also have a hard time trying to convince them that they no longer have to act like the famed characters that they are asked to play during the game. But that's all part of the fun of this great mystery dinner.

This dinner was specifically designed to work well with church groups. We have tried to create the parts in a way that enables each participant to ad-lib and have a lot of fun. The more spontaneous and outgoing that your group is the more fun they will have. We have also made a few roles for the introverts of your group, so everyone should have a good time.

We have tested this dinner on groups ranging from junior high to senior high to young adults (21-45) and have found that most of the participants have a good time, in fact the majority of people who have played want to do it again!

Please send me any comments or questions regarding *The Great Cookie Caper*.

In the Power of His Blood,

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NOTICE

This event will take a large amount of planning. The following pages outline all that needs to be done in preparation for *The Great Cookie Caper*.

This Mystery Dinner has been designed to take approximately 4 hours, depending on how long you break for each stage of dinner and how quickly the investigators dig up the information. Anyone can participate regardless of their lack of creativity or disinterest in playing games.

The Great Cookie Caper has been designed to work well with large groups so that each person feels that they have had a part to play in the events of the mystery. I have also allowed them the ability to make up their parts as the evening progresses. I have given each character enough information to keep the story going in the direction that will lead to a solution, but I have left plenty of leeway for the activities to get sidetracked into dead end investigations as the players themselves make up a large portion of their character. The lack of a script, which allows the participants more involvement with the creation of the character that they are to play, has necessitated the presence of a moderator. This moderator will be responsible for maintaining the flow of the discussion throughout the various courses of the Mystery Dinner. The moderator will ensure that the investigation will be cut off in the proper places at the proper time, will ensure that certain questions will be asked, and will be there to ensure that the proper answers are given. It is imperative that the moderator becomes familiar with the characters and the plot line in order to ensure that the right information is disclosed at the proper time.

The first thing that you need to do is to determine who will be helping you with the event. You will need to find help in two distinct areas, and the people who help in one area cannot be counted on to help in another. In order to provide a smooth evening, each person must be left to his or her own part without any other obligation. You will need to assign someone to be in charge of the food for the evening (and possibly helpers), you will need to assign a moderator (and possibly helpers), and someone to determine who is to play which parts (this can be the moderator). *If you will be playing with more than one group, you need to assign one moderator for each of the groups that will be playing.*

The moderator has a lot of preparation which needs to be done before the evening of the event. You must be sure to hand off the information, if you are not going to be the moderator, well in advance of the event itself. Even if you choose not be the moderator you may want to be involved in the determination of who is to play what parts. The players will need to be notified in advance so that they can dress appropriately for the evening.

The following packets of information have been created in a way which will allow you to give only the information that a person needs to prepare their segment of the evening. There is a packet for the person in charge of assigning the characters, a packet for the person in charge of the food, and a packet for the person who is to serve as the moderator. Please be sure that the appropriate people get their packets well in advance of the evening of the Mystery Dinner.

Remember: It is impossible for one person to do all that is necessary on the evening of the event if you wish that the participants enjoy the evening. You must have at least two to four people who are willing to assist the evening's activities. If you are well prepared, and if you have properly delegated the work for the event itself, there is no reason why things won't run smoothly.

It is my wish that you will find all that you need in order to put on an entertaining evening. If you feel that there is information lacking, in any way whatsoever, please feel free to contact me and I'll do my best to clear up your questions.

THE PLAYERS (IN PREPARATION)

This sheet, along with the attached worksheets, will help you plan which people will represent which characters. You may want to make out name tags with the characters names on them to help everyone else out.

You must select between 10-14 people to take part in the evening's activities. If you have less than 14, then I have outlined which characters are non-essential and they can be left out. If you have more than 14, then the extra will be able to view the activities and venture a guess at the outcome of the mystery at the night's end. Or if you have enough people, you could have two or more groups doing the event at the same time. They will have to separate for the discussion, into two separate rooms, but they could join together to partake of the food.

Of the 14 that have been selected to participate, two will be the evening's chief investigators. They are named Detectives Smith and Wesson. Both are private detectives, and can be of either sex. It is their job to investigate the activities of the other people and attempt to determine who is the cookie thief, but they cannot fully determine that until the end of the game.

You first need to organize your players into three classifications: thinkers, viewers, and participants. The *thinkers* will have an important part to play in the game. They are to interview the other participants and investigate the crime. Their part in the game is crucial, and they will have to be able to think on their toes and deduce from the information gained in questioning. Theatre majors, or those with acting experience are perfect for these parts, but acting experience is not necessary. The *participants* will be the ones who are involved in the majority of the questioning. Their part is crucial, but they will be given all of the information that they need to play their part. And the *viewers* will have smaller roles to play in the story. Each of them can play an integral role in the game, but their characters have been created for the more reserved personalities in your group. Each of the 14 have a part to play, so don't think that anyone will feel "left out." The "viewing roles" should be reserved for those who don't like to get heavily involved in things. These roles enable them to be part of the fun, but give them little to do. The "viewing roles" can be left out if you don't have enough players to fill all 14 roles.

Fill in the blanks on the following page with ideas as to how you would classify your potential participants. Use a pencil and don't be afraid to move people around until you are sure you have people in the proper categories.

Remember: Those in the *thinker* roles must be able to lead the game. Those in the *participant* roles must be able to participate in the questioning. Those in the *viewer* roles should be more reserved, or these roles can be left out if you don't have enough people to play.

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Thinkers

- 1.
- 2.

Participants

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.

Viewers

- 1.
- 2.
- 3.
- 4.

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Once you have determined which category the players will be in, you can insert them into the roles below according to sexes. Once you have done that, you are ready to inform these people of the roles that they are to play.

Either sex

Name of Participant

P - Coach Van O'Sport

T - Detective Smith

T - Detective Wesson

Guys

P - Jack O. Reo

P - Chip A. Hoy

P - Graham K. Raker

V - E.L. Fudge

V - Professor Keebler

Girls

V - Mrs. Bumble

P - Kris E. Verett

P - Camile Leon

P - Misty Fields

P - Truly Sweet

V - Sunny Beam

BASIC CHARACTER INFORMATION (IN PREPARATION)

The following is a list of the information that each player should receive about his or her character. This is all that they need to know about their character until they show up at the event itself. You can either cut these statements out and hand them to the players or give them the information over the telephone. If you choose to cut them out, be sure to have a spare copy. You are more than likely going to get a telephone call just before the event itself from one of the players who has forgotten how he or she should dress.

JACK O. REO

Jack is a representative of a well known cookie company. He is a well to do gentleman. He should be dressed as a playboy would be dressed as he seeks for his prey. He has gained little respect from those who work alongside of him in the cookie business because of the cut-throat way that he likes to do business. His manner of speech belittles all he speaks with - unless they are women. His soothing voice and obvious lies are often ignored by those who wish to be wooed by his obvious wealth.

CHIP A. HOY

Chip is a businessman who has been the financial support of Professor Keebler. His manner of dress shows evidence of his success. His rude manner makes him few friends and many enemies. He didn't become the millionaire that he now is by being friendly to his competition, that's for sure.

GRAHAM K. RAKER

Graham is a representative of a well known cookie company. He is a well to do gentleman. He should be dressed as a successful businessman would be dressed if he was attending a casual business function. You are well respected in your field because of the fair way you treat those you work with. Your kind demeanor, and complimentary attitude, make you instant friends will all you meet.

E.L. FUDGE

E.L. is a representative of a well known cookie company. He is a well to do gentleman. He should be dressed as a successful businessman would be dressed if he was attending a casual business function. He is not willing to give in to his morals in order to make financial gain, but he is willing to take advantage of the mistakes of others if is presented with such an opportunity.

PROFESSOR KEEBLER

Professor Keebler is an absent minded professor. He takes little care or concern as to what he is wearing for he believes that his gray matter should be utilized in more productive means. His technical manner of speech tends to alienate himself from those around him who have no idea what he is talking about. He is always working on one invention or another and looks for opportunities to advertise the fact whenever he can. He is suffering from severe amnesia but he is no fool.

MRS. BUMBLE

Mrs. Bumble is the secretary for the Smith and Wesson Detective Agency. Her name describes her capabilities as a general office secretary. Although she has little to offer to the Smith and Wesson Detective Agency they continue to employ her. She looks for every opportunity to show her gratitude. She should be dressed in “behind the times” secretary apparel. Obnoxious hair and 60's style glasses complete her appearance.

KRIS E. VERETT

Kris is a professional tennis player. She was taken into custody just after a practice session with her coach, so she should be dressed as she would have been during a practice session; either in tennis skirt and shirt or sweats. A cheer leading skirt works well as a tennis skirt. Her fame and success has gone to her head. She cares little for her fans and dreads autograph sessions. Her short temper ends with her coach, who she respects and appreciates.

CAMILE LEON

Camile is a representative of a well known cookie company. She should be dressed as a successful businesswoman would be dressed if she was attending a casual business function. Camile will stop at nothing to get ahead in life. She has been known to do things in an unethical manner in the past and her coworkers care little for her.

MISTY FIELDS

Misty is a representative of a well known cookie company. She should be dressed as a successful businesswoman would be dressed if she was attending a casual business function. Misty is well respected in the industry as a fair and honest person. What most don't know is that she is just looking for the chance to get out of the industry and do something else - anything else.

TRULY SWEET

Truly is the epitome of everyone's idea of the perfect sweetheart. She should be dressed as sweetly as possible. Her wardrobe should emphasize pink or white. Bows in her hair and a hint of makeup will make her everything that a guy could ask for. But underneath that perfect facade is a woman who is smart as a fox.

SUNNY BEAM

Sunny is a representative of a well known cookie company. She should be dressed as a successful businesswoman would be dressed if she was attending a casual business function. You are well respected in your field because of the fair way you treat those you work with. Your kind demeanor, and complimentary attitude, make you instant friends will all you meet.

COACH VAN O'SPORT

Coach O'Sport is the coach of a professional tennis player, Kris E. Verett. The coach should be dressed in a way that would indicate that Kris' practice was interrupted without giving the Coach a chance to get changed. Being the coach of a spoiled brat isn't easy, but it's your strong interpersonal skills that enables you to keep everyone involved in her career happy.

DETECTIVE SMITH

Detective Smith should be dressed as a private detective. Your years of experience has enabled you to quickly determine what kind of a person you are interviewing and whether or not they are telling you the truth. Your years of experience and record of solving crimes makes you in high demand. This may prove to be a tough investigation for you and your partner. Are you up to the task? You may wish to contact Detective Wesson to coordinate your ensemble.

DETECTIVE WESSON

Detective Wesson should be dressed as a private detective. Your years of experience has enabled you to quickly determine what kind of a person you are interviewing and whether or not they are telling you the truth. Your years of experience and record of solving crimes makes you in high demand. This may prove to be a tough investigation for you and your partner. Are you up to the task? You may wish to contact Detective Smith to coordinate your ensemble.

TO THE MODERATOR (IN PREPARATION)

The success or failure of the evening lies in your hands. You have the ability to make *The Great Cookie Caper* the best event of the year, or you can bring about the occurrence of a terrible failure. The success of the evening lies in your knowledge of both the story, and the course of events of the evening. You will have a good deal of preparation to do before the night of *The Great Cookie Caper*, so you need to plan accordingly. You must be free from any responsibility for the food portion of the evening. You may wish to choose an assistant moderator to study the same material who can aid you during the event itself.

You should find all that you need to moderate a successful mystery dinner within this packet. If you find that there is any information whatsoever that is lacking, do not hesitate to contact me and I will do my best to clear up any questions that you may have.

You will notice that I have placed two phrases within parentheses underneath the titles on each of the following pages. The two phrases are “In Preparation” and “In Possession.” All of the pages marked “In Preparation” will be used to prepare for the events of the evening. All of the pages marked “In Possession” will be used during the event itself. You will need to have these pages in your possession throughout the entire event. You must also make sure that these pages do not fall into the hands of any of the participants. The information contained on the pages will tell them all that they need to know in order to solve the case.

Take some time to familiarize yourself with the material that you will be using during *The Great Cookie Caper*. Included in this packet is a sample of the booklet that will be given to Professor Keebler. Take a look at the information that each of the players will be given, at the secret clues, at the schedule of events, and at the rules of the game.

Before we learn about the part that you will play in the events of the evening, you should take the time to read the “Common Knowledge” portion of the player booklet. It is information that each of the characters will be expected to know. This portion of the booklet provides a brief overview of *The Great Cookie Caper* up until the time that the dinner has begun. The moderator needs to know this information well enough to be able to summarize it for someone else who has no prior knowledge of the events of the evening.

If you haven't done so already, now is a good time to print out all of the information contained within this file (control.doc), the accompanying game file (cookie.doc), and the game book cover (cover.doc). The file named extra.doc is to be printed if you don't have access to a copy machine. If you do have access to a copy machine then you can copy the player booklets and ignore the extra.doc file.

Be sure that you have read through the entire sample copy of the players booklet before you continue with these instructions.

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.

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!

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 Detectives Smith and 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.

Detectives Smith and 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 Detectives Smith and 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 Detectives Smith and 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 Detectives Smith and 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 Detective Smith or Detective 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 Detectives Smith and Wesson be able to give them back to their rightful owner?

BREAK FOR DINNER

ROUND 3

It seems as if Detectives Smith and 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.

Detectives Smith and 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 Detectives Smith and 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 Detectives Smith and 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 Detectives Smith and 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!

PROFESSOR KEEBLER

This is the information that shapes the character that you are to play tonight. Take time to study the information on this page and begin to develop the character you will play tonight. Although you will not be reading this information to other people, you will probably reveal all of it at some time during the evening's discussions. Again, you shouldn't show this booklet to anyone for any reason. Feel free to refer to this information during the evening's investigation.

Your story is pretty much explained by the common knowledge portion of this booklet. To highlight a few things: You have no idea who you were mugged by. There is no copy of the recipe. You felt that it would have been much safer if there was no written record of your discovery. So you memorized the recipe. By the looks of things your supposition proved correct.

Now that you have this bad case of amnesia, which was a direct result from the mugging, you can't remember the recipe, you can't recall much about the mugging, and you can't remember exactly how many cookies that you had made. You do remember that you invented the cookies and that you baked a batch of a dozen. You also remember that you ate two or three, or four, or five; actually you can't quite remember how many of the cookies you ate.

You do remember that you worked with a partner named Chip A. Hoy. The two of you had a simple working relationship. He supplied the funding, while you supplied the brains. You don't have any reason to believe that he would want to steal the cookies because you and he were going to split whatever profits you made from the invention.

The only other personal tie that you have with anyone in the room is Truly Sweet. The two of you are engaged to be married in the near future.

You will be given further character information as the game progresses in your secret clues. Be sure to keep the clues, and this player booklet to yourself.

If you have any questions on your player profile, see the moderator.

Now that you have an idea of the story line and what kind of information each of the players will receive, here's how the events of the evening should go:

The players will arrive and will be seated in a room which has chairs arranged in a circle. Once all of the players have been seated, the appropriate information packets will be passed out to all of the players. You will then read through all of the instructions and background information with them. I have found that reading through the information with them, out loud, is necessary to ensure that they read it all. This also keeps everyone on the same page, so to speak. You may want to ask for volunteers to do the reading for you. You will then hand out their player profiles. Give them a few minutes to read and study this information. It is different for each character. It is the information that shapes the character that they are to play for the evening. Then give them an opportunity to ask any questions as to how the game works. Emphasize to them that they are responsible for making up most of their character.

There will be two characters who will be given the assignment of investigating the crime put before them. They will be the only ones who are to interview, question, and accuse the other members of the room until they get themselves on the trail of the thief.

You will have to be on your toes to make sure that the players do not lie when they are being questioned. There is a large amount of leeway given to the players as far as what kind of questions can be asked and what kind of answers are to be given. Encourage the players to make up their own answers as long as they haven't been given any information regarding the topic of questioning.

For example: Let's say that the event is taking place on Saturday night. Detective Smith asks Jack O. Reo where he was on the previous Wednesday night. Jack hasn't been told what he was doing on the previous Wednesday night, so he has to make up a story that would follow along with what his character would have been doing on a Wednesday night. As long as he isn't contradicting something that he was told, he can say whatever he wants to say. If he says that he was out skydiving; that's fine.

You will allow the questioning to continue until Detectives Smith and Wesson feel that they have thoroughly questioned those in the room regarding their background. The players do not have information regarding who has the money at the start of the evening. They will not receive that information until further rounds.

Realizing that it would take the participants a while to get into their roles and understand how the game will be played, we have made the first round a rather easy round. Detectives Smith and Wesson will get a feel on how to ask questions and the rest of the players will learn how to answer them so that they don't look suspicious.

When Detectives Smith and Wesson feel that they know the story, they are to present their case to you. If you feel that they have found out enough of the information, then you call the appetizer break. If you feel that they have more investigating to do, then you tell them that they have more information to find before the first round is over. You may want to give them some clues if the first round is taking a long time.

After the appetizer break you should make sure that all of the players are together in the room before handing out the secret clues. Make sure that each player receives theirs before any are opened.

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The players will be given the information that controls a given round in their secret clues. The events revealed in the secret clues now become the topic of questioning for the next round, and so goes the rest of the evening.

The rounds continue as above until the end of round three when we learn that the cookies are missing. At this time you announce that the questioning is over and that all of the information that will be revealed has been revealed. As round four begins you should hand out the clues and open the floor to everyone but Detectives Smith and Wesson, leaving their theories until the last. After everyone has had an opportunity to speak their peace, you should read *The Solution* to the group.

Be prepared for squeals of laughter as each of the players learn of their future fate. Especially if you are playing with junior highers when they learn that some of them get married and have children together. That part sends them rolling on the floor with laughter.

HOW DO I GET ALL OF THIS STUFF DONE? (IN PREPARATION)

I have outlined exactly what you need to do before the event, and I have included tip sheets that you can keep on your person during the event to aid you as you moderate the discussion.

You will not be the only one who is involved in the preparation of the event. Be sure that you are not involved in the preparation of any other aspect of the event. You may wish to leave the assigning of characters to someone else, but you **MUST** leave the preparation of the dinner to someone else, and focus in on preparing to run the course of events of the evening.

Of the 10-14 people who have been selected to play the parts of the mystery, two will be the evening's chief investigators. They are named, appropriately, Detectives Smith and Wesson and can be of either sex. It is their job to investigate the activities of the other people and attempt to determine who has the cookies. Stress to Detectives Smith and Wesson that the gathering of their facts and the building of their case is more important than the finding of the cookies. They can't find the cookies until they've investigated thoroughly.

Now we move on to the separate items of preparation that you need to do just before the night of the event.

SECRET CLUES (IN PREPARATION)

Each player receives a secret clue at the beginning of each round. These clues contain the instructions that cause the players to reveal the information that is relevant for each round. They also give Detectives Smith and Wesson needed information about the characters in the room. There are many dead end leads given to others in the room that will cause dead end investigations as the evening proceeds. If you do not use all 16 players, you must tell the players that they may receive clues that are of no importance since some players could not be there tonight. They are to disregard these clues and wait for more information during the next round.

Discourage the players from commenting on the clues that they receive.

You will need to be sure that the clues are printed out and sorted according to the rounds. Be sure that the proper clues are passed out at the proper time. If information gets into their hands before it is supposed to be there the mystery will not play itself out in its proper course.

Another important note to make here is the fact that you need to make sure that all of the clues are revealed at the proper time. Do your best to make sure that the players use the information that they are given to question suspects. If a clue is meant to be read out loud, make sure that either Detective Smith or Detective Wesson read it loud enough so that everyone can hear the clue.

THE QUESTIONING (IN PREPARATION)

After you feel that everyone has read their character sketches and are ready to begin you should turn to Detectives Smith and Wesson and say, "Detectives Smith and Wesson, the investigation is all yours. Find the cookie thief."

Detectives Smith and Wesson will probably look dumbfounded. They will probably have no idea as to how to begin. You must be ready for this. You must be ready to tell them how to begin their investigation. Tell them to follow the information on their sheets which tells them how to begin their questioning. Have everyone in the room introduce their characters and tell a little bit about why they are in the room.

Then have Detectives Smith and Wesson investigate what we know about the whereabouts of the cookie until the time when Coach was mugged. When they think that they have all of the information, they are to present it to you as if you were a judge. If they have not uncovered information, have them continue their questioning until they have learned all of the information that is to be learned during that round.

As the investigation intensifies in the later rounds, you must make sure that they find out all of the information before they are allowed to go on to the next round. Even if they know who has the cookies, tell them that they are close on the trail, but they need to be able to explain the motives of the people before the next round can begin.

It won't take them too long to get into stride with the way that the game is played. If things begin to seem a bit sluggish, suggest certain lines of questioning, or give out a secret clue of your own making.

You cannot tolerate lies on the part of the person being questioned. Be ready to tell one of the players that they must tell the truth and you know when they are lying.

THE FOOD (IN PREPARATION)

The most difficult part of the evening to plan is the food because there is no way to tell exactly when the food will be needed. The pace of the evening is up to the players themselves. If they answer the questions in the “right” manner, the event could be over in an hour and a half, leaving little preparation time for the food. You should contact the moderator and ask them if they have a tentative schedule that the two of you can adhere to.

The game is designed to have a break for appetizers, a break for dinner, and a break for dessert. Each break should last between 20-30 minutes. You should try on planning foods that allow you to be flexible regarding their serving time.

You really shouldn't interrupt a round so that a food break can be taken at the proper time. Once the players get on an investigative path, they should be allowed to follow that path to its conclusion. Their task is difficult enough without interrupting their thought process.

You can either have the food in the same room as the discussions, or have easy access to the room that the food will be in. The moderator cannot be responsible for the preparation of the food. He or she will need to have others who can ensure proper preparation and clean up. He or she will have no time to help them out.

The best way to prepare food for the evening is if you plan on food that needs little preparation, such as sandwiches. Everything but the cold-cuts can be laid out just after the appetizers are cleared and then the cold-cuts can be taken out of the fridge as soon as the break is announced. If you plan on ordering pizza, it is difficult to determine the exact time that the food will be needed. You can plan on two and 1/2 hours after the time that the event is to start, but have the oven on to keep the pizza warm in case the investigation is running behind schedule.

Be sure to keep a line of communication open with the moderator during the event so that you can get a general idea of what time he or she expects to need the next course.

THE FOOD (IN POSSESSION)

Appetizers are to be laid out at the start of the evening.

Dinner should be ready 45-60 minutes after the appetizers are cleared.

Dessert will be needed about an hour after dinner has been cleared.

You can check with the moderator during the game to see if he/she can gauge the course of events and the amount of time until the next break.

THE BIG NIGHT (IN POSSESSION)

Once all of the participants have arrived have them gather in a room where chairs have been placed in a circle.

Hand out the player booklets and read through the information OUT LOUD with them.

Allow them some time to ask questions about what you have just gone over.

Hand out their Player Profiles. Tell them to read through their Player Profiles. Be sure to give them time to digest all of the information. Once they have finished reading the information specific to their character, ensure that they have no further questions.

The investigation should then be handed over to Detectives Smith and Wesson. You will tell them that they need to find out who is in the room, what they do for a living, why they are in the room, and if they have any friends and/or enemies in the room before you begin to try to investigate who now has the cookies. If they are having a hard time getting going, tell them to stick to the questions outlined in their Player Profiles.

TRACK THE COOKIES (IN POSSESSION)

This sheet will give you the information that you need to know as the game is being played. This sheet tells you who has the cookies, when they have them, and when you should stop each round. **DO NOT LET THIS SHEET OUT OF YOUR SIGHT WHILE THE GAME IS BEING PLAYED.**

Remind Detectives Smith and Wesson that you have to give them permission to interrogate suspects about whether or not they have the cookies.

ROUND 1

During Round 1 we learn basic character information. We find out that Professor Keebler works with Chip A. Hoy, that he is engaged to be married to Truly Sweet. We find out that Misty and Camille work together. We learn that most of the cookie company representatives care little for one another. We learn that Mrs. Bumble is Detective Smith and Wesson's secretary. And other incidentals as they are discovered.

APPETIZER BREAK

ROUND 2

Once all have been gathered back in the room after the break and you are ready to begin, hand out the first round of clues. Once all have had a chance to read the secret clues, begin the Second round.

IMPORTANT: Be sure that Detectives Smith and Wesson respect Chip's wishes to be the last person questioned.

During Round 2 we learn that:

Professor Keebler to Mrs. Bumble to Kris E. Verett to Coach O'Sport.

As soon as they learn that Coach was mugged, hand Detectives Smith and Wesson the **SPECIAL CLUE #1**.

This clue tells them about the mugging. They should then learn that Chip hired the mugger who mugged Coach O'Sport and that Chip then sold the cookies to Jack. As soon as Detectives Smith and Wesson learn that Jack still has the cookies in his hiding place, stop the investigation and hand either Detective Smith or Detective Wesson **SPECIAL CLUE #2**. They are to read it out loud.

When they are finished reading the clue, announce the dinner break.

DINNER BREAK

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ROUND 3

Once all have been gathered back in the room after dinner, and you are ready to begin the next round, hand out the second round of clues.

Once all have had a chance to read the secret clues, begin the Third round

We learn that Truly Stole the Cookies and that she Sold them to Camile Leon. Be sure that Detectives Smith and Wesson have a chance to question Misty on how she feels about the whole arrangement. Be sure they learn what others in the room have to think about the whole situation.

Break for dessert.

DESSERT BREAK

ROUND 4

When we learn that Graham purchased the cookies from Camile, and everyone else in the room has had a chance to say what they have on their minds, hand Detectives Smith and Wesson SPECIAL CLUE #3. They are to read it out loud.

Now you are to open the floor to any theories as to who now has the cookies. You should take all theories from any of the participants other than Detectives Smith and Wesson - they should be the last to offer their professional opinion. Be sure to keep others from commenting on any of the theories until all of the theories have been offered.

After hearing the theories, ask Detectives Smith and Wesson to trace the path of the cookies throughout the history of their existence. i.e. have them review what we know so far. Then have them offer their own theories as to who has the cookies.

It is now time to quiet everyone down and read *The Solution*.

THE SOLUTION TO

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Professor Keebler feared that there would be others who would want to gain possession of the only batch of his revolutionary cookies in existence. After eating five of the cookies as soon as they came out of the oven he boxed the remaining cookies up and headed to the post office. He mailed them to the Smith and Wesson Detective Agency, feeling that Detectives Smith and Wesson would provide them a safe place until he had a chance to stop by and pick them up. He was planning on using their agency to obtain personal protection as he took the cookies to apply for his patent. He figured that the cookies would be safely shelved at their office until he got a chance to make his way there. How could he know that he could possibly be wrong?

Professor Keebler was mugged by a thug hired by Chip A. Hoy as he made his way home from the post office. The mugger was not happy about not being able to find the cookies on the Professor's person so he hit the professor over the head a bit harder than he normally would have, causing the amnesia that he is to this day suffering from.

Meanwhile, back at the Smith and Wesson Detective Agency, Mrs. Bumble, opening the mail as she usually does, found the package of cookies. Thinking that the cookies were meant to be a gift to express a client's thankfulness for services provided, she decided to taste them before offering them to her bosses. She found that they were quiet tasty but knew that they would not fare well with her diet. She took another out of the box and placed it in her desk drawer to eat later. She then passed the remaining cookies in the box on to Kris E. Verett, who just happened to be in the waiting room at the time.

Kris had been in the office of the Smith and Wesson Detective Agency to seek protection from what she thought could be a hostile fan. She too was on a strict diet, so when she was handed the box of cookies she knew that there was only one thing that she should do with them - give them to her coach. Before handing the cookies over to Coach O'Sport she just had to try one of them. She was glad to find that they were the best tasting cookies that she had ever tasted. She hoped that her coach wouldn't mind that she pocketed another cookie to snack on later.

Kris didn't notice the thug that Chip had hired to follow the cookies as she made her way to her practice. The mugger patiently waited for a proper opportunity to get his hands on the cookies. He didn't want to harm the pretty lady, so he took a laid back approach and kept an eye on what she was doing and where she was going.

Kris handed the remaining cookies off to her coach after her practice was over. Coach O'Sport was more than happy to finish off the remaining cookies, but (he/she) wanted to save them to eat while (he/she) watched a movie back at (his/her) hotel room. Unfortunately for the coach, (he/she) was never able to taste one of the cookies. The thug was in no mood to let the cookies get out of his sight again. Coach O'Sport was mugged as (he/she) left the courts after Kris' morning practice.

This time the mugger got the cookies. He took off the hat and gloves that Chip A. Hoy had given him and threw them into the trash can outside of the tennis courts and headed back to Chip with his prize. He was not known for his intelligence. He too learned that the cookies were the best in the world as he ate two on his way back to Chip's office.

Chip brought the cookies to the convention knowing that there would be representatives from other cookie companies who would be more than happy to part with large sums of money in order to get their hands on the cookies. Through an anonymous tip he learned that Jack O. Reo would give him a million dollars in return for the remaining cookies. Both Jack and he were more than happy to make the deal.

Truly Sweet overheard Jack and Chip making their deal, followed Jack to his hiding place and stole the cookies from him. She then learned that Camile Leon would be willing to give her a large amount of money in exchange for the cookies. She was more than happy to make out big for the stolen cookies.

Camile then learned that Graham K. Raker was willing to give her even more than she paid for the cookies. She was only in this thing for the money, having lost her job that day, so she took Graham up on the deal.

Graham was looking forward to never having to work a day in his life again so he didn't notice Coach O'Sport following him to his hiding place. It was the coach who stole the cookies from Graham. He'd had enough of being caught up in the whole mess and decided to do something about it. He grabbed the cookies and ran. He then talked Kris E. Verett into becoming his financial partner in his plans of starting a cookie company of his own. He knew that he would soon have the billions of dollars that would come his way from the sales of the most incredible cookie ever invented. And he was right. He and Kris enjoyed the financial rewards of his dastardly deed, never again having to work another day in their lives.

As for the rest of the group that were drawn into being a part of this short lived drama. Chip's financial support for the professor was abruptly cut short as Chip took off to live the rest of his life spending the million dollars that he made in Mexico. Jack lost his job with his cookie company, but wound up marrying Camile Leon and the two spent the rest of their days in luxury spending the money that Camile made in her cookie transaction. Misty continued to work for her cookie company, taking over for Camile and eventually making her way up to vice president - the honest way. Graham K. Raker wound up losing his job because he lost the money that his company had entrusted him with. He couldn't take the loss of the most important thing in his life and wound up spending the rest of his life in a mental institution. Not a day passed where he didn't swear that he would get the coach back for what he had done to him. Fortunately, for the both of them, that day never did come. It's hard to get revenge on someone when your hands are contained in a straight jacket.

E.L. Fudge and Sunny Beam decided to keep the money that their companies had allotted them. They skipped town, got married, and were never heard from again.

As for Mrs. Bumble, well she became one of Coach O'Sport's greatest customers, having abandoned her diet concerns over the low calorie cookie treat. She did become more careful with the packages that she opened from that day forward, not willing to taste anything that came across her desk before Detectives Smith and Wesson had a chance to check it over for clues.

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As for Detectives Smith and Wesson, they were handsomely rewarded for their efforts to protect the recipe that the Coach's labs developed from the prototype. This plush contract with O'Sport enabled them the liberty of taking only the cases that they found interesting enough to bother with. Their detective agency prospered well into their retirement years.

That leaves us with only the Professor and the lovely Truly Sweet. Yes, the two of them became husband and wife despite Truly's deceitful practices. She married the Professor with the hope that he would come up with another invention just as great as the first. Her love for the professor grew each day until his potential worth in dollars faded to his potential worth in companionship. They wound up having three children, two boys and a girl, whom they named after a few of the people who were involved in The Great Cookie Caper. Jack, Graham, and Camile grew up to be great inventors in their father's heritage.

In case you're wondering, the professor did have another great invention. He wound up inventing the greatest Gum drop ever made, but I'll save that story for another day.

- The End -

