Staff trial · complete opening mission

The free trial covers a private staff rehearsal. Guest events, including paid events, require the full venue kit.

Print and sort

Print pages 3–5 for a single pair, at actual size and single-sided. Keep page 6 at the host station. Page 2 introduces the mission.

Set up and start

Set out one envelope per round and pair. Give each player one private sheet and place the shared sheet between them. Read the opening line below. At odd headcount, have a staff member take the second role at one table, or ask two players to share a role and alternate speaking.

Play the castle’s four-bell call without a false note.

Can you place the opening and closing bells before choosing beat two?

Guide all tables

First, run the opening with a colleague. Measure setup, first agreed move, hints requested and finish. If the explanation stalls, use the first prompt below and rehearse the handoff again.

Reset

Return the role sheets, replace written-on shared sheets and restock pencils. Keep the later rounds and solutions off the tables until you need them.

Play the opening

Play the castle’s four-bell call without a false note.

Take one role each and keep that sheet private. Talk freely. Use the shared page to record your decision. Print at actual size, single-sided. Bring two pencils. Put the hint and answer page aside.

AI-assisted text and illustration. Private staff rehearsal only.

Case 1 · Role A

Use every bell once. Your chart shows which bells can follow each previous bell. For example, A → BC means B or C may follow A.

A	→ B / C
B	→ C / D
C	→ B / D
D	→ A / C

Case 1 · Role B

Start with bell A and end with bell D. Beat 2 must not be bell C.

Case 1 · Shared worksheet

Write one bell in each beat. Tap the four beats on the table when you both agree.

1	_____
2	_____
3	_____
4	_____

Case 1 · Hint and solution

Try

Place the first and last bells. Try the two possible orders for the middle bells against the chart.

Answer

A → B → C → D. ✓ 1: A. ✓ 4: D. ✕ 2: C.