

Mayor Edward Cunningham

“Self respect: the secure feeling that no one, as yet, is suspicious.”
-H.L. Mencken

You’ve been Mayor of San Inguon since 1932. For twenty-seven years, you’ve given this town everything you had. You’ve built it up from a little truck stop on the edge of I-42 to a town that is the major stop between Phoenix and San Diego. You’ve brought Ft. Lucas Rita and the adjoining Research Labs here, kept Sturvin Mining Inc. here, and done more to make this town a great place to live than anyone since it was founded in 1861 by Joseph Edwood. *This town is beautiful, my friend. Definitely the best town in the Southwest. The people here owe you big time.*

Right now, you’re working on one of your most brilliant ideas. The Iguanafest. A week-long celebration of iguanas and San Inguon. Sure, it’s a bit corny, but that’s half the fun of it. Besides, it ensures that the major newspapers come by to cover it, and that means your name in the paper. As well as San Inguon, of course. *That’s right, Eddie. It’s a great idea. And nothing’s going to get in the way of your Iguanafest. Nothing at all.*

Today’s the last day of the Iguanafest. There’ll be a Sock Hop just before sundown for all of the kids in town. And then at six pm will be your coup de grace- the lead scientists of the Research Labs will all come to Town Square to give a presentation to the town on the projects they’re working on. It took a little pressure on General Cork, and an explanation that if the Labs didn’t cooperate, you’d have to talk to some Senators, who would look very poorly on any possibility of the General’s promotion after that. Needless to say, he agreed to help out. *Attaboy, Eddie. You’re the best politician in the state. Maybe even the country. You know how to get people to move, and can do it without breaking a sweat.*

Yes, sir, San Inguon will soon be one of the best-known towns in Arizona if you have anything to say about it. Perhaps you could get Harold Sturvin to start up a new business in town, bringing in lots of workers. That would certainly help. And you’ve got the ultimate trump over Harold. You see, when Edwood brought his Mormon followers here to San Inguon to settle down and start a town, he didn’t know or didn’t care about the fact that they were settling on ancient Indian burial grounds. Needless to say, the ancient Indian powers were disturbed by this, and they unleashed a curse designed to destroy the town. Well, C.J. Nickels, one of the settlers, knew enough about mystic ways to divert the curse from the entire town and focus it upon a single family. That family was the Sturvins. And so, on every full moon, the eldest male Sturvin becomes a werewolf.

You first learned about the Sturvin curse when you upset Mayor Hanks in the ‘32 election. Luke Sturvin (Harold’s father) came up to you and explained that he would give you all of the support and financial help you needed in office, so long as you kept his

secret quiet. Now, Luke, like Harold after him, was the richest man in town; maybe even the richest man in all of Arizona. So you were happy to make the deal. In return, you helped lock Luke in his warehouse on every full moon (to insure that no innocents were harmed), and he provided all of the finances you needed to get yourself re-elected. When he passed on and his son took over the business and the curse, he made the same arrangements with you. Sheriff Barnes is also in on the deal, which is why he's been the town sheriff for over twenty years. C.J. Nickels knows about the curse (he was there from the beginning), but you don't know what he gets out of it.

And even if Sturvin controls nearly every pocketbook in town, it's still your town. You run it. It's in your pocket. And you'll show them that Mayor Edward Cunningham will make this into the best darn town that they've ever seen. *That's right, Eddie. You'll make sure that this town is on the map. You're the most important man in town, and you're going to make this the most important city in all of Arizona.*

Of course, you'll have to keep an eye on things. You know some of the people in town would like nothing more than to show you up, to try and convince people that you're some insignificant bureaucrat who doesn't have much authority. Someone, probably that juvenile delinquent J.D. Koln and his little gang of trouble-makers, will probably try to pull some prank to convince people that you don't control this town. But you'll show them. You'll make this the best damned Iguanafest this town has ever seen. Nothing will stop you. *Of course not. You're too important, too big, too respected. Everyone will fall behind you and lend you their support. They know who's the most powerful man in town. You.*

Maybe you should see Dr. Rourke. He's a bit young and inexperienced at medicine for your taste, but he's the only doctor in town. You've been getting these headaches over the last few weeks, these headaches that make your head throb so much that you feel like your brain is trying to push its way out of your skull. And there's this voice in the back of your head that starts up when the headache begins, telling you exactly how important you are and how much power you have and how you'll make everything alright. And sometimes you act like a tin-pot dictator, forcing things down the town's throat instead of trying to build a consensus like you usually *that's enough, Eddie. You don't have to build consensus anymore. You own this town. It's your playpen. You don't need to listen to the citizens. You know what's best for them, and if they whine, who cares? You're too important to care about such little things. Focus on the Iguanafest, Eddie. It'll be the best shindig this burg has every seen.*

Yeah. What were you thinking? You're too important around here. You're too powerful. You know what this town needs, and you're going to give it to them.

Good and hard.

Stock quote: "My fellow citizens of San Inguon...."

Mannerisms: Mayor Cunningham is a likable guy, always ready with a joke and a handshake, who has done a fairly good job running San Inguon. Recently, however, he's been getting very dictatorial and egotistical.

People You Know:

J.D. Koln: Juvenile delinquent. Troublemaker. If anyone causes any problems today, it's going to be him. You should make sure that the Sheriff keeps a good eye on him. Nothing will interfere with your Iguanafest.

Robert Sherman: Another troublemaker. He hangs around J.D. a lot.

Nick Kerensky: Yet another troublemaker. He hangs around J.D. as well. You've tried to talk to his father, Ivan, about Nick, but Ivan keeps believing that Nick's a good kid who would never cause that kind of trouble.

Wendy Mitchell: Student reporter for the Edwood High Newspaper, which is the only paper in town. A bit nosy, but a good writer. Make sure she gets at least a couple of good quotes from you in every story she writes.

General Hiram Cork: Commander of Fort Lucas Rita and the adjoining Research Labs. A good man, strong of will and of courage. You worry that if something serious happens, he'll try to take command of the situation. You'll have to make sure that he keeps in mind who really runs this town.

Colonel Fred Daniels: Military commander at Ft. Rita. A good, upstanding young man. Of course, he's military, which means he'll do anything that General Cork says. So you'll definitely have to make sure that Cork understands who the real orders come from.

Dr. Marshall Fields: Head of the Chemistry Department at the Labs. A bit of a recluse.

Dr. Lawrence Bates: Head of the Physics Department at the Labs. Absent-minded, but extremely intelligent.

Sheriff Ward Barnes: Sheriff of San Inguon. He does a good job of keeping the streets clean and stopping trouble, even if he hasn't caught J.D. and his gang red-handed yet. He's been hitting the bottle lately, though, and you're starting to wonder how stable he is.

C.J. Nickels: One of the original settlers of San Inguon. He runs the local 5 & Dime here in town. He knows a great deal more about mystical matters than he talks about. Maybe he's plotting something to try and take over the town for himself! You'll definitely have to keep an eye on him.

Harold Smith: Insurance salesman. One of your best campaigners, he could sell iceboxes to Eskimos. Maybe he's planning on running against you in the next election. You should keep an eye on him.

Dr. Randall Rourke: Young town doctor. You've heard that he's been investigating lax safety procedures at Sturvin Mining. If things come up that embarrass Harold, you'll be out the biggest backer any politician could have. Definitely keep an eye on Dr. Rourke and make sure he doesn't cause you or Harold any trouble.

"Pops" Turrelli: Runs the Malt Shop in town. A nice guy, gregarious to a fault.

Adele Siegelski: Principal of Edwood High. A very stern disciplinarian, and a fellow member of the League of Social Decency.

Ivan Kerensky: Runs the gas station downtown. Head of LSD, the League of Social Decency, an organization devoted to rooting out Communists in America. You joined it as a way to gather more support. You agree with most of its philosophy, if not most of its methods. Still, leaving it would cost you a great deal of support. Sometimes you wonder if Ivan might be using it to propel himself into the mayoral race. You should keep a close eye on him.

Reverend Samuel Hines: A very devout and pious man. He runs the local orphanage.

Dr. Gerald Forbes: Head of the Biology Department at the Labs. People say he's become a lot more distant since his wife passed on in a car accident two weeks ago.

Harold Sturvin: The richest man in all of San Inguon, and your major backer in politics. A good man who hides a very nasty secret.

Irving Thorton: The town drunk. You keep pushing Sheriff Barnes to kick Thorton out of town once and for all, but Barnes keeps just giving him warnings and letting him sleep it off in a cell.

Dr. Sarah Carroll: Head of the Astronomy Department at the Labs. A good woman from what you've heard.

Bess Smith: Harold Smith's wife. A good woman, devoted to Harold, who always seems to be baking something or cleaning up the house just a bit more.

Darla Hotchkins: The school nurse. A very attractive young woman.

Michelle Thorn: Reporter for the Phoenix *Sun*, here to cover the events of the Iguanafest. Maybe you should talk to her some more to ensure that you get quoted at least twice in her article.

Dr. Angela Bailey: Famous archaeologist, here to investigate the Indian burial grounds just south of town. Do whatever you can to help her out, and she might just mention your name in her articles.

Goals:

1. Keep the order in town, and keep yourself on the top of that order. Make sure nothing ruins the festival. Keep things running smoothly, and if a crisis occurs, take charge immediately.

2. Make sure your name gets in the press a great deal. Feed the reporters a lot of quotes, and help them out with whatever stories you can, just to keep in their good graces.