

Mystery at Windfall Lodge



The charlatan will be revealed...

A Mystery Dinner Game
Produced by
Acts of Light

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WELCOME TO

Mystery At Windfall Lodge

The charlatan will be revealed...

Tonight you are going to take part in a Mystery Dinner. The mystery is not what we are going to eat, rather, the mystery is all about a large sum of money and which character is going to end up with the money at the end of the evening. 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 solely in your hands. I trust that you will have a blast!

Common Knowledge...

You don't know much about the purpose of your presence here at the Windfall Lodge. All you know is that you received the following invitation in the mail and it sounded like an opportunity that was too good to pass up.

Your presence is requested at a complimentary evening's stay at the Windfall Lodge to be hosted by Despicable, Nefarious, & Cad, Attorneys at Law. The purpose of this retreat is to discuss a large sum of money you may be eligible to claim. You must attend the evening's activities if you are to qualify for the large sum of money (in excess of 1 million dollars). All arrangements have been made on your behalf.

Please do not contact this law firm with any questions. Any and all questions will be answered if and when you attend the meeting at the Windfall Lodge. The Charlatan will be revealed...

Until Then, Sincerely Yours,

*Despicable
Lead Attorney for Despicable, Nefarious, and Cad*

Your Mission...

Your main goal is not only to determine who should end up with the money at the end of the evening and why they should receive it, but to also identify the charlatan (or imposter, fake, cheat). It is also your job to keep this evening's two investigators, Despicable and Nefarious, of Despicable, Nefarious, and Cad, off of your tail if you're the lucky one who is being questioned. Solving this case in a hurry is not your objective. You will not be given enough information to solve the case until the questioning portion of the game has ended, so don't even try to solve the case before you are told to do so. Solving this case at the end of the evening is your main objective. Let the investigation flow, seeking as much pertinent information as you can while the investigation progresses, while searching for motives and opportunities. So, make mental notes of who did what, and leave the questioning to the lawyers.

Despicable and Nefarious, two well-known and widely-respected lawyers, and the founding partners of the infamous law firm of Despicable, Nefarious, and Cad have been asked to lead this evening's investigation. It is up to them alone 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 Despicable and Nefarious and they will be the ones to decide whether or not to pursue your ideas.

Soon you will be given information about the character that you are to play tonight. Your responsibility is to simply answer any questions Despicable and Nefarious ask you as you believe your character would answer them. Most questions will be specifically addressed in the information you have been given about your character. 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.

At the end of the evening you will be given the opportunity to offer your own ideas as to who it is that should be awarded this humungous amount of money, and who you believe the charlatan to be. Then, we will find out who the charlatan truly is and who is to receive the money. So, pay careful attention to the questions that Despicable and Nefarious 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 could 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. Remember, you can blame others for anything that you'd like. It's not up to you to make the investigation flow, unless you're Despicable and Nefarious, so do your best to give them a hard time solving this mystery.

Schedule of Events...

Prelude...

You will be given some time to read the information in this booklet and your player profile to 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. Ham it up!

Round 1...

You have learned a little bit of your own part of the story, but now it's time to learn about everyone else who was invited to the Windfall Lodge.

Break for Appetizers...

Round 2...

Why were we all invited here in the first place? We'll learn more about the purpose of this mysterious weekend in Round 2.

Break for Dinner...

Round 3...

Ah, now we find out why we're here and how we can place a claim on a fortune. What is your claim going to be based on and who's going to end up walking away with the money?

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 the charlatan is and who should be awarded the money?

I bet you can't!

Rules of Play...

DO NOT show any of the other players your booklet, 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 booklet.

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 Despicable and Nefarious 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 Despicable and Nefarious and they'll follow up on them if they feel your concerns are relevant.

However, you are free to offer any of your opinions as outbursts as the investigation proceeds. Feel free to react to what you believe are lies by letting the others in the room know that the person being interrogated cannot be trusted and that his or her words must be taken lightly. Some characters are rude and extroverted. Act as you perceive they would act if they were put in the situation you now find yourself in.

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 have pertinent information that is to be revealed. Your goal is to try to avoid revealing the information that would be damaging to your cause. If you are confronted with a question that would reveal self-incriminating evidence, and you can't find a way to evade the question, then the moderator may make you 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 Despicable and Nefarious 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!