



FREE PREVIEW · NOT THE GAME ITSELF

Secrets at the Copperleaf Company Gala

Twenty-five years of Copperleaf: an awards night, a livestream to every office, and a toast at half past nine. The chief operating officer slipped out to take a call – and missed their own toast.

USE THIS PREVIEW TO PLAN

- Page 2 shows all 16 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; Logan, Micah, Sawyer, Bailey, Elliot, Phoenix, Spencer and Kris join for 9 to 16 guests.

ALWAYS PLAYED

Jordan Montague

Chief executive

Founded Copperleaf in a spare bedroom twenty-five years ago, and hosts the awards.
Wear: Business best, with a copper-colored tie or scarf.

ALWAYS PLAYED

Cameron Pruitt

Chief financial officer

Counts every dollar, and smiles about none of them.
Wear: A sharp suit and a calculator watch, if you have one.

ALWAYS PLAYED

Parker Lindgren

Head of People

Runs hiring, training and the awards, and remembers everyone's birthday.
Wear: Smart and comfortable, with a name badge worn proudly.

ALWAYS PLAYED

Dakota Ortega

Sales director

Has closed more deals than anyone in the building, and will tell you about each one.
Wear: Your best suit, and a winning smile.

ALWAYS PLAYED

Finley Gilchrist

Head of purchasing

Buys everything Copperleaf uses, and has been here twenty-five years.
Wear: A smart suit, and your 25-year copper pin.

ALWAYS PLAYED

Hayes Winslow

Events manager

Planned tonight down to the minute, and has a clipboard to prove it.
Wear: All black, a headset and a clipboard.

ALWAYS PLAYED

Alexis Tremblay

Head of technology

Keeps the systems, the livestream and the meeting-room gadgets running.
Wear: A hoodie over a shirt and tie — on purpose.

ALWAYS PLAYED

Mackenzie Yates

Board member

Sits on the board, and has opinions about everything else.
Wear: Board-meeting best, with your 25-year copper pin.

OPTIONAL

Logan Quintana

Graduate trainee

Tonight's Rising Star, eleven months into their first job.
Wear: Your interview outfit, and a nervous grin.

OPTIONAL

Micah Fairbanks

Facilities manager

Keeps the building running, and knows every door in it.
Wear: A work jacket over a smart shirt, and a tape measure.

OPTIONAL

Sawyer Delacourt

Marketing lead

On the Team of the Year, and already planning the press release.
Wear: Something bold, and a lanyard.

OPTIONAL

Bailey Northcott

Customer success lead

On the Team of the Year, and knows every customer by name.
Wear: Bright and friendly, with a lanyard.

OPTIONAL

Elliot Rasmussen

Sponsor liaison

Looks after tonight's sponsor, Marrowfield Partners.
Wear: A suit with a Marrowfield lanyard.

OPTIONAL

Phoenix Valdez

Office manager

Runs the office, the supplies and, some say, the company.
Wear: Smart, with a pen behind your ear.

OPTIONAL

Spencer Kowalski

Data analyst

Can tell you anything about Copperleaf, as long as it's a number.
Wear: Glasses and a cardigan, and a chart on your mug.

OPTIONAL

Kris Udall

Junior designer

Designed tonight's slides, invitations and photo wall.
Wear: Something you designed yourself.

Before you buy

What the full game asks of you and your guests.

IS IT RIGHT FOR YOUR PARTY?

Guests	8 to 16 adults or teens (14+). Eight characters are always played; up to eight more join.
Time	About an hour and a half 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.
At work	Office-safe: no romance, no drinking, no real company. Every role is fiction; guests can choose, swap or decline roles. For personal and private parties.
Content	A fictional death that happens offstage and is never described; a rigged contract, awards, ambitions and harmless office secrets. No romance, no drinking, no real company. Every role is fiction and says nothing about anyone's real job. Nobody needs to dress up, act or walk around to play.

WHAT THE FULL GAME INCLUDES

- A host guide with an exact print list for 8 to 16 guests, a read-aloud script, cue cards and what to do if someone cancels.
- Sixteen 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 contract, the room counter, the run sheet, the voicemail, statements — a floor plan, 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.