

Sample Story Frame for *The Westing Game*

The story begins when *letters* are delivered to chosen tenants-to be of Sunset Towers. After everyone moves in, they are surprised when *Sam Westing* is found dead and each new tenant is invited to *the reading of his will*. The tenants are divided into *pairs* and are given *\$10,000* and *clues* in order to find out who killed *Sam Westing*. Soon after the game begins strange things begin to happen. Things such as (*ex. Turtle's Mickey Mouse clock, important "business papers," a silver cross necklace, a topaz pin and earrings, gold cufflinks, and a gold railroad watch*) disappear. Four *bombs* explode at *1. the coffee shop 2. Shin Hoo's Restaurant 3. Angela Wexler's bridle shower*. *Angela* was responsible for the first three while *Turtle* was responsible for the fourth because *she was trying to protect her sister*. The clues for the game came from *the song "America"*. *Crow* said she was the answer to the game at the final meeting just after *Sandy* died. In the end, *Turtle* figured out the Westing Game. *Sam Westing* had *four* identities: *Sam Westing, Barney Northrup, Sandy McSouthers, and Windy Windkloppel*.