



The Westing Game



Adapted by Darian Lindle

From the novel by Ellen Raskin

Directed by Terry Brino-Dean

May 2-10, 2009

The New Hazlett Theater, Pittsburgh, PA

Teacher Resource and Tour Guide

Wayne Brinda, Ed.D, Artistic Director and Founder

Deb Wein, Education Director

Mimi Botkin, Educator

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Literacy, in relation to adolescent learners, is defined by Jetton and Dole (2004) as **constructive, fluent, strategic, motivated, and a lifelong pursuit.**

Theater has demonstrated its effectiveness as a strategy to teach reading, speaking and listening skills, focus, discipline, teamwork and patience as well as any sport. On the middle school and high school level it helps teachers build a better understanding of the world, an enjoyment of English, languages and reading. Good teachers strive to help their students connect to the literature by connecting it to their own world. This puts the literature into a framework for students to understand and appreciate. Good actors bring the characters from the pages to life, giving them full dimension, providing a multi-sensory experience, allowing students to “see” and vicariously “live in” the literature. The mission of Prime Stage to ‘Bring Literature to Life’ provides the best of both disciplines. Prime Stage Theatre has the privilege, through generous funding from local foundations to realize its mission of addressing adolescent literacy through theatrical productions and educational programs. Our distinctive Adopt-a-School Program, Resource Guides, Teacher Workshops and Mentor Program make theater accessible to middle school and high school educators, students and their families. Through theater, students connect literature to their lives and to the larger community in which they live.

A word about the lessons:

Our Education Resources include activities that we suggest you do with your class to enhance your fieldtrip to Prime Stage. Some activities and lessons are appropriate for doing in class before attending the play, on the bus ride to the theater, and after you return to school. The lessons, which have been designed by fellow teachers and culled from on line resources, meet PA Humanities and National Standards for Arts Education. Please let us know which sections are most helpful to you. Please view our website and use us as a resource for teaching literature in your classrooms.

Prime Stage, Where Literature Comes to Life! www.primestage.com

Wayne Brinda, Ed.D, Artistic Director and Founder of Prime Stage Theatre

Deb Wein, Education Director

Mimi Botkin, Educator



Darian Lindle, Playwright

As many other readers have, I first read *The Westing Game* when I was in the 5th grade. I had just moved to a new school in a new town across the country from all my friends but when I read about Turtle Wexler I didn't feel so alone. She was this smart, odd, confident girl who didn't quite fit in and I REALLY identified with her. Plus, the writing was so interesting. The mystery was great but what intrigued me was the dynamics between this diverse group of people and how, just by being paired with one another, they changed into better people, better versions of themselves.

That idea of found families really stuck with me and I reread *The Westing Game* every five years or so to keep reestablishing the ties I felt to the characters in the story.

In 2003 I was trying to establish myself in the Seattle theatre scene and I kept coming back to *The Westing Game*. Being a director, my first impulse was to find a theatrical version to direct. To my surprise, none seemed to exist. So I thought I might as well try my hand at adapting. I'd never written a play before, but "how hard could it be?" Wow. Really hard. I had only written about 3 scenes when a friend suggested I submit it to a new play festival - I did and it was accepted. That's when I realized I really had to do this thing. And I had better get the rights! I contacted Ellen Raskin's family and I couldn't believe how kind and supportive they were. They even matched the stipend I received from the festival. I finished the play. The reading went well. And... Nothing happened, at least not with *The Westing Game*. But writing it awakened the playwright in me and I've been writing plays ever since.

Flash-forward to 2008: I receive an email from Wayne Brinda of Prime Stage. He wanted to revive my sleeping adaptation. And more, he gave me an opportunity to re-write it completely.

One thing that has been a real blessing from this has been the opportunity for me to reconnect with Terry. He and I had gone to school together and been friends (he even directed me in a ridiculous avant-garde performance piece) but we had lost touch. When Wayne called to tell me he had found a director and that it was Terry, it was too good to be true. For me, this process has been a bit like something out of *The Westing Game* itself: it's given me new confidence and brought me new opportunities and new friends.

This book has truly blessed my life and I am so proud to be an instrument in bringing it to the lives of others.

Cheers,
Darian

Terry Brino-Dean, Director

I grew up in a family that was fairly atypical; then again, don't we all? But compared to what you were likely to find in the small Iowa town in which I was raised, my family was different – or, as my parents continually told us, “special.” We were special because I had two special sisters who were adopted from Korea and a special foster brother and sister who lived with us for my entire childhood through high school and who remain to this day very much a part of our family. Our family also served as an emergency foster home where kids could be sent on short notice if social services urgently needed to get them out of bad situations.



It took many years living away from my parents before I realized that growing up in this family radically shaped the way I understand and relate to the entire notion of “family.” In my world, family was not something tied to blood or birth. Parenthood was not created or sustained by the acts of conceiving and birthing a child. Familial love was not necessarily instinctual or automatic; it needed to develop and grow and be maintained in all relationships. Family was more about connections through diversity and difference rather than similarity or commonality. Of course this latter fact was most visibly apparent in the ethnicity of my sisters (which we always celebrated with pride), but it was also evident in the different last names of my foster siblings.

When I first read *The Westing Game*, I identified with the book and its characters immediately. Of course the story was fun and engaging, the characters were unique and interesting, the mystery was complex and unpredictable, and the setting (a city in Wisconsin) hit close to home. But more than anything else, it was the vision of family put forth in the book that drew me in and made the story particularly meaningful. Ellen Raskin's tale presents an intentionally diverse community of individual characters whose familial relationships are reconceived as Sam Westing forms them into unlikely pairs that flourish far beyond the confines of his “game.” The book spoke to me, but it also reflected my own experiences with and understanding of family. The world of Sunset Towers is portrayed idealistically, but this is a world that I personally relate to, believe in, and celebrate.

Darian Lindle's dramatic adaptation captures the true spirit of Raskin's story in an effective theatrical vessel, and her play will allow the book to reach a whole new audience of readers and theatergoers, both young and old. Working with Darian has made this production process especially fun and rewarding. Darian is an old friend with whom I had worked when I was in graduate school and she was an undergraduate at Indiana University (Bloomington). It was a completely random coincidence that we got together for this show; Wayne Brinda brought both Darian and me on board independently without any knowledge of our past connection. It was such a nice surprise to find out that we would be reunited to develop *The Westing Game*. Since the day we first met I have always admired Darian's talents, intelligence, and willingness to take artistic risks. She is a fantastic writer, and it has been a special joy to have this unexpected opportunity to work with her again and to rekindle our shared kinship – indeed, our own shared sense of family. I'm proud to be part of bringing Darian's play, and Raskin's masterful tale, to its theatrical premiere with Prime Stage. Enjoy!

The Westing Game

By Ellen Raskin

The mysterious death of an eccentric millionaire brings together an unlikely assortment of heirs who must uncover the circumstances of his death before they can claim their inheritance.

The Westing Game was awarded the **Newbery Medal** in 1979. It has been adapted into a movie, released under both the names *The Westing Game* and *Get a Clue*.

The Newbery Medal



Awarded for the most distinguished contribution to American literature for children

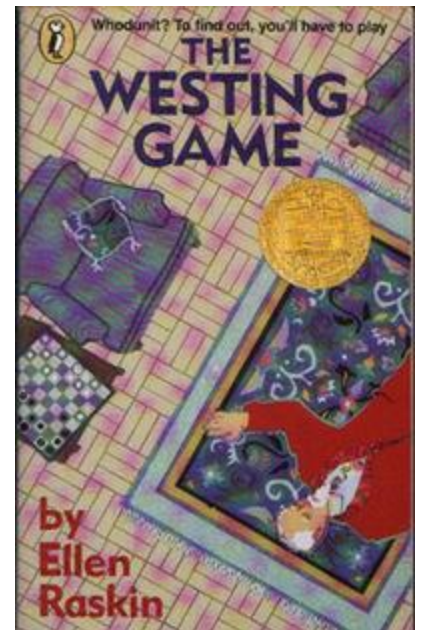
Presented by Association for Library Service to Children

Country  United States

First awarded 1922

About Ellen Raskin and *The Westing Game*

- Ellen Raskin originally planned to major in journalism in college but switched her major to fine arts after a visit to the Art Institute of Chicago.
- Ellen Raskin illustrated hundreds of book jackets, including the original edition of Madeleine L'Engle's *A Wrinkle in Time*.



The first edition of the book, 1978

- In addition to the jacket illustration, Ellen Raskin also did the interior design for *The Westing Game*, selecting the typeface and determining the layouts for the title page and interior other pages.
- Ellen Raskin believed that the outside margins should be at least equal to the width of an average eleven-year-old's thumb, so that the reader could hold the book comfortably without interfering with the text.
- Howard Hughes died during the writing of *The Westing Game*, and the event was a big influence on the book. Ellen Raskin was particularly inspired by stories of phony heirs coming forward in attempts to claim Hughes's inheritance.
- Even after being published, Ellen Raskin always considered herself an artist rather than an author.
- The original title of *The Westing Game* was *Eight Imperfect Pairs of Heirs*. The author changed it so that reviewers wouldn't latch on to the word "imperfect." Other working titles included *The Westing Will*, *The Westing House Shadow*, and *Puzzle of the Winds*.
- Ellen Raskin began writing *The Westing Game* in 1976, and she was inspired by the Bicentennial celebrations happening throughout the year. This led to the appearance of fireworks in the story. It also made her think about patriotism and the American Dream and how she wanted to reflect a melting pot of different races and ethnicities in her character.

The Pittsburgh Connection to *The Westing Game*

Amy Kellman, a Pittsburgher, met Ellen Raskin in the 1970's. Amy was working with the American Library Association and The Carnegie Library of Pittsburgh. Ellen had come to Pittsburgh to do a program for the Carnegie Library. Ms. Kellman mentioned to Ms. Raskin that her daughter, Jenny, wanted Ms. Raskin to write another "puzzle mystery" book. Ellen Raskin responded that she was going to write the great American novel, but actually she had an idea for a mystery. The result was *The Westing Game*. Sometime prior to the book being published, Amy Kellman got a call offering her a potential position on the Newbery/Caldecott Committee (they were one committee in those days), or she could instead opt to have Ellen Raskin dedicate the book to Jenny and Sue (her other daughter). Amy Kellman replied without hesitation that they would all love to have the book dedicated to the girls. And so it was.

After Ellen Raskin won the Newbery Award for *The Westing Game*, the Kellmans visited her and her husband, Dennis Flanagan, in their house in Greenwich Village (see *The Tattooed Potato and Other Clues*). They presented her with a large Westinghouse umbrella. Shortly after that Ellen became ill and died much too young at the age of 56.

The Westing Game

Character Descriptions:

BARNEY NORTHRUP – (65, Caucasian) A smarmy realtor who convinces most of the Westing heirs to move into Sunset Towers. He wears a thick brown toupee, a bushy moustache, a loud plaid jacket, and has buckteeth. He oozes charm like a snake oil salesman.

OTIS AMBER – (62) Sunset Towers' delivery "boy" and fourth grade dropout. He delivers mail, packages, and whatever else to the apartment building and elsewhere on his bike. Otis is dressed in a brightly colored plastic jacket and an aviator's helmet.

GRACE WINDSOR WEXLER – (42) A social climber and self-professed decorator. She is the mother of Turtle and Angela. She is unwittingly xenophobic (a fear of the unknown), slightly neurotic and completely self-absorbed. She used to have a softer side but it's been a while since she's shown it.

ANGELA WEXLER – (20) Oldest daughter of Grace; she is known for her beauty and her engagement to young, promising intern D. Denton Deere. The perfect child, she is soft-spoken, very beautiful, and very good at bottling her anger.

TURTLE WEXLER – (14) The youngest daughter of Grace; she's a plucky girl with a braid who kicks people's shins in "self-defense". Turtle is smart, aggressive, slightly neglected and a stock-market whiz.

SYDELLE PULASKI – (38-50) Secretary to the president of Schultz Sausages. Sydelle is hungry for attention and admiration; she has no close friends.

MR. JAMES SHIN HOO – (50, Chinese-American) Doug's father and owner of Shin Hoo's Restaurant on the fifth floor. His restaurant is failing. He is a disgruntled inventor who is so tightly wound he has given himself an ulcer. A widower, his son's academic and financial success is supremely important to him.

DOUG HOO – (18, Chinese-American) Son of James Shin Hoo. Doug is a high school track star with Olympic dreams; smart but not a scholar. He has a winning smile and an ability to make everyone like him. He likes to tease Turtle but is most concerned with running.

FLORA MILLER BAUMBACH – (60) She's a somewhat timid dressmaker whose daughter Rosalie died a year before the novel begins. Flora always has a kind word for everyone and speaks softly so as not to inconvenience anyone. She smiles too much.

JUDGE J.J. FORD – (42, African-American) A judge on the appellate court, she has a grudge against the Westing millionaire. She's tough, but fair - just what you'd expect a judge to be.

CHRIS THEODORAKIS – (15, Greek-American) Younger brother of Theo; he suffers from a neurological disease that confines him to a wheelchair. He is also barely able to speak or control his body movements. He enjoys bird watching and is lonely for company.

THEO THEODORAKIS – (19, Greek-American) Theo is his brother's guardian. Theo wants to be a writer but has no time or money for study. He is a thoughtful, sensitive and slightly angry young man.

BERTHE ERICA CROW – (57, Caucasian) Sunset Towers' maid and a Salvation Army soup kitchen volunteer. She dresses exclusively in black as if in permanent mourning. Crow is obsessed with sin and its penalty.

D. DENTON DEERE – (25) A medical intern engaged to Angela Wexler. He is somewhat egotistical and has gone into plastic surgery for the money – not the love of medicine.

SANDY MCSOUTHERS – (65, Caucasian) Sandy is the doorman at Sunset Towers and is everyone's pal. He befriends the heirs and helps guide the events in the game. He has a grudge against Westing and a large family to support.

RADIO ANNOUNCER – A no-nonsense news professional.

EDWARD PLUM – (28) A very inexperienced lawyer who just passed the bar. He was hand-selected by Westing as executor of the Westing Will. He is competent but not very confident. He is alternately theatrical, hysterical and bumbling.

SAM WESTING – (65) A corpse dressed like Uncle Sam.

DETECTIVE – A gruff fellow; hired to find out the skinny on the Westing heirs.

DR. SIKES (60) Dr. Sidney Sikes is an old friend and confidant of Sam Westing. He suffered a crushed leg from the car accident he was in with Westing and has a permanent limp. Dr. Sikes is a physician. Also, he was a witness to the Westing Will.

JULIAN R. EASTMAN (65, Caucasian) Newly-elected Chairman and CEO of the Westing Paper Products Corporation. He takes control after the death of Sam Westing. He is well-manicured and impeccably dressed.

The Prime Stage Production of *The Westing Game*

Prime Stage takes special pride in being the first theater company to bring the book, *The Westing Game*, to the stage. The director,

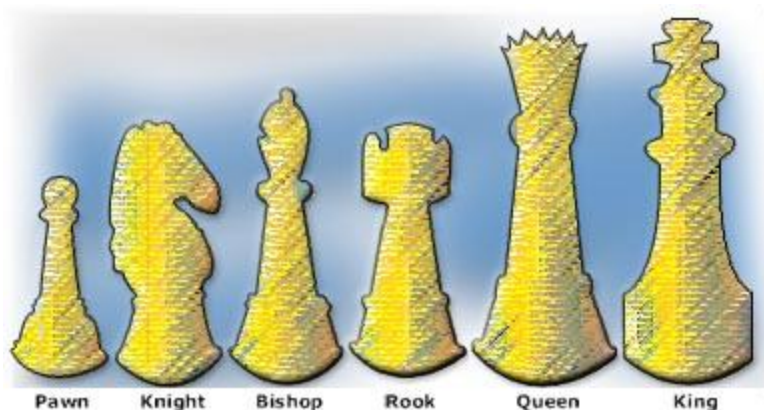


playwright, set designer, sound designer, lighting designer, scenic artist, technical director and projection designer have all collaborated to create the world of *The Westing Game* on the stage.

Prime Stage also casts age appropriately. That means that if a script calls for a thirteen year old girl, as does the part of Turtle, Prime Stage will cast a thirteen year old for the part. The part of Turtle in this production is being played by a thirteen year old seventh grader.

The Game of Chess

Chess is a game for two players, one with the "white" pieces and one with the "black" pieces. Each player has six different types of chess pieces: there are 8 pawns, 2 rooks, 2 knights, 2 bishops, 1 queen, and 1 king. Here is a picture of what the pieces look like:



White always moves first, and then the players take turns moving. Only one piece may be moved at each turn (except for "castling" a special move). The Knight is the only piece that can jump over other pieces.

All other pieces move along unblocked lines. You may not move a piece to a square already occupied by one of your own pieces. But you can capture an enemy piece that stands on a square where one of your pieces can move.

- **The Queen** - is the most powerful piece. The queen can move any number of squares in any direction- horizontal, vertical, or diagonal- if her path is not blocked.
- **The Rook** - is the next most powerful piece. The Rook can move any number of squares vertically or horizontally if its path is not blocked.
- **The Bishop** - can move any number of squares diagonally if its path is not blocked.
- **The Knight** - his move is very special. It hops directly from its old square to its new square.
- It can jump over other pieces between old and new square. The knight moves like a "L"- two squares horizontally or vertically and then makes a right angle turn for one more square. The Knight always lands on a square opposite in color from its old square.
- **The King** - is the most important piece. When he is trapped, his whole army will lose. The King can move one square in any direction. The King may never move into check.
- **The Pawn** - moves straight ahead (never backwards), but it captures diagonally. It moves one square at a time, but on its first move it has the option of moving forward one or two squares. If a pawn moves all the way to the opposite end of the board, it is immediately promoted to another piece, usually a Queen. It may not remain a pawn or become a King.

The Point of the Game

The main goal of chess is to checkmate your opponent's King. The King is not actually captured and removed from the board like other pieces. If the King is attacked (checked) and threatened with being captured, it must get out of a check. If there is no way out, the position is a checkmate and the side that is checkmated loses. Here are three ways to get out of a check:

- Capture the attacking piece,
- Place one of your own pieces between the attacker and your King (unless your being attacked by a King), and
- Move the King away from the check. If a checked player can't do any of these three ways, he will lose the game. If a King is not in check, but that player can make no legal move, the position is

called a stalemate and the game is scored as a tie.

Castling

Each player may castle only one time during a game. Castling is a special move that lets a player move two pieces at once- the King and the Rook. The player would then move his King two squares to its left or right toward one of his Rooks. The Rook then goes to the square beside the King and toward the center of the game board. In order to castle, neither the King nor the Rook may have moved before. The King may not be involved with a check. When castling, there may not be any other pieces white or black between the King and the Rook.

This move is very important because it gives you the chance to put your King in a safe place and also lets the Rook become more active.

En Passant

This is a French phrase used for a special pawn capture. It means "in passing." En Passant happens when one player moves a pawn two squares forward to try to avoid being captured by the opponent's pawn. The capture is then made exactly as if the player had moved the pawn only one square forward.

Time Controls and Sudden Death

In professional chess or chess tournaments, different time controls are used. Two different types of clocks are used with a time controlled tournament. The two clocks are a digital clock and a mechanical clock. A digital clock will display the exact number of minutes and seconds for each player. A mechanical clock has a traditional clock face and hands. It also has a device called a flag that will signal when a player's time is up. When the time is up, the flag will fall down.

A sudden death time control is one where the players must make all their moves before time expires. For example, a time control of Game/30 means that each player must make all their moves in 30 minutes or less. If a player needs to use more than their 30 minutes before the game is decided, that player loses on time. A time control of 40/2 means that each player has two hours to make the first 40 moves.

Chess tips and strategies

1. Don't rush. Take your time and be sure to study the chess board carefully.
2. Watch your opponent's moves.
3. Have a plan and make the best moves you can.
4. Establish a value for each of the game pieces.
5. Control the center.
6. Keep your king safe.
7. Don't expose your good pieces such as your queen or rook too early.
8. Have strength in numbers. Attack with as many pieces as possible.
9. If you want to gain space, try advancing pawns.
10. Know when to trade pieces.

Previous chess champions:

- Alexander Alekhine
- Jose Raul Capablanca
- Bobby Fisher
- Garry Kasparov
- Wilhelm Steintz
- Mikhail Tal

**Vocabulary**

- Check:** A move in chess that directly attacks an opponent's king but does not constitute a checkmate.
- Checkmate:** To attack (a chess opponent's king) in such a manner that no escape or defense is possible, thus ending the game.
- Stalemate:** A drawing position in chess in which the king, although not in check, can move only into check and no other piece can move.
- Castling:** To move the king in chess from its own square two empty squares to one side and then, in the same move, bring the rook from that side to the square immediately past the new position of the king.
- Time control:** The amount of time each player has to make some or all moves during a game.
- Rank:** Any of the rows of squares running crosswise to the files on a playing board in chess or checkers.
- File:** Any of the rows of squares that run forward and backward between players on a playing board in chess or checkers.

Questions for Discussion

1. Which tenant was chosen by mistake? What was Sam Westing's mistake?
2. Sam Westing turns out to be a man with many different identities. What four different names and identities does he use?
3. At the end of the story, how is Judge Ford able to finally repay her debt to Sam Westing?
4. After the second bomb in Chapter 13, Angela and Theo have a conversation in which they discuss their separate future plans. What did Theo and Angela confide to each other? What do we learn about them here? Why couldn't Angela answer Theo's question?
5. At her bridal shower, why do you think Angela turned the gold box containing the bomb toward herself?
6. Who did the burglar turn out to be, and why do you think he or she stole the jewelry and the clock?
7. Did you feel sorry for any of the characters here? Why? How would you help that character if you could?
8. Turtle, of T.R. Wexler as she came to be called, always kept her secret about Sam Westing, even from her own family, including her husband Theo. Why do you think she kept the secret? What would you do in her shoes? Can you imagine keeping such a secret from the people most important to you?

9. What do the words of the song “America the Beautiful” have to do with the Westing mystery? Do the words to the song help the heirs as they try to solve the puzzle?

10. The Westing heirs are asked two times in the story to give their signatures and titles on a receipt. Compare the original titles of the heirs in Chapter 7 to the titles they give later in Chapter 23. How the titles change, and what does this show about what each heir is experiencing?

11. Why do you think Sam Westing set up this elaborate “game,” and do you think it turned out as he hoped?

12. Most of this book takes place in the apartment building Sunset Towers. How does this location affect the story? Can you imagine this story in another setting? What other kinds of places could a story like this take place?

13. What events or characters here did you find funny? Why do you think Ellen Raskin, the author of this book, included so many humorous details in her mystery?

14. Why do you think Angela waited more than five years to marry Denton Deere? Do you think she made the right decision?

15. As you were reading, which of the heirs did you trust the most? Who did you find the most suspicious? Explain why you judged them as you did.

Classroom Activities for *The Westing Game*

You've been hired to direct and cast the character for a new movie version of *The Westing Game*. Who would you select for each part, and why? They can be celebrities or classmates. What kind of acting instructions would you give to each person? Explain your decisions using Raskin's characters as your guides.



Each of the sixteen heirs of Sam Westing has some kind of past connection to him. Using Judge Ford's notes on each heir create a web with Sam Westing in the center, showing all of the connection between Sam and his heirs. Include as many details as you can, and show the connection between the heirs as well.

Make "Wanted" posters for the Westing heirs. Illustrate your posters using physical descriptions from the novel, and include information on your poster about what makes each character suspicious.

You have been hired as the Westingtown detective. Your job is to create a file on five suspects from *The Westing Game*. Each file should contain a detailed photograph, a list of positive traits, a list of negative traits, and other pertinent information (occupation, partner in the game, motives, clues or artifacts you found, family, birth certificate, etc.) in regards to the case. You will also have to write a letter to your boss that explains your finding and who you find to be guilty!



Writing Prompts for *The Westing Game*

Solving the Mystery

You have been chosen to be an heir to play *The Westing Game*. You will take part in trying to find the murderer who is running loose. What things do you need in order to find the culprit, solve the mystery, and keep yourself safe? The items that might help include another group's clue, half a copy of Samuel Westing's will, a partner, a notebook, a pencil, a camera, a file on other heirs, a car, a weapon, and a room in Sunset Towers. You can only have three. Which ones would you choose? Why? Write an expository essay to explain your choices.

Whodunit

When reading a whodunit or murder mystery, the reader must be an active rather than passive reader. For example, the active reader would already formulate an opinion as to who committed the murder. Who do you think is the most likely suspect in this story? Write a persuasive essay trying to convince the reader on your position.

Teammates

Chris said that everyone had the perfect partner. Choose three partnerships. Explain how they were perfect in an expository essay.

Personal Connection

Turtle Wexler spent a night in the Westing Mansion on a dare from her friends. Share times from when you were younger that you were dared to do something that you didn't really want to do. Discuss what it is that encourages people to respond to dares even when they don't make a lot of sense.



Vocabulary for *The Westing Game*

Chapters 1-4

- | | |
|-------------------|--|
| 1. Luxurious | 1. Expensive, high-quality |
| 2. Elegant | 2. Stylish, tasteful, showing good taste |
| 3. Trifle | 3. Something that is not important |
| 4. Deckle | 4. The rough, irregular edge on writing paper |
| 5. Warped | 5. Became out of shape |
| 6. Cuisine | 6. Specified style of cooking |
| 7. Spasms | 7. Involuntary sudden muscle tics |
| 8. Hassock | 8. A piece of furniture used as a foot rest |
| 9. Nape | 9. The back part of the neck |
| 10. Amputation | 10. A cut off limb or appendage of the body |
| 11. Avert | 11. To look away from something |
| 12. Rational | 12. A reasonable and logical explanation |
| 13. Confidential | 13. Private, secret |
| 14. Putrid | 14. Decaying, rotting, and foul smelling |
| 15. Vigil | 15. A period spend on doing something |
| 16. Industrialist | 16. Owner/manager of a major business |
| 17. Pyrotechnic | 17. Relating to or involving fireworks |
| 18. Meager | 18. Unsatisfactory quantity |
| 19. Executor | 19. The person who handles the estate |
| 20. Beneficiary | 20. The person who receives something from an estate |



The original cover art by Ellen Raskin.

Chapters 5-8

1. Appraise
2. Trousseau
3. Relinquish
4. Audible
5. Convulsions
6. Afflicted
7. Morbid
8. Liberalism
9. Scrutiny
10. Incompetence
11. Anticipate
12. Poise
13. Exaggerated
14. Eccentric
15. Appalled
16. Autopsy
17. Windfall
18. Reverence
19. Pompous
20. Shrewd



1. To give an estimate of how much money something is worth
2. Special wardrobe for a bride
3. To give up, release or surrender something
4. Can be heard
5. Intense, involuntary muscular contractions
6. Caused severe mental or physical distress to somebody
7. Gruesome, grisly
8. Freedom from acceptable standards
9. Close, careful, searching examination or inspection
10. Lacking the skills, qualities, or ability to do something properly
11. To feel excited, hopeful or eager about something that is going to happen
12. Composure; state of being calm and collected
13. To state that something is better, worse, larger, more common, or more important than that is true or usual
14. Unconventional, especially in a whimsical way
15. Filled with horror or dismay
16. Examination of the dead to determine the cause of death
17. Sudden, unexpected good fortune
18. Feelings of deep respect or devotion
19. Having an excessive sense of self-importance, usually displayed through exaggerated seriousness or stateliness in speech or manner
20. Showing or possessing intelligence, insight, and sound judgment, especially
21. in business or politics



Chapters 9-12

1. Sappy
2. Broker
3. Uppity
4. Jabber
5. Social-climber
6. Prattle
7. Paternal
8. Chide
9. Chiseled
10. Coiffeur
11. Scoff
12. Exceptional
13. Bookkeeping
14. Larcenist
15. Felon
16. Alibi
17. Implication
18. Wary
19. Transcribe
20. Paraphernalia

What do you think the Westing
Castle
looks
like?



1. An offensive term meaning regarded as thoughtless or unintelligent
2. A person who buys and sells stock for a commission
3. Presumptuous: behaving in a way that other people consider more suited to somebody belonging to a higher class or position
4. Speaking so rapidly that it cannot be understood
5. Somebody seeking social advancement: somebody who tries to join a higher social class by setting out to mix with people that belong to it
6. To talk in a silly, idle or childish way
7. Being on a father's side of a family
8. To reproach or scold somebody gently
9. Clear-cut or sharply defined in shape or profile as a finely chiseled face
10. A hairdo
11. To express derision or scorn about somebody or something
12. Having or showing intelligence or ability well above average
13. The activity or profession of recording the money received and spent by an individual, business or organization
14. A thief
15. Criminal: somebody who is guilty of a felony
16. Excuse: an explanation offered to justify something
17. Close connection; an incriminating involvement
18. Cautious and watchful
19. To write something out in full from notes or shorthand
20. Assorted objects or items of equipment, often things that seem amusing



Chapters 13-16

1. Scrumptious
2. Mementoes
3. Pedicure
4. Unattainable
5. Demeaning
6. Elephantine
7. Dejectedly
8. Obsequious
9. Peevishly
10. Remission
11. Soothsayer
12. Guffaw
13. Interrogate
14. Jasmine



1. Delightful or delicious; very pleasing, especially to the taste
2. Souvenirs: objects given or kept as a reminder of or in memory of somebody or something
3. Cosmetic treatment of the feet, for example, the application of nail polish
4. Impossible to attain: impossible to reach or achieve
5. Humiliate and degrade: to reduce somebody to a much lower status in a humiliating way
6. Enormous: very large or very great
7. Very unhappy: feeling or showing sadness and lack of hope, especially because of disappointment
8. Excessively eager to please or to obey all instructions
9. Irritable: bad-tempered, irritable or tending to complain
10. Slowing of disease: a lessening of the symptoms of a disease, or their temporary reduction or disappearance
11. Somebody telling the future: somebody who attempts to predict the future
12. Laugh loudly: to laugh loudly and raucously
13. Question somebody thoroughly in an aggressive or threatening manner and especially as part of a formal investigation
14. Scented plant: a tropical or subtropical climbing plant with a fragrant white, yellow or red flower

Chapters 17-20

1. Bullish
2. Bearish
3. Photostats
4. Innersoles
5. Eluding
6. Propellants
7. Placard
8. Malady
9. Covet
10. Glutton
11. Manipulated
12. Legitimate
13. Miscalculation
14. Shard



1. Expecting good stock market figures: good results, especially rising stock market prices
2. Anticipating falling prices: characterized by selling rather than buying stocks
3. Photographic copy of something
4. Liner for shoe: to provide a better fit or added warmth
5. Escaping from or avoiding somebody or something by cunning, skill or resourcefulness
6. Explosive substance: a substance that is burned to give upward thrust to a rocket
7. A small card or metal plaque such as a doorplate, with a name or some other piece of writing on it
8. Illness: a physical or psychological disorder or disease
9. Wanting somebody else's property; having a strong desire to possess something that belongs to somebody else
10. Greedy person: somebody who eats or drinks to excess
11. Control somebody or something deviously: to control or influence somebody or something in an ingenious or devious way
12. Legal: complying with the law
13. Calculate wrongly: make wrong assessment: to judge or assess something incorrectly
14. Broken piece of glass



Chapters 21-24

1. Fuming
2. Seamy
3. Derelict
4. Meticulous
5. Appellate
6. Arsenal
7. Downcast
8. Astounded
9. Composure
10. Exquisite
11. Mismatched
12. Wreak
13. Unintelligible
14. Dejected
15. Ethnic
16. Ornithologist
17. Paranoid
18. Writhing
19. Penance

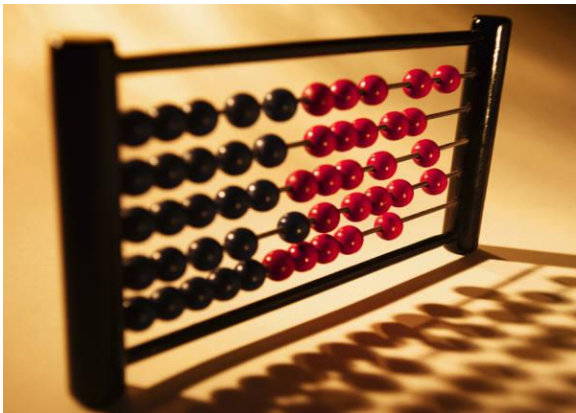


1. Feeling great anger, especially anger that is not fully expressed
2. Sordid: having unpleasant qualities associated with a degraded or degenerate way of living
3. a person abandoned by society, especially a person without a permanent home or means of support
4. Precise and painstaking
5. Empowered to review judicial decisions: having the jurisdiction to hear appeals and review the decisions of lower courts
6. Armaments: a stockpile of weapons and military equipment
7. Sad and pessimistic
8. Surprised somebody greatly: overwhelmed and stunned somebody
9. Emotional control: calm and steady control over the emotions
10. Finely beautiful: very beautiful, delicate or intricate
11. Unlikely or ill-suited pair: a pairing or combination of people or things that are incompatible with or apparently ill-suited to each other
12. Cause havoc or destruction
13. Impossible to understand
14. Very unhappy: feeling or showing sadness and lack of hope
15. Of a group sharing cultural characteristics: relating to a group or groups in society with distinctive cultural traits
16. Person who studies birds
17. Distrustful: obsessively anxious about something or suspicious of other people
18. Twisting or squirming: making violent twisting and rolling movements with the body
19. Self-punishment for committing sin



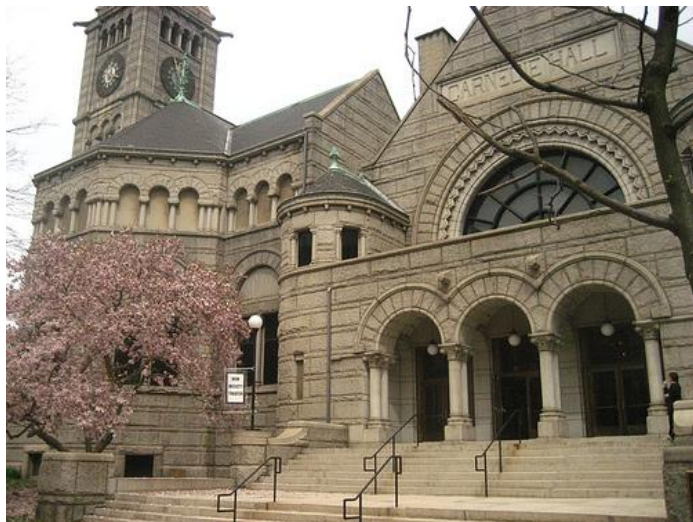
Chapters 25-30

1. Stoolie
 2. Bolted
 3. Dastardly
 4. Stenographer
 5. Accomplice
 6. Intercede
 7. Baffled
 8. Embalmed
 9. Obituary
 10. Stupefied
 11. Pretense
 12. Benefactor
 13. Extravaganza
 14. abacus
1. informer: especially for the police
 2. rush away: to move suddenly and quickly
 3. nasty: used to refer humorously or melodramatically to somebody or something mean, treacherous and cowardly
 4. writer or typist using shorthand
 5. somebody helping a wrongdoer
 6. plead for somebody: to plead with somebody in authority on behalf of somebody else
 7. to defeat or check by confusing or puzzling
 8. a preserved dead body
 9. announcement of death: in a newspaper
 10. amazed or astonished
 11. insincere or feigned behavior: something done or a way of behaving that is not genuine
 12. financial supporter: somebody who aids a cause, institution or individual, especially with a gift of money
 13. lavish entertainment: spectacular display
 14. counting devise: a mechanical device for making calculations consisting of a frame mounted with rods along with beads or balls are moved



Theater Etiquette

The New Hazlett Theater, Pittsburgh, PA



When you take your seat in the audience, you accept responsibility of a special agreement. Part of that agreement includes believing what happens is real. It is happening LIVE, before your eyes.

Listen carefully and quietly. The audience has an important role in the theater experience. Let the production unfold and enfold you.

Respond honestly and sincerely. The actors are aware of your presence and your responses. When the lights go down, a performance especially for YOU begins. This special relationship only happens in live theater.

Just a reminder! Avoid anything that might interrupt or distract the performers. Not only should you avoid speaking for any reason, but rustling papers, gum-snapping, jangly jewelry, cellophane wrapper, cell phones and pagers are all examples of unwarranted and unwelcome sounds during the play. Flash cameras, of course, are forbidden. Their blinding lights can be an actual danger to the actors.

Finally, be sure to “tune in” to what is happening on the stage. When the play is over, show your appreciation with hearty applause. These are the sounds that warm the hearts of actors.



Web Resources used in this guide include:

<http://www.education.wisc.edu/ccbc/authors/raskin/intro.htm>

<http://www.education.wisc.edu/ccbc/authors/raskin/main.htm>

<http://library.thinkquest.org/CR0214945/>

http://library.thinkquest.org/CR0214945/heirs/heirs_main.html

<http://jezebel.com/373577/the-westing-game-partners-in-crime>

<http://lib.store.yahoo.net/lib/monkeynote/pmWestingGameSample.pdf>

<http://www.nt.net/~torino/pwgame.html>

<http://712educators.about.com/od/novelswesting>

<http://missryan.matt-morris.com/westinggameactivitymenu.htm>

http://www.proteacher.org/c/406_Novel_Unit_-_Westing_Game.html

<http://www.cresskillboe.k12.nj.us/Bryan/Literacy%20Wequest%2007-08/The%20Westing%20Game/westing%20game%20webquest.html>

http://www.margateschools.org/eat/midure/web/homepage/literacy_web/WEB/thewestinggame/miscpages/westinggamehome.htm

<http://www.geocities.com/mscognato/books/booksites/westinggame/westinggame.html>

http://www.myteacherpages.com/webpages/cbarnes/novel_units.cfm?subpage=436558

Additional Chess Sites

<http://www.chess.com>

<http://www.chessctr.org/history>

<http://www.chess.about.com/cs/worldchampions/>

<http://member.tripod.com/bad-bert/chess/mid/htm>

<http://www.princeton.edu/~jedwards/cif/chess.html>

Prime Stage Theatre



The Westing Game Resource and Tour Guide

Teacher Evaluation Form

Prime Stage constantly assesses the work provided by its education department. Your feedback is vital to our ongoing need for funding for this program. Please fill out the following form and mail or email it to the addresses given below.

YOUR NAME _____

NAME OF SCHOOL _____

ADDRESS OF
SCHOOL _____

EMAIL
ADDRESS _____

What subject(s) do you teach?

Was the guide useful to you?

Which part(s) did you find most helpful?

How can we improve the guide for future use?

Please go to our website: www.primestage.com to find this form and send it back directly online! Or you can snail mail it to us at:

Prime Stage Theatre
P.O. Box 1849
Pittsburgh, PA 15230

Prime Stage Theatre



The Westing Game Student Evaluation Form

YOUR NAME _____

NAME OF SCHOOL _____

GRADE _____ NAME OF TEACHER _____

What part/parts of this story did you enjoy when you read the play?

What part/parts of this play confused you while reading or watching the play?

What part/parts of the stage version helped you understand the book?

What did you learn from reading/seeing this play?

Which character would you like to play?

