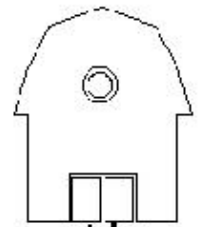
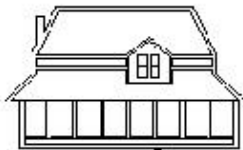
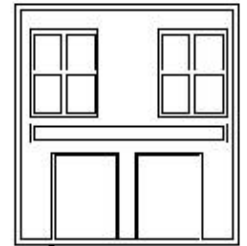


THE MISSING MILLIONS MYSTERY



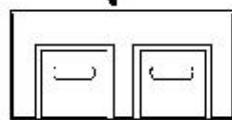
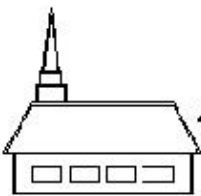
JAIL



MAX'S
VIDEOS



Bob's PIZZA



Art's Garage



WELCOME TO
\$ THE MISSING MILLIONS MYSTERY \$

Tonight you are going to take part in a Mystery Dinner Game. The mystery is not what we are having to eat, rather, the mystery is all about millions of dollars that have been lost and who is going to end up with the money 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 Game.

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 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

An official United States department of Treasury airplane was transporting approximately 100 Million dollars of newly printed currency from the mint in Dallas, Texas, to an undisclosed location near New York City when the cargo bay door became dislodged and two bags containing what was believed to be over 10 million dollars of United States currency fell out of the plane. Neither of the pilots, nor the security guard, suspected a thing. The money loss wasn't discovered until the money was being transferred from the plane into an armored security truck at the airport. The broken cargo bay door was discovered and was initially blamed for the loss of money. It was impossible for them to determine where along the 1,400 mile flight path the money had left the cargo door of the plane.

The flight path was too great for the FBI to actively investigate the lost money. They left the investigation up to the local jurisdictions and waited to hear news of some development. The money remained missing for almost seven years before a tip was called into the FBI. Because the FBI had less than one day to find the money they raced into the town and began to take potential suspects into custody without asking questions.

Agent Smith and Agent Wesson, both special agents with the FBI, were given the case. They immediately ordered that all of the suspects be transported to the closest district attorney's office where they were led into a conference room for interrogation. They were told that no one is to leave the conference room until the money is discovered.

YOUR MISSION

Agents 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, or a certain person warrants interrogation, present your case to Agent Smith and Agent Wesson and they will be the ones to decide whether or not to pursue your ideas.

It is your job to answer Agents Smith and Wesson's questions as you believe your character would answer them. You will also be asked to attempt to determine who ends up with the money at the end of the evening, how they obtained the money, and what everyone else ends up with. It is also your job to keep Agent Smith and Agent 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 money finding to the authorities.

At the end of the evening you will be given the opportunity to offer your own ideas as to who it is that ends up with the money and how they got it, so pay careful attention to the questions that Agent Smith and Agent Wesson ask and the answers that are given. You never know when you are going to be accused or interrogated, so be on your toes to provide answers to the questions that are asked of you that point blame away from yourself and onto others - even if you are guilty. If you're paying close attention to the investigation you will gain information and ideas on ways to place blame on others.

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 Agent Smith or Agent Wesson, so do your best to give them a hard time solving this crime.

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

Beth Anker and Rex Porter came into town and asked a lot of questions. What's their story and what are their motives?

BREAK FOR DINNER

ROUND 3

It seems as if the entire town of Overland has been arrested and brought here. Is it coincidence, a mistake, or are the investigators on to something?

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 money and how they got it?

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.

Although Agent Smith and Agent 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 Agent Smith and Agent 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 Agent Smith and Agent 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.