



FREE PREVIEW • NOT THE GAME ITSELF

Opening Night at Gallery Nine

Eleven lost paintings, one night only, and no photographs allowed. At half past nine the founder of Gallery Nine was due to unveil the greatest of them. They never came back from the vault.

USE THIS PREVIEW TO PLAN

- Page 2 shows all ten 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

Six are always played; Ola, Bex, Corin and Sami join for 7 to 10 guests.

ALWAYS PLAYED

Morgan Ellwood

Director of Gallery Nine

Runs Gallery Nine day to day, and knows every artist's number by heart.

Wear: Gallery black, with one bold piece of jewelry.

ALWAYS PLAYED

Noor Haddad

The buyer

Buying Gallery Nine tomorrow morning, if the paintings are what they seem.

Wear: A tailored jacket and a fountain pen in the pocket.

ALWAYS PLAYED

Tobin Marsh

Registrar

Keeps the inventory, the provenance files and the passes to the vault.

Wear: A cardigan, with white cotton gloves in the pocket.

ALWAYS PLAYED

Reese Lund

Art dealer

Found eleven lost paintings in a house clearance, and has not stopped talking about it.

Wear: A velvet jacket and a silk pocket square.

ALWAYS PLAYED

Blair Ivers

Conservator

Cleans, repairs and judges old paintings – and wrote the report that says these are real.

Wear: A linen shirt and reading glasses on a cord.

ALWAYS PLAYED

Wynn Fitch

Art critic

Writes the reviews that make or break a show, in a column everyone pretends not to read.

Wear: All black, round glasses and a notebook.

OPTIONAL

Ola Adeyemi

Art handler

Carries paintings worth more than houses, and has never dropped one.

Wear: Work trousers, a gallery T-shirt and soft gloves.

OPTIONAL

Bex Talbot

Caterer

Cooks for every opening in town, and hears everything from behind the canapés.

Wear: Chef's whites, or an apron over evening clothes.

OPTIONAL

Corin Strand

Heir to the Strand estate

Grew up under Ottilie Strand's paintings – though not, until this year, these ones.

Wear: A vintage coat that may have been Ottilie's.

OPTIONAL

Sami Malik

Painter

Was meant to have their first show here this month, until the harbors took the walls.

Wear: Paint on the cuffs, and proud of it.

Before you buy

What the full game asks of you and your guests.

IS IT RIGHT FOR YOUR PARTY?

Guests	6 to 10 adults or teens (14+). Six 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. Guests can stay seated and read their cards aloud. Every painting in the story is described in words.
Content	A fictional death that happens offstage and is never described; forged paperwork, a sale in trouble and an art world of favors and secrets. 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 6 to 10 guests, a read-aloud script, cue cards and what to do if someone cancels.
- Ten 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 vault log, a transport docket, the catalog, statements — a gallery 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.