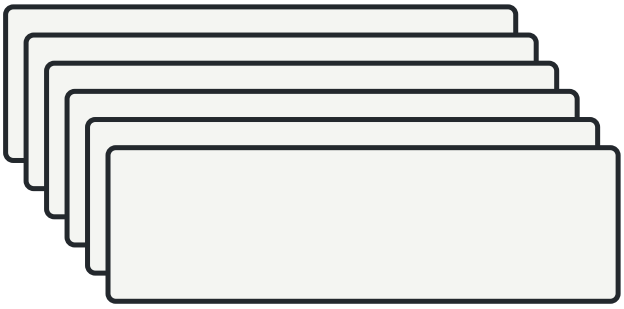
A COOPERATIVE CASE WITH FOUR EVIDENCE PACKETS

The Exhibition Panel Match

Three class models, six backdrop panels in one stack, and forty-five minutes until the doors open. Four packets of facts each hold part of the answer.



the stack of six panels



Table 1 Table 2 Table 3

IN THE FULL GAME

- The mission and a shared desk of rules for everyone
- Four evidence packets, A to D, for the four core detective roles
- Two task cards for a fifth and a sixth player

No one is hurt in this case, and nothing is stolen.

How this game works

FREE PREVIEW • a cooperative case with four evidence packets

Three class teams built table models for the River Town Showcase: each one a base with a painted backdrop of two panels. After the rehearsal, volunteers stacked all six panels by the wall, and nobody wrote down which goes where. The doors open at six.

What you do

1. Deal the four packets, A to D: panel shapes, connectors, the team briefs, and the gym plan with one photo.
2. The four packet holders share what their packets show. No single packet is enough to solve the case.
3. Agree which two panels go on each base, and which goes in the left socket and which in the right.
4. Explain one tempting wrong assembly, then check your answer grid against the solution.

IN THE FULL GAME

- The game file: the mission, a shared desk of rules, an answer grid, packets A to D and task cards for players 5 and 6. 14 pages.
- Twelve one-page hints and a step-by-step solution, each in its own file.
- A two-page Start Here sheet for whoever sets up the game.
- Every file in US Letter and A4. The game file also comes in an ink-saver edition.

Designed for 4 to 6 players of about 10 to 14, in about 45 to 60 minutes. With 4, 5 or 6 players every packet is dealt, so no fact goes missing. These are design targets: the game has not yet been played by test groups.

This preview cannot be solved on its own. The packets, the hints and the answer are in the full game.