



FREE PREVIEW • NOT THE GAME ITSELF

The Winter Banquet at Foxbridge Lodge

Snow on the mountain, a banquet in the Great Hall, and a new will to sign at midnight. At a quarter to ten Rennie Foxbridge walked out to the chapel, and never walked back.

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; Reed, Marley, Brook and Teagan join for 9 to 12 guests.

ALWAYS PLAYED

Jamie Foxbridge

Rennie's grandchild

Grew up at the lodge, and has always assumed it would be theirs.

Wear: A good wool sweater, or your best winter evening clothes.

ALWAYS PLAYED

Quinn Merriman

Lodge manager

Has run Foxbridge Lodge for twenty years, and knows where every key is.

Wear: A tweed waistcoat and a ring of keys.

ALWAYS PLAYED

Ari Whitlock

Rennie's lawyer

Drew up the new will, and is the only one who knows what the old one says.

Wear: A dark suit and a silk scarf.

ALWAYS PLAYED

Sage Delmonte

Resort developer

Wants to turn Foxbridge into a ski resort, and has asked three times.

Wear: A sleek ski jacket over evening clothes.

ALWAYS PLAYED

Blake Aldine

Runs the dining room

Rennie's stepchild, who runs the lodge's kitchen and dining room.

Wear: A crisp white shirt and a cranberry tie or scarf.

ALWAYS PLAYED

Emerson Tate

Rennie's oldest friend

Has skied with Rennie every winter for fifty years.

Wear: A vintage ski sweater, and a lot of opinions.

ALWAYS PLAYED

Dale Ferrers

Head of the ski school

Teaches everyone to ski, and knows every pair of boots in the lodge.

Wear: A fleece jacket and goggles pushed up on your head.

ALWAYS PLAYED

Shiloh Banks

Travel writer

Writing about the lodge for a magazine, and noticing everything.

Wear: A turtleneck and a notebook in your pocket.

OPTIONAL

Reed Haldane

Raffle winner

Won a weekend at the lodge in a raffle, and arrived in the middle of all this.

Wear: Whatever you packed for a nice weekend away.

OPTIONAL

Marley Cotes

Leader of the village choir

Leads the village choir, and makes everyone sing.

Wear: A long scarf and a sprig of pine.

OPTIONAL

Brook Ellison

Sage's assistant

Carries Sage's phone, Sage's plans and Sage's umbrella.

Wear: Smart and practical, with a clipboard.

OPTIONAL

Teagan Moreau

Groundskeeper's apprentice

Clears the paths, mends the fences and knows the weather.

Wear: A work coat and a woolly hat.

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 two hours 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 handwritten note is typed out on its card.
Content	A fictional death that happens offstage and is never described; an old will, a new will and a family that expected to inherit. A winter evening with a gift exchange, and no holiday characters. 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 wills, the tracks in the snow, the boot-room ledger, the gift tags, statements — a lodge 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.