



FREE PREVIEW • NOT THE GAME ITSELF

The Halloween Lantern Ball

A masked ball in an old theater lit by a hundred lanterns. At a quarter to ten the honorary host promised to read a list at midnight. By eleven they were dead in the lantern loft, and every face in the room was half hidden.

USE THIS PREVIEW TO PLAN

- Page 2 shows all twelve characters, with a dress idea for each, so you can start casting your guests.
- Page 3 tells you what the full game asks of a host, so you can decide whether it suits your party.

WHAT THIS PREVIEW IS NOT

It has no character booklets, no evidence and no solution — you cannot play the mystery with it. The full game is a separate download.

The guests

Eight are always played; Lennon, Peyton, Tatum and Oakley join for 9 to 12 guests.

ALWAYS PLAYED

Riley Prescott

Chair, Save the Lantern

Leads the campaign to save the theater, and never lets a room forget it.

Wear: The Owl — any half mask, or come as you are.

ALWAYS PLAYED

Noel Underhill

Theater manager

Runs the Lantern Theater on a shoestring, and knows every creak in its floor.

Wear: The Hare — any half mask, or come as you are.

ALWAYS PLAYED

Darcy Galloway

Lighting designer

Lights the lanterns, the stage and, some say, the ghost.

Wear: The Fox — any half mask, or come as you are.

ALWAYS PLAYED

Stevie Kemble

Leading actor

Leads the Lantern Parade on stage, and every room they walk into.

Wear: The Stag — any half mask, or come as you are.

ALWAYS PLAYED

Merritt Crane

Playwright

Wrote The Lantern Play, the theater's most famous show — or so the posters say.

Wear: The Raven — a full-face mask, or come as you are.

ALWAYS PLAYED

Sunny Abbott

Dance teacher

Teaches the whole town to waltz, and calls the steps louder than the band.

Wear: The Moth — a full-face mask, or come as you are.

ALWAYS PLAYED

Gray Osgood

Ghost-tour guide

Runs the theater's ghost tours, and has seen the Pale Lantern eleven times.

Wear: The Cat — any half mask, or come as you are.

ALWAYS PLAYED

Quincy Vane

Property developer

Wants to knock the theater down and build apartments, and says so cheerfully.

Wear: The Wolf — any half mask, or come as you are.

OPTIONAL

Lennon Whitby

Understudy

Knows every line of The Lantern Play, including some nobody else has seen.

Wear: The Bat — any half mask, or come as you are.

OPTIONAL

Peyton Nash

Mask maker

Made every mask in the room tonight, by hand.

Wear: The Swan — any half mask, or come as you are.

OPTIONAL

Tatum Greaves

Reporter

Writes for the town paper, and hopes for a ghost.

Wear: The Badger — any half mask, or come as you are.

OPTIONAL

Oakley Sinclair

Thaddeus's ward

Grew up in the theater under Thaddeus's wing.

Wear: The Heron — any half mask, or come as you are.

Before you buy

What the full game asks of you and your guests.

IS IT RIGHT FOR YOUR PARTY?

Guests	8 to 12 adults or teens (14+). Eight characters are always played; up to four more join.
Time	About an hour and three quarters with dinner: an opening, three acts, accusations and the reveal. Designed to this length; not yet timed with a real group.
The host	Reads a short script and opens three envelopes. The host can play a character too, if they print without reading.
Acting	None needed, and no costume: masks are optional, and the name badges say who wore which mask. Spooky, never gory.
Content	Spooky, not gory: a fictional death that happens offstage and is never described, a theater ghost story, masks, stolen plays and old secrets. No fake weapons, no staged falls and nothing frightening to do. Nobody needs to drink, dress up, act or walk around to play.

WHAT THE FULL GAME INCLUDES

- A host guide with an exact print list for 8 to 12 guests, a read-aloud script, cue cards and what to do if someone cancels.
- Twelve player booklets of three pages each: a dossier, and an Act 2 and an Act 3 page that stay folded shut until their act.
- Three sealed round envelopes of evidence — the prompt book, the cue sheet, the mask register, statements — a theater map, detective notes, a timeline board and ballots.
- A sealed solution that proves the answer step by step, with why it was not anyone else.
- Party extras: invitations, place cards, name badges, a menu, awards, a teaser poster and invitation words to copy. Low-ink pages that print well in black and white.
- A large-print copy of every player booklet (about 17 pt), for any guest who prefers bigger type.