

## § THE MISSING MILLIONS MYSTERY §

A United States Department of Treasury Airplane was making a routine flight when a latch broke on a cargo door and millions of dollars fell out of the plane. Two reporters, originally assigned to report on the case, have given up their jobs and become treasure hunters. Can they find the money before the statute of limitations runs out, or will they have to settle for the reward money that the U.S. treasury is offering for those with information that leads to the capture of those who found the missing money? The only way to find out is to play this great Mystery Dinner Game!

*\$The Missing Millions Mystery\$* 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 Game.

*\$The Missing Millions Mystery\$* is a Mystery Dinner Game which involves between 12-21 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 money. 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 Missing Millions Mystery\$*. 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 Game.

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 Missing Millions Mystery\$*.

In the Power of His Blood,

James E. Bogoniewski, Jr.  
actsoflight@actsoflight.com  
www.actsoflight.com

## NOTICE

This event will take a large amount of planning. The following pages outline all that needs to be done in preparation for *\$The Missing Millions Mystery\$*.

The event will take anywhere between two to four 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.

There are four parts that can be of either sex, eight male parts, and nine female parts. You could always have a member of the opposite sex play a part and have fun with their character, if you wish. Remember, this game is meant to be for fun only, it's not a serious mystery masterpiece that will be difficult for the participants to follow. Although, there are so many twists of plot that, by the end of the evening, it is unlikely that anyone is going to come up with the correct solution.

I have designed *\$The Missing Millions Mystery\$* 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 Game. 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 you will need to assign a moderator.

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 with 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 Game.

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.

TO THE MODERATOR  
(IN PREPARATION)

The success or failure of the evening lies in your hands. You have the ability to make *\$The Missing Millions Mystery\$* 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 Missing Millions Mystery\$*, 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 Game 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 Missing Millions Mystery\$*. Included in this packet is a sample of the booklet that will be given to Elmer Dudd. 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 Missing Millions Mystery\$* 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 (mcontrol.doc), the accompanying game file (mystery2.doc), and the game book cover (mcover.doc). The file named mextra.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 mextra.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 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 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

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

### APPETIZERS

### 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 TO FINISH 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.

ELMER DUDD

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.

You are a simple dairy farmer. You've been a dairy farmer all of your life. Your slow drawl, accent, clothing, and simple vocabulary are evidence of someone with very little education. You're a little weird because of the time that you've spent with cows.

Your wife is also in the room. Her name is Delia Dudd. You've been married for 12 years, you have no kids, and the two of you enjoy your simple life on your 500 acre dairy farm. You make a point of not bothering any of your neighbors. "If everyone is friendly," you believe, "and leaves everyone alone, things will be just fine." Others in the room may begin to cast blame on you or some of your friends. Do whatever you can to keep things under control. You've heard the experts say that you have to be outgoing to be a leader, but you believe that slow and steady wins the race and that calm and quiet are two of the greatest attributes of a great leader.

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. Agent Smith asks Max Silverman where he was on the previous Wednesday night. Max 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 Agent 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. Agent Smith and Agent 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 Agent Smith and Agent 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.

In the secret clues the players will be given the information that controls that round. 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.

At the conclusion of each of the rounds you should read the solution for that round. This short narrative catches everyone up on the information that should have been revealed during the round and sets up the next round.

The rounds continue as above until the end of round three when we learn of the pact that was signed by the citizens of overland. 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 Agent Smith and Agent Wesson, leaving their theories until the last. After everyone has had an opportunity to speak their peace, you should read the solution for round four 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 higher's 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 have to 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 12-21 people who have been selected to play the parts of the mystery, two will be the evening's chief investigators. They are named, appropriately, Agent Smith and Agent 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 money. The people who have the money aren't revealed until the end of round three, so stress to Agent Smith and Agent Wesson that the gathering of their facts and the building of their case is more important than the finding of the money. They can't find the money 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.

PRINTING THE PLAYERS BOOKLETS  
(IN PREPARATION)

If you haven't already printed the three files out, you must do it now. Notice that there are a number of common sheets that belong in each of the players booklets. Be sure that there are enough copies of these so that you can create all 21 of the player booklets needed to play the game. You will also need a copy of this booklet yourself.

You must also be sure that the secret clues are printed and sorted according to the round that they are handed out.

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 Agent Smith and Agent 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 21 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, folded, 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.

There are two clues that are special. These are not to be given to Agent Smith and Agent Wesson at the very beginning of the game, as soon as they have finished reading their player profiles. Make sure that you have these on hand at the beginning of the game and that they are separate from all of the other clues.

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. 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 Agent Smith or Agent 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 being you should turn to Agent Smith and Agent Wesson and say, “Agent Smith and Agent Wesson, the investigation is all yours.”

Agent Smith and Agent 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.

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 the basics, 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 may wish to plan on starting the first round at the top of the hour, having the round last an hour, breaking 30 minutes to eat, having the next round last an hour, etc. If things don’t go as planned, you can break the questioning off early, or just let the players talk amongst themselves if they get through a round early.

The appetizers should be on the tables as the guests arrive. If start time is 5:00, then appetizers will be on the table until 5:30, which is when we will start to play the first round of the game. The first round of the game will take an hour. After the first round we will take a 10 minute break, during which you may wish to serve the remainder of the appetizers. After the 10 minute break we shall play round 2. Round 2 will take an hour. After round 2 we shall break for dinner. Dinner should last 30 minutes. After dinner we play round 3. Round 3 will take an hour. After round 3 we shall take a 10 minute break during which dessert will be prepared. Round 4 and dessert take place simultaneously.

You really shouldn’t interrupt a round so that a food break can be taken at the proper time, though. Once the kids 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. You will need to have others who can ensure proper preparation and clean up for you. You 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.

THE FOOD  
(IN POSSESSION)

Use the schedule at the bottom of the page to gain a tentative schedule regarding times for each of the rounds and breaks from the moderator.

In general:

Appetizers are to be laid out at the beginning of the evening. You may wish to leave them out on the table until Round 2 has begun.

Dinner should be ready about 2-1/2 hours after the beginning of the evening.

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. You may wish to ask the moderator to fill in the blanks of the following schedule to keep the two of you on the same time schedule.

Start of Evening:

Appetizers:

Round 1 Begins:

Second Appetizer Break:

Round 2 Begins:

Dinner:

Round 3 Begins:

Dessert:

Round 4 Begins:

End of Evening:



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 21 people to take part in the evening's activities. If you have less than 21, then I have outlined which characters are non-essential and they can be left out. If you have more than 21, 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 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 21 that have been selected to participate, two will be the evening's chief investigators. They are named, appropriately, Agent Smith and Agent 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 money.

You need to organize your players into three classifications: thinkers, viewers, and participants. There are six thinking roles, seven participation roles, and eight viewer roles. The thinkers will have to interview the other participants and investigate the crimes. Their part in the story is crucial, and they will have to be able to think on their toes and deduct from the information gained in questioning. 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 21 have a part to play, so don't think that anyone will feel "left out." The eight "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 eight "viewing roles" can be left out if you don't have enough players to fill all 21 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.

Thinkers

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

Participants

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

Viewers

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

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

T - Max Silverman  
T - Agent Wesson  
T - Agent Smith  
V - Dr. Benagoner

Guys

T - Sheriff Larsonie  
T - Rex Porter  
P - Bob, of Bob's Pizza  
P - Art Mobile  
P - Pastor Solomon  
V - Elmer Dudd  
V - Mr. Hooper  
V - Red Farmer

Girls

T - Beth Anker  
P - Jenny Farmer  
P - Delia Dudd  
P - Mrs. Hooper  
P - Betty Doe  
V - Penny Larsonie  
V - Autumn Southwood  
V - Prudence Solomon  
V - Ida Benagoner

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.

ELMER DUDD

You are a simple dairy farmer. You were taken into custody just as you were leaving the barn after the afternoon milking. You're still dressed in your milking clothes, beat up hat, and work boots. You speak with a slow drawl that makes most people think that you're uneducated.

DELIA DUDD

You are the wife of a simple dairy farmer. You were taken into custody while you were baking pies in the kitchen. You were wearing a pair of beat-up old shoes you wear around the house, jeans with patches, a flannel shirt, and a bandanna in your hair. There is evidence of what you were baking on your clothing. You speak with a slow drawl that makes most people think that you're uneducated.

SHERIFF LARSONIE

You are the local law enforcement of a small town in the middle of nowhere. You were taken into custody while on duty. You were wearing your law enforcement uniform. You speak with an air of authority in your voice that causes most people to respect you on the spot, but you don't present yourself as one who abuses authority, so they do not fear you.

PENNY LARSONIE

You are the wife of the local law enforcement officer in a town which provides you with very little social life. The main impression that you have of your husband is that he is a fool. You wish you could get out of this small nowhere town and live a life of excitement in a big city. Your one comfort in life is your ability to shop. Your dress is evidence of your keen taste in clothes and your love of shopping. You were taken into custody as you were heading out for a shopping trip with a few people you know who actually have a life.

BOB, OF BOB'S PIZZA

You are the owner of the local pizza place. You were taken into custody while making a pizza. Your red-stained apron, chef hat, white T-shirt, flat sneakers, and jeans each show evidence of the pizzas you make. Your manner of speech causes others to believe you're the delivery boy.

REX PORTER

You used to be a nationally recognized investigative reporter and the anchor man of a national news station that was based in New York City. Your sharp taste in dress is but a mere reflection of your sharp taste in women. Your seductive voice lures them into your trap every time!

BETH ANKER

You used to be a nationally recognized investigative reporter and the co-anchor of a national news station that was based in New York City. You are a very beautiful woman. Your manner of dress is simple, which expresses your beauty in a unique way. Although you are very beautiful, you still possess the small town charm that you were raised with, and that charm is evident in your manner of speech and the way you interact with those around you.

JENNY FARMER

Your appearance is that of a farmer's wife, which you are. It seems as if you always wear a pair of dirty overalls and bright red checkered bandanna. The signs of someone who spends a lot of time working with her hands are obvious. Your cheery demeanor and polite smile come from your constant contact with people.

RED FARMER

Your appearance is that of a farmer. It seems as if you always wear a pair of dirty overalls, a plain white T-shirt, a straw hat, and a bright red checkered bandanna. The signs of someone who spends a lot of time working with his hands are obvious. You spend most of your day with tractors, and your personality reflects it.

MR. HOOPER

You are the owner and operator of the local general store. You are dressed in comfortable clothes that don't mind getting dirty. Lifting boxes, cleaning the displays, sweeping and mopping the floors, cleaning up after clumsy customers, and doing whatever else needs to be done around the store are your daily responsibilities. Your demeanor is that of a friendly shop owner.

MRS. HOOPER

You are the owner and operator of the local general store. You are dressed in what some people call Sunday clothes. You have learned to become comfortable in clothes that others don't care to wear because you feel that your appearance is very important. Your simple demeanor is that of a friendly shop owner.

### ART MOBILE

You are the local automobile mechanic. You were working on an old H tractor when the Fed's rushed into town. You weren't able to get too washed up before they took you into custody. The traces of grease on your hands and overalls are evidence of that. The beat up old hat that you wear whenever you're working on equipment is still on your head, you're tired, and you've had just about enough of this whole ordeal already.

### AUTUMN SOUTHWOOD

You are an English teacher at the local high school. You were taken into custody in your teaching attire. On this particular day you were wearing a simple dress, with your hair pulled back in a pony-tail. Your manner of speech is above the rest of the people in the town of Overland, but you try real hard not to use words that make them feel dumb.

### PASTOR SOLOMON

You are the pastor of the local church. Your traditional pastor attire consists of a pair of dress slacks, a shirt with a collar, open at the neck, without a neck tie, and a really nice watch. You always carry a nice monogrammed, leather Bible with you wherever you go, along with a matching portfolio that contains your counseling schedule and any notes you wish to take as the day progresses. Your manner of speech is slow and monotone, something that they taught you in seminary.

### PRUDENCE SOLOMON

You are the wife of the pastor of the local church. You happened to be working in the garden just as the FBI took you and your husband into custody, and they didn't give you a chance to change before throwing you into a police car and rushing you into the big city. You are a bit embarrassed to be seen in the worst pair of jeans you own, the beat up old bandanna that you use to keep your hair back, and tie-dye shirt that you garden in. You were able to leave the gardening gloves behind, so your hands are clean, but there is evidence of mud on your knees, elbows, neck, and face. People always called you a fast talker, and that wasn't because you were trying to talk people into things, it was because you always talked really fast.

### MAX SILVERMAN

You are the only entrepreneur in town and you present yourself as a successful entrepreneur. You're always smartly dressed in vogue business attire. When you meet new people you look for an opportunity to make money off of them through some new idea of yours. You thrive on this search for new opportunities to make money and because of it you're never at a loss for money. Your manner of speech is refined and presents a highly educated, traveled, and confident person.

DR. BENAGONER

You are the only doctor in town. You present yourself in a friendly manner which causes others to immediately feel comfortable in your presence. You were involved in surgery when you were taken into FBI custody. Although they allowed you to finish the surgery, they did not allow to clean up as well as you would have liked. You are still dressed in medical scrubs, complete with other accessories that you utilize during surgery.

IDA BENAGONER

You are the nurse to the only doctor in town. You present yourself in a friendly manner which causes others to immediately feel comfortable in your presence. You were involved in surgery when you were taken into FBI custody. Although they allowed you to finish the surgery, they did not allow you to clean up as well as you would have liked. You are still dressed in medical scrubs, complete with other accessories that you utilize during surgery.

BETTY DOE

You are the one and only teller at the First Bank of Overland. You wear the same thing each and every day to work: a traditional dress, a visor to keep the glare of the fluorescent lights out of your eyes, a rubber thumb cover to help you ensure you are counting the money properly, a money apron (filled with pens, account deposit and withdrawal slips, and candy for the kids), and a pendent that has a picture of your mother in it. Your hair is always pulled back in a pony tail so that it doesn't get in the way. Your reading glasses are perched on the end of your nose when they're not hanging around your neck on the chain. The FBI took you into custody while you were working. They didn't even let you clean the ink smear off of your nose.

AGENT SMITH

You are a top level secret agent with the FBI. You are dressed in detective style apparel. Your hard-nosed demeanor has caused you to be a force to be reckoned with. You may want to contact Agent Wesson, who is \_\_\_\_\_, and coordinate your outfit with him/her.

AGENT WESSON

You are a top level secret agent with the FBI. You are dressed in detective style apparel. Your hard-nosed demeanor has caused you to be a force to be reckoned with. You may want to contact Agent Smith, who is \_\_\_\_\_, and coordinate your outfit with him/her.

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 the player profiles. Tell them to read through the specific information about the character that they are to play. 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.

Hand out the special clues to Agent Smith and Agent Wesson.

The investigation should then be handed over to Agent Smith and Agent Wesson. You will tell them that they need to find out the names, occupations, friends, enemies, and other incidentals of everyone in the room. If they are having a hard time getting going, tell them to refer to their booklets for the order of questioning.



TRACK THE INVESTIGATION  
(IN POSSESSION)

This sheet will give you the information that you need to know as the game is being played. This sheet tells you what is going to be learned during each of the rounds and when you should stop each round. **DO NOT LET THIS INFORMATION OUT OF YOUR SIGHT WHILE THE GAME IS BEING PLAYED.**

ROUND 1

During Round 1 we learn basic character information regarding everyone that is in the room. Round One does not end until Agent Smith and Agent Wesson can identify the name, occupation, and other incidentals of everyone in the room.

We should learn that:

The Farmers and the Hoopers don't get along.

Pastor Solomon knows some dirt on those who come to him for counseling.

Dr. and Ida Benagoner know some dirt on those who come to them for health care.

Max Silverman knows what kind of movies everyone rents.

The Sheriff doesn't have much to do.

Penny Larsonie is very bored of the small town.

And other things that we aren't expecting.

As soon as Agent Smith and Agent Wesson can tell you the identity, occupation, and other incidentals of everyone in the room you can stop the first round and announce the Appetizer break.

During the break you should read the round one solution.

APPETIZER BREAK

## THE SOLUTION - AFTER ROUND ONE

During round one you learned about the others in the room, what they do for a living, their relationship with you, and other things that you might not have been expecting. Although you won't necessarily be returning to the information that you gained in round one it forms the basis for the characters you will be experiencing in the following rounds.

Don't be afraid to refer to the information that you have already received during subsequent rounds. Remember to ask me any questions that you have regarding anything you have learned so far, but remember to do it when no one is listening in.

## 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 Agent Smith and Agent Wesson adhere to their special instructions:

You must first question each of the citizens of Overland to let them tell their stories before you let Rex and Beth defend themselves no matter how they wish to respond to the allegations placed against them. Once all grievances have been revealed, be sure they're all out on the table, then you can ask Beth and Rex to respond to the allegations offered from the citizens of Overland, and then ask them to tell their side of the story.

In round two we find out that:

Everyone in town doesn't like Rex and Beth for a variety of reasons.

When you are satisfied that everyone has lodged their grievances regarding Beth and Rex, you can allow Agent Smith and Agent Wesson to begin questioning Rex and Beth.

Rex and Beth were news anchors. They investigated the original story. Their boss determined that it was a dead end. They quit their jobs and headed out to find the money on their own. They came into town just before the statute of limitation ran out. They were the ones that called the FBI. And a bunch of other incidentals.

When we have learned Beth and Rex's story, announce the dinner break.

During the dinner break read the solution for after round two.

**DINNER BREAK**

## THE SOLUTION - AFTER ROUND TWO

Rex Porter and Beth Anker were an award winning reporting team from a national network television station based in New York city. The two of them had worked as a team since their early college days. When the US Department of Treasury money bag story had first hit the wires they were immediately assigned to cover it. The two of them were interested in more than just the story. They secretly made a pact between themselves that if either of them came upon the money while they were digging up information on the story that the two of them would split the money and take off to a remote island near Hawaii.

After a few days of working on the story, their boss quickly identified that there wasn't anything new to report, and pulled them from the story. Neither of them wanted to quit the chase for the money, so they both quit their jobs and went on an all out hunt for what had been reported to be 25 million dollars. For all they knew, the money could be stuck in a tree somewhere.

They used some of their Washington connections to get their hands on the flight log from the treasury plane that lost the money. They then employed a college friend of theirs who was able to use sophisticated computer equipment to simulate possible flight paths. It took them just over six and a half years to use that information to investigate every town that lie in their computer model flight path but one: a little town named Overland.

As they drove into town they knew that they had only three days before the statute of limitations expired on the money. They knew that this was their last chance. The first person that they approached was Sheriff Larsonie. They calmly introduced themselves as if they were still on assignment from their former television station and tried their best to get any information out of him.

The pair spent the next two days interviewing people in the town to see if they knew anything about the money. They got a little rude in their questioning and a little harsh in the way they treated the people they were interviewing, but they were getting really frustrated because they knew the money had to be in town and they couldn't find any proof of their suspicions.

Knowing that this was their last day to find the money, before whoever had it was able to spend it without retribution, they went back to the sheriff and tried to get some more information out of him.

Sheriff Larsonie knew these two were going to be a problem. He didn't hesitate in the slightest as he led them into the one available jail cell in the jail house. What he didn't know was that Rex and Beth happened to have a cellular phone. They waited until they had a moment alone before they placed the call to the FBI. If they weren't able to get their hands on the money, then they wanted to get a hold of the \$250,000 reward that had been posted seven years ago. They shared the information they had gained as they interviewed the citizens of Overland with the FBI and that's how everyone happened to end up here, in the conference room of the district attorney's office.

Just a few minutes ago Agents Smith and Wesson announced that it was midnight and whoever had the money now can legally keep it. They conceded that they had failed to retrieve the money before the statute of limitations ran out and asked whoever it was that had the money to tell them the story of how it was they were able to conceal the money all this time. Sheriff Larsonie was more than happy to offer the following story explaining how the citizens of the town of Overland had kept the missing money a secret for these seven years.

The bags of money fell to earth intact and landed in a cow pasture in the small town of Overland. The cow pasture happened to belong to a dairy farmer named Elmer Dudd. Elmer found the bags a few days later when he headed out back to spread some manure. Elmer didn't know what he should do with the large amount of money he found inside. He knew that he couldn't just spend it in a small town like the one he lived in without raising the suspicion of his neighbors. He didn't want to skip town and run off to another country, like he'd seen actors do in the movies either. The main reason why he didn't want to skip town was because his relatives were here, although, the more that he thought about leaving his relatives here the better that idea sounded.

In the end it was his fear of getting in trouble over this whole thing that kept Elmer Dudd from doing anything drastic with the money. For all he knew, the money could have been stolen from the bank in the next town over and the robbers could have left it in his pasture for safe keeping. They could be back at any time to get their money. If they couldn't find it they'd probably think that he had it. Although, that theory didn't make too much sense to Elmer because odds are the cows would have eaten the money before the robbers had a chance to get back to it. After spending a lot of time thinking about it, Elmer was a man of very little brain, he decided that the best thing to do was to call the Overland sheriff and let him figure things out.

Sheriff Larsonie hadn't ever seen that much money in one place in his entire life. He had a hard time believing that all that money could have just landed in Elmer's pasture, but he knew that Elmer didn't have enough smarts to hold up a bank and make up that kind of a story to cover his dirty deed. He took the money from Elmer and headed back to the small station house to decide what he should do. He knew that this kind of an event could cause a lot of commotion in a small town like Overland, so he made Elmer swear an oath not to tell anyone about the money. Then he decided that Elmer would have a hard time keeping his mouth shut, so he asked Elmer to come back to the station house with him. When they got there he asked Elmer to stay put in one of the two small jail cells. He wasn't sure what he should do with the money.

The loud ringing of the telephone roused him from his thoughts. It was his superior with the state police. He was calling to inform Sheriff Larsonie that the FBI was looking for the two bags of money that Elmer had found. He was told how the money was lost and that the FBI had decided that the flight path was too long to spend the time and money to investigate the loss themselves. They were leaving this investigation up to the local jurisdictions.

He was told to report any unusual activity, which he may suspect had anything to do with the missing money, directly to the FBI. He was told that he was doing a good job just before the conversation was abruptly ended. He never had a chance to let his boss know that Elmer had found the money and that he had placed it in the other jail cell.

Sheriff Larsonie realized that nobody would suspect him of having anything to do with the lost money. Dallas to New York was a long flight. That bag could have fallen out anywhere along that flight path, and if the FBI wasn't going to investigate the loss there was no way he could lose. If he didn't happen to report any suspicious behavior, then the FBI would have no reason to suspect that the bags had been found in their town, and there was no reason for them to come and ask questions.

He turned to Elmer and asked him who else knew about the money. Elmer told him that he might have mentioned it to a few people on his way over to meet with Sheriff Larsonie. Sheriff asked him exactly where he had been and who he spoke with. The plan formulated in his head as if it was a direct inspiration from God. He looked towards Elmer and told him to get comfortable because the cell was going to be crowded before long.

Sheriff Larsonie knew that there were certain people in town who were horrible at keeping secrets. He knew that he had to let them in on the plan and make them swear an oath of secrecy before he could trust them with the knowledge of the money. People were pretty upset they were being arrested and thrown in jail for no reason, but their concerns diminished as Elmer told them exactly why Sheriff Larsonie was doing what he was doing. It wasn't long before everyone from Overland who is now gathered in this conference room was crammed into that tiny jail cell.

The next part of his plan was crucial. He had to know how long they had to sit on the money before the statute of limitations ran out on the stolen money. Sheriff Larsonie let Bob out of the cell and the two of them headed to Bob's pizzeria. One reason they went to Bob's pizza was to make some pizzas to keep the captives well fed, the other was to make a phone call. While they were waiting for the pizzas to bake, Sheriff Larsonie asked Bob call the FBI to inquire about statute of limitations. The person he spoke to said that the statute of limitations is seven years from the date of the crime, but that most robbers are caught long before then. Bob pretended that it's just a bar bet and tells the FBI he wasn't involved in any robbery or anything like that.

Sheriff Larsonie figured that if the call is ever traced, Bob can just say that it must have been one of his customers passing by on the interstate that made the call.

Now that he had all of the significant players locked up in the jail cell, he sat at his desk and wrote the pact they all would have to sign. He then counted all of the money. 25 million dollars, split 14 ways, meant that each of them would receive just over 1.5 million dollars after seven years.

He then let them all out, told them how much they would be getting, read the pact, had each of them sign it, and the waiting began.

That's the story Sheriff Larsonie related to Agents Smith and Wesson just after they conceded that they had failed to solve the case in time. ***But when the citizens of the town of Overland tried to retrieve the money they thought was concealed in the jail cell they found that someone else had laid a claim to it.*** Now that the statute of limitations had expired whoever had the money in their possession as the clock ticked midnight can legally keep it. The citizens of Overland have been tricked out of their money. Now the big question is: who tricked them, who now has the money, how they got it, and what everyone else in the room got.

And you thought you were done. In round 3 we're going to get some leads as to who could have taken the money and what they've done with it.

**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

In the third round we find out who the people of Overland think took their money. There are not more friends in the room. It seems as if everyone has become enemies in just a matter of minutes.

When you have determined that Agent Smith and Agent Wesson have adequately investigated who could have taken the money from the town jail cell, you may announce the dessert break.

During the dessert break read the solution for round three.

**DESSERT BREAK**

THE SOLUTION - AFTER ROUND THREE

As Elmer Dudd is fond of saying: Holy Cow! It's surprising how fast the citizens of a friendly town can turn on each other when there's a ton of money involved. It seems as if anyone in the town of Overland could have taken the money while nobody else was looking. And it seems as if no one is without suspicion, reasonable opportunity, or motive.

Now you have to use the clues you've received so far to try to determine who is was that got the money out of the jail cell before midnight – because they are the ones who get to keep the money. You will receive one final clue at the beginning of round four. If you've paid careful attention to Agents Smith and Wesson's investigation, the portions of the solution that has been read thus far, and put it all together, you can solve the mystery. The one secret clue you have yet to receive may give you the one piece of the mystery you are yet lacking.

During the dessert break begin to formulate your theory as to the solution to the mystery. Remember, you have to determine who tricked the citizens of Overland, who now has the money, how they got it, and what everyone else got. I hope you're not too deep in thought to enjoy your dessert.



ROUND 4

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

Reiterate to them, after they have their clues, that they need to determine who tricked the citizens of Overland, who now has the money, how they got it, and what everyone else got.

Now you may open the floor for any suggestions as to their theories to the solution. Accept every theory as if it was a potential theory, allowing everyone to offer their theories. Once everyone has finished offering their theories, and if none are correct, ask them to read their secret clues one at a time, out loud. Tell them that there is enough information within the secret clues, when combined with each section of the solution that has been read to them, to solve the case.

Once all clues have been read reopen the floor for new theories. When everyone has offered their theories settle them down and read the solution to round four.

## THE SOLUTION - AFTER ROUND FOUR

The FBI knew they didn't have any time to spare. Rather than mess around with technicalities, they came into town full force and arrested anyone Rex and Beth suspected. They rushed them off to the closest city to the conference room in the District Attorney's office. It was here that Agent Smith had a stroke of genius.

He knew that they had passed over a time zone in the drive from Overland to the big city and that the suspects would be disorientated. He ordered that the clocks in the conference room be moved ahead by an hour and that all jewelry, watches, and personal effects be confiscated from the suspects.

Once all were gathered in the conference room Agent Smith and Agent Wesson began to question them as if they were pressed for time. Their questioning got intense just before the clocks showed that it was midnight. The town members calmly watched the clock tick closer and closer to freedom while refusing to answer any of the agent's questions. As the clock made its audible tick to midnight there arose a great cheer from the conference room.

Agent Smith and Agent Wesson acknowledged defeat and congratulated them on their victory. They pleaded with Sheriff Larsonie to tell them the story of how they had beaten the system. When he was through telling them how they kept the missing money a secret for the seven years, Agent Smith asked him where they hid the money. He then calmly smiled as he took his cell phone out of his pocket and called the agent who was standing by in Overland. The FBI had the bars open and the money in hand with 10 minutes to spare.

Agent Wesson then presented Rex and Beth with a check for \$250,000. It was their reward for reporting who had the money and helping the authorities recover it before the statute of limitations expired. Rather than prosecute the people of Overland for their crime he decided that the people in the room have been punished enough and let them all go home free, after telling them how much of the law they violated.

But that's not the end of our story. The crushed citizens of Overland returned home to their mundane lives. All of their hopes and dreams were crushed just minutes before they were to gain financial freedom, but they still had to live their lives, somehow.

Elmer and Delia Dudd took the blow the best. They had lived a simple life all their lives and they didn't let the lure of the big money get to them. They continued developing their cattle farm just as they had before the money dropped out of the sky. They lived long into their eighties with no regrets.

Max Silverman was a shrewd businessman/woman. He/she knew that he/she couldn't spend money that he/she didn't have and put the 1.75 million out of his/her mind until the day he/she got it. When things fell through at the end, he/she gave up on his/her video store idea, which he/she never liked all that much in the first place, and decided to develop a strip mall just off of the highway interchange. He/she opened up a souvenir store in the prime storefront and made his/her million by selling keepsakes from what had become known as "The stupidest town in the world."

Sheriff and Penny Larsonie had already spent a good portion of the money they thought they had coming. They did pretty good in the first few years, but once they believed they were in the clear they couldn't help but spend some of it. Then they lost it. Sheriff Larsonie lost his job over the incident. He was lectured about the importance of not having a criminal in law enforcement, or something like that, just before he was let go. His wife left him to join Max Silverman in his/her development venture. Sheriff Larsonie spent the rest of his days living off of what he could get by begging from those who came to the strip mall and the deposit from the pop and beer cans he collected from the highway.

Betty Doe, having worked in the banking industry since she graduated from college, knew the importance of earning interest. She talked Sheriff Larsonie into allowing her to get her hands on her portion of the money during the first year the pact had been signed, so that she could deposit it in a bank account and earn interest. Sheriff Larsonie wondered if this was a good idea, but Betty talked him into letting her use it for just a year. She deposited the money in a Swiss bank and drew 8% interest for a period of one year. She then returned the original money Sheriff Larsonie allowed her to borrow and continued to draw interest on the interest made during the first year. Seven years later, she now had more than 185,000 dollars in that bank account. Although she was sad she had lost out on the 1.25 million, it appeared as if Sheriff Larsonie had forgotten about the initial deal they had and she wasn't about to remind him. She saw him collecting cans on the side of the highway and knew he was in no shape to bring their arrangement to mind. She approached Bob, of Bob's Pizza with both a romantic and financial proposition.

Let's just say that Bob, of Bob's Pizza also make out big time. He never was into being rich in the first place. He just wanted to make enough money to keep himself alive. Now he found himself with the woman he secretly loved, and enough money to make a big time move. He took the money that Betty Doe had saved and invested it into a move to a new location at the strip mall that Max Silverman had developed. He considered himself to be the richest man in town, what with having Betty Doe as his wife, and oh yeah, the more than a million dollars he made over the years by selling novelty pizzas to those who came to see "The stupidest town in the world." The two were the happiest, and best fed, couples in town for many years.

Jenny and Red Farmer couldn't take the hit. They had been planning on quitting their farming life and taking a life-long trip around the world. They kind'a went nuts, packed up some old backpacks, deserted their farm, and became migrant workers in southern California and Florida. They took jobs wherever they could and spent the rest of their lives in poverty and misery as they moved from one town to another looking for work.

Mr. And Mrs. Hooper took over the Farmer farm and cut their costs by raising all of their own vegetables. They too moved their grocery store to a new location in the new strip mall and that is where they struck it rich. One of their biggest sellers was lottery tickets. One day someone came in and ordered their lottery tickets, but the machine kicked out two sets of tickets. Rather than make a fuss about it, Mrs. Hooper just paid for the tickets herself. She and the customer split the 85 million dollar jackpot. Mr. And Mrs. Hooper were able to travel as much as they wanted for the rest of their lives.

Dr. and Ida Benagoner knew that the town wasn't going to be the same after this kind of tragedy. They didn't want to be a part of a town that was known as "The stupidest town in the world," they only moved out to Overland because their professor in MED school suggested the town be a good place to start a practice, so they left their practice and headed to Africa to join the Peace Corps. They spent the rest of their lives donating their time and services to people who really needed their help.

Art Mobile finally married his longtime girlfriend, Autumn. Art and Autumn Mobile drove off into the sunset together on to their honeymoon in the motor city. Then they returned and watched their gas station expand as the traffic on the interstate flourished. You see, Max had just happened to build his/her new strip mall right next to Art's long-time location and Art had the only gas station for miles around. His hard work and trustworthiness enabled him to live a life without worrying about money. Autumn made him happy, and he was even happier when she gave him three beautiful children, which they named Rex, Beth, and Elmer.

Agent Smith and Agent Wesson were commended for their fine detective work. They were promoted and given a banquet in their honor. As it is with most people in the police force, they each gained about 210 pounds because of constant appreciation of donuts and spent the rest of their careers pushing pencils behind a desk. The mishap in Overland was the last good thing they ever did.

Rex Porter and Beth Anker had it made. They took the reward money and headed south, as they had planned to do. They had taken good notes while Sheriff Larsonie told his story to the Agent Smith and Agent Wesson and turned those notes into a best selling novel. When Max Silverman heard what they were doing, he/she called them up and convinced them to name it, "Lessons Learned From The Stupidest Town in the World." Max became the only outlet for autographed copies of the book. The proceeds from the book sales enabled them to spend the rest of their lives in paradise.

Pastor and Prudence Solomon took the brunt of the blame for the mishap and had to leave town. They stuck around for a couple of months trying to minister to the people of Overland in their grief, but everyone was bitter towards God for taking away their blessing, and pastor Solomon knew that he had done wrong in signing the pact. Pastor Solomon tried to explain that this may have been a judgment for their sin, but that it was most likely just the way that things turned out, but nobody wanted to hear it. They wanted to blame God for the loss of money and formed a boycott against the church. With no members, and no tithe money coming in, Pastor and Prudence Solomon were forced to leave Overland and start another church in a small town called Sandusky. You wouldn't believe what happened in that town. But I'll save that story for another day.

- The End -

