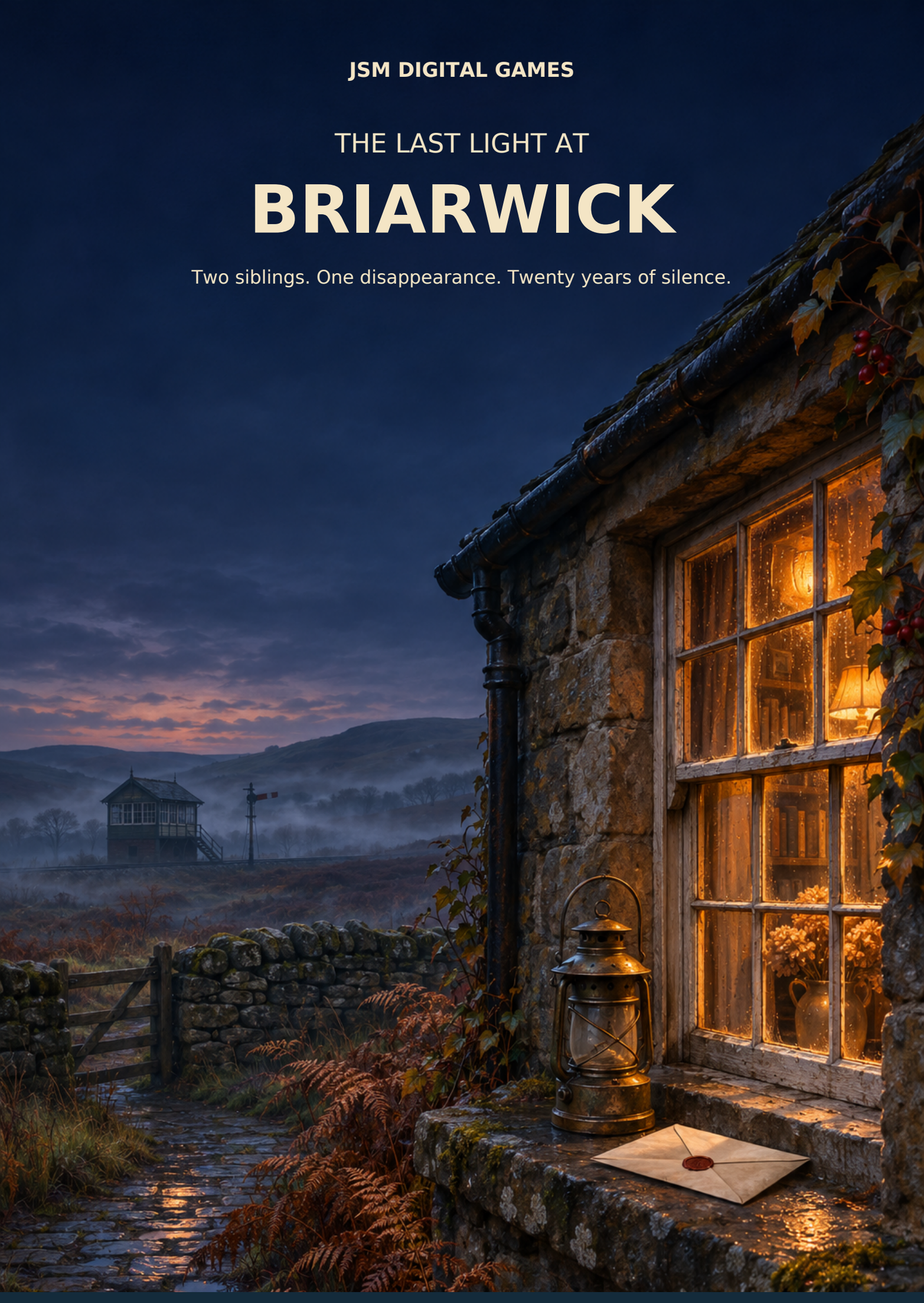
JSM DIGITAL GAMES

THE LAST LIGHT AT

BRIARWICK

Two siblings. One disappearance. Twenty years of silence.



AN ORIGINAL MYSTERY FOR TWO

NO SEPARATE HOST • AGES 14+ • DIGITAL DOWNLOAD

A house full of unfinished sentences

READ TOGETHER • SPOILER-FREE

The invitation

November 2026. You are Alex and Rowan Mercer, adult siblings returning to your late mother Ruth’s cottage in the fictional Yorkshire village of Briarwick. Twenty years ago your father, Daniel, vanished on the night the village restoration fund lost £18,400. A note on the kitchen table seemed to explain everything. Your family stopped speaking about it. You largely stopped speaking to each other.

Read aloud

Rain taps against the kitchen window. The cottage smells of cold ashes and furniture polish. Beside your mother’s brass lantern sits a box addressed to both of you. On the lid, in her careful handwriting: “You remember different things. This time, let each other finish.” Inside are three numbered packets and two envelopes bearing your names.

What this game is

An original cooperative document mystery for exactly two players. No game master, acting ability, internet research, specialist knowledge or prior game is required. Either person may play either sibling, regardless of gender. The characters’ pronouns are they/them. There is no murderer role or sabotage objective. You are reconstructing a disappearance and a financial deception, not solving a murder.

Before you begin

Suggested age: 14+. Content: parental death, bereavement, abandonment, estrangement, threats and financial deception. No graphic violence. Pause or stop whenever you wish. Target play time is 45–75 minutes; this is an estimate, not a measured playtest result. Replayability is limited once you know the solution.

You need

Two private ways to read your character files, shared access to the evidence PDFs, paper and pens. For paper play, print only one size folder: A4 or US Letter. Print single-sided, actual size/100%, black and white is sufficient. No cutting, envelopes or props are required. Screen play: open each numbered evidence PDF only when instructed; avoid scrolling into later character rounds.