

ROUND 1 — THE GEMSTONE HEIST (OPERATION OMERTÀ)

Pre-Heist Revelation & Planning (Canonical Backstory)

What Actually Happened (One Week Before the Party)

One week before the birthday, Ali privately contacts Talal and Umamah after uncovering sealed documents related to the gemstone's creation.

Ali reveals that:

- their real father was the original inventor of the gemstone,
- the mafia families who adopted them were never guardians, only custodians waiting for the gemstone to activate,
- upon Umamah turning 18, the gemstone's full potential becomes accessible only to the inventor's bloodline.

Ali convinces them that:

- the gemstone will be taken from them permanently once activated,
- the birthday party is the last moment all mafia families are distracted in one place,
- the gemstone must be stolen that night.

The three meet in secret and plan the heist in detail.

Pre-Heist Preparation (Unseen by Guests)

- Ali acquires the museum display key.
 - Talal arranges a high-quality replica gemstone in advance.
The replica is hidden in a velvet-lined case on his person.
 - Umamah familiarizes herself with the electrical layout of the building, specifically identifying the breaker that controls only the ballroom lights, not emergency or hallway lighting.
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Phase 0 — Controlled Seeding (Moderate, Not Explosive)

During the early part of the party, Talal is engaged in a tense but contained conversation with a member of the Hitman Family near the bar.

The exchange is not loud, but it is noticeable:

- subtle taunts,
- veiled warnings,
- no physical escalation.

In the middle of this conversation, Talal's phone lights up with an incoming call from a jeweller.

Talal glances at the screen, visibly unsettled, and steps away from the conversation to silence the call.

No conversation is overheard — only the existence and timing of the call is observed.

Narrative purpose:

- Establishes mild tension.
- Places Talal under quiet scrutiny.
- Introduces the jeweller connection without making Talal overtly guilty.

Phase 1 — Party Peak

- The birthday celebration is in full swing in the ballroom.
- The gemstone is displayed prominently at the center.
- The tea trolley moves periodically between the ballroom and kitchen.
- Ali excuses himself to fetch wine for Mahnum, citing a special bottle stored away from the ballroom.
- Ali's absence is noticed; his return is delayed.

Phase 2 — The Blackout

- Umamah briefly exits the ballroom.
- She shuts down the specific breaker controlling ballroom lighting.
- The ballroom is plunged into darkness for approximately 30 seconds.
- Emergency and hallway lights remain dimly lit.

To the guests, this appears as a minor electrical fault in an old building.

Phase 3 — The Switch

During the blackout:

- Ali moves directly to the display and opens it using the stolen key.
- Talal removes the real gemstone and replaces it with the replica.
- The display is closed carefully, leaving no signs of forced entry.

Total time taken: under 15 seconds.

Phase 4 — The Triggered Chaos

As the lights return, confusion ripples through the room.

Concerned by the blackout, Mahnum immediately orders:

“Check the display. Make sure nothing’s been damaged.”

Talal, being closest and familiar with the gemstone, inspects it.

After a brief pause, he says:

“This isn’t right. The cut’s wrong.”

Panic spreads. Guests gather. Security becomes alert.

This moment creates the chaos — not Talal’s theatrics.

Phase 5 — The Extraction (During the Chaos)

Amid the crowd forming around the display:

- **Ali deliberately bumps into a waiter pushing the tea trolley.**
- **Tea spills over the waiter’s uniform.**

Ali reacts loudly and publicly:

“Go wash up — I’ll handle it.”

The waiter leaves.

A substitute waiter, already arranged and paid by Ali, takes over the trolley.

During the substitution:

- **the real gemstone is discreetly transferred into a concealed compartment (false-bottom teapot / tray handle).**

The trolley continues its route to the kitchen as usual.

Phase 6 — Authority and Temporary Stash

As security scrambles:

- Ali takes charge of the situation, directing guards and staff.
- Using the confusion as cover, he follows the trolley route to the kitchen.
- He retrieves the gemstone and temporarily hides it in the trunk of his car, parked in a restricted area.

At this point, the gemstone has fully exited the ballroom without any guest visibly carrying it.

Evidence & Clue Pool (Post-Heist Investigation)

Ballroom

- Replica gemstone with subtle imperfection.
- Display case unlocked, not forced.
- Witness statements about the blackout and Mahnum's order to inspect the gem.

Ali

- Delayed return after fetching wine.
- Access to display key.
- Witness recall of him spilling tea on the waiter.
- Authority over search efforts.

Talal

- Jeweller's incoming call during the party.
- Familiarity with gemstone flaws.
- Replica-related fibers (velvet).
- Seen inspecting the gemstone immediately after Mahnum's instruction.

Umamah

- Proximity to staff corridors.
- Knowledge of selective power outage.
- Breaker panel disturbance.

Tea Trolley / Staff

- Waiter substitution after tea spill.
- Laundry record / timing inconsistency.
- Altered trolley route.

Round 2:

ali:

I have been told by my father (Mustafa) to kill them both and get the gemstone. I kill Talal, but Umamah escapes with the gemstone. This round will be around Talal's murder.

Suggestions were a shootout in basement, cyanide in his drugs, and fight with the Hitman family.

Round 3:

Umamah leaves behind clues while running from Ali and Mustafa, for the participants to find out where the gemstone is hidden.

-goal: figure out that the writer under that alias is her and subsequently decode her entries across multiple papers to figure out the locations of the jewels.

Tentative shi

FINAL CANONICAL STORY LOGIC (TIGHT + COHERENT)

The Jewel — What It Actually Is

- The jewel grants **immense power / wealth / a wish**.
- It is **blood-bound** to the **Inventor family**.
- This is NOT public knowledge.

What Most Mafia Families Believe

- Anyone *can* use it.
- Using it would immediately trigger a full-blown mafia war.
- Hence the **Omertà**:
No one uses it. No one steals it from another family.

They genuinely think restraint = peace.

What ONLY TWO FAMILIES FIGURED OUT

The two families that **secretly saved the infants** (Umamah + Talal):

- The Widow's family (Umamah's adoptive family)
- Talal's adoptive family

They deduced:

- The jewel **cannot activate without Inventor blood**
- The slaughter of the Inventor family was a catastrophic miscalculation
- The only way forward was to **wait** until the children came of age

No one tells the kids they're adopted.
Everyone waits. Quietly. Patiently. Like predators.

WHY THE 18TH BIRTHDAY MATTERS (THIS IS IMPORTANT)

Umamah turning **18** is not symbolic — it's **biological**.

- The jewel activates **only when the bearer reaches maturity**
- The Widow knows this
- The birthday party is not celebration — it's a **countdown reaching zero**

That's why **all families are invited**.
That's why tensions are high.
That's why Ali finally makes his move.

AFTER THE HEIST & BETRAYAL (CANON EVENTS)

- Heist succeeds.
- Jewel is real.
- Ali betrays them **afterward**, not before.
- Talal is killed.
- Umamah escapes **with the jewel**.

Ali **never gets it**. Ever.

THE BLOOD VIAL — WHY IT EXISTS

Here's the clean logic:

- Umamah realizes something crucial while on the run:
 - **Even if someone finds the jewel, it's useless without blood**
 - If *she* dies, the jewel becomes permanently inert
- She refuses to let:
 - Ali
 - Mustafa
 - Or any future greedy bastard use it through violence

So she does two things:

1. **Separates the Jewel from herself**
2. **Leaves a sealed vial of her blood buried with it**

The jewel can only be used by:

- Someone who **finds it**
- Understands **why it was hidden**
- And chooses to honor the Inventor's intent

If they smash the vial?

Congrats. You've killed the jewel forever.

ROUND 3 — WHAT PARTICIPANTS MUST FIGURE OUT (NO PRIOR ROUNDS NEEDED)

Core Revelations

Participants must independently discover:

1. The newspaper alias writer = **Umamah**
 2. She is honoring her **great-grandfather (the Inventor)**
 3. The jewel **cannot be used if stolen**
 4. Blood is required — and **hers is already provided**
 5. The final location
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ROUND 3 CLUE STRUCTURE (EXACT, CLEAN)

CLUE SET 1 — NEWSPAPER AGONY COLUMNS

Multiple short entries, same alias.

Example tone (1920s, subtle):

“Some inherit gold. Others inherit duty. My great-grandfather believed fortune must be earned twice — once by mind, once by restraint.”

Key deductions:

- Writer is a **descendant**
- Moral framing: restraint > theft

Hidden detail:

- First letters of each column spell **U M A M A H**
(not obvious, but fair)
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CLUE SET 2 — CONFIRMING IT’S HER

Another article:

“I was given a name not my own and raised among wolves who called themselves family. Yet blood remembers even when people lie.”

This:

- Confirms adoption
- Confirms blood relevance
- Confirms personal authorship

At this point, teams should lock in:

Alias = Umamah

CLUE SET 3 — THE INVENTOR’S WISH

Diary excerpt or reprinted interview:

“If my creation is taken by force, let it rot. If it is earned, let it bloom.”

This tells participants:

- The jewel **refuses stolen hands**
 - Violence = permanent failure
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CLUE SET 4 — BLOOD REVELATION (THE BIG ONE)

Final article before disappearance:

*“If blood is demanded, I leave it freely — sealed, untouched, and useless to thieves.
Break it, and the wish dies with me.”*

This tells them:

- Blood exists
- It’s **separate**
- It must not be damaged

No guessing. Clean rules.

CLUE SET 5 — LOCATION PUZZLE

Location clues are **symbolic, not recycled**:

- References to:
 - “Where craft was born”
 - “Beneath the hands that shaped the first stone”
- Leads to:
 - A workshop
 - A vault
 - A hidden compartment under a display / pedestal / stage element

Final container holds:

- Jewel
- Sealed blood vial
- Note confirming everything

THEMATIC PAYOFF (WHY THIS SLAPS)

- Umamah wins **without using the jewel**
- Ali loses **even though he chose power**
- The mafia’s Omertà is exposed as ignorance
- The Inventor gets the last word
- Participants don’t “steal” — they **earn**

No plot holes.

No magic hand-waving.

No cheap twists.

