

TERROUR in Transylvania



VIRTUAL INTRO FILE

TERROR *Transylvania*

**All of the underworld is invited to
Dracula's 500th birthday celebration!**

AS THE MEMBERS OF THE HAUNTING AND HAUNTED GATHER AT THE
DESOLATE TRANSYLVANIA CASTLE, THIS WILL BE AN EVENING AWAY
FROM THE MORTALS WHERE THE SUPERNATURAL COMMUNITY CAN COME
TOGETHER TO CELEBRATE AND CAROUSE!

DURING THE NIGHT OF SPOOKTACULAR FUN, ONE OF THE PARTY—GOERS
WILL END UP IN A GRAVE THEY HAVE DUG FOR THEMSELVES.
DESPERATE TO AVOID BECOMING VICTIMS THEMSELVES, THE GHOULISH
GUESTS WILL SEEK OUT THE CULPRIT IN THEIR MIDST.

PERHAPS THE MURDERER WILL BE THE BEWITCHING WITCH
WITH A CROSS TO BEAR? A MOLLIFIED MUMMY WHO NEEDS TO
KEEP THINGS UNDER WRAPS? OR POSSIBLY A VINDICTIVE VAMPIRESS
WHO WAS ONCE BITTEN TWICE SHY?

WHAT LIES AHEAD IS A HAUNTINGLY COMPLEX
NIGHT DURING WHICH THE SPOOKY AND
THE SPIRITED COLLIDE TO SOLVE A MYSTERY
DESIGNED TO LEAVE YOU SPELLBOUND.

**It is enough to have the
skeletons shaking
in their bones.**

Thank you for choosing Terror in Transylvania

We are confident that you will find this comprehensive packet to provide everything you will want and need to run your very own murder mystery party—one that will have your guests talking about it for weeks, if not longer.

This murder mystery experience is designed to be easy to run and fun to play for all the guests involved. The game is played with all of your guests having active roles in the game and each guest having objectives to complete. These objectives keep the party from being pre-scripted and allow your guests to draw their own conclusions as to the motives and the identity of the murderer. This format also allows for great mingling among your guests and insures all of your guests feel included. Before the night is through, each guest will have discovered that they have a motive for killing the victim and be inclined to protect their innocence as well as seek out the murderer. To add to the experience and suspense of the night, the murder happens during the party, not before, as in some other murder mystery games. The victim is also allowed to play along after they “die,” since they have no clue who murdered them. Terror in Transylvania is certain to be a hit with all of your guests.

The following pages contain a simple list of things you need to do as host in order to have the party run smoothly. Once the party is going, it is up to the guests to make the most of it—something you will be surprised at how well they do.

HOW TO HOST WITHOUT KNOWING THE MURDERER

We realize that part of the fun of throwing the party is playing along. If you choose to host WITHOUT knowing who the murderer is, simply follow these directions so that you can avoid any spoilers.

First, you will want to read this host’s guide in full. Nowhere in the Host Guide pdf will the murderer and/or victim’s identity or gender be listed. Additionally, with these in-depth instructions, it will ensure you that you are setting up the party correctly while being able to fully participate!

Second, even if you avoid places where the murderer is identified, the mystery materials will give you clues, added information, etc. so we suggest you refrain from reading the mystery materials if desiring to play along.

There are only two places in the mystery materials that will tell you who the murderer is:

(1) In the solution. It will be separated into a different file AND flagged with a cover page to tell you not to read it.

(2) It is listed in that guest’s secrets in their “B” materials. Since we cannot tell you which character to “not read,” since that too would give it away, you will want to avoid reading the character’s “B” information but your own.

ASSIGNING CHARACTERS

With 20-80 guests: at least 5 male characters, 4 female characters, 11 gender neutral.

With 15-20 guests: 5 male, 4 female, 7-11 gender-neutral.

With 10-15 guests: 4 male, 3 female, 3-8 gender-neutral.

With 8-12 guests: 3 male, 2 female, 3-7 gender-neutral.

- **As host, you will need to decide upon a character for each of your guests.** The easiest way to assign the characters is to read the character descriptions and match each character with the guest you feel suits that particular character the best. They will be listed in this host's guide, along with a sheet that will help you assign the characters best to your guests.
- **Because this party is dependent on a minimum number of people showing up,** it is important to get an accurate guest count before ordering and/or assigning characters.
 - It is recommended that you send out the general invite with an RSVP date. After your guests RSVP positive, you can send them their character dossier.
- **You can download an invite at:** <http://www.nightofmystery.com/invitations.php>
- **The killer will not know they are the murderer until they open their second envelope at the party.**
- **The victim will not know they are the victim until they get to the party.** The victim will have a new identity list of objectives for after the murder to complete as a newly assigned character. Also listed in their first set of objectives is to, "fall down dead when they hear a bang."
- **The victim after "death":** After the "death" at the party, the victim will assume a different role (included in their dossier) for the second half of the night. If you have an extra identity (that is, a role that is not being played), they can also assume that identity if you so choose. **If Grim is not assigned, the victim will assume this role after they have "died."*
- **Who can I eliminate without ruining the mystery?** Information included with mystery.
- **If you have eliminated the investigator for your party,** then the victim will play the role of Grim for the second half of the party. Following the "death," the victim will get up and the host can then explain that there will be an investigator for the second half (which will be the victim). If this is the case, you will message the victim Grim's dossier, which they will now use for the second half of the party. The victim/investigator will then read the "investigation directions" to the crowd (included in dossier). Since the investigator's main role is based after the murder, it is ok if the investigator is eliminated from the first half of the party and only plays the second half. Additionally, the victim does not know who killed them or why, so the victim can assume the role of the investigator for the second half. **If you have not eliminated the investigator, the victim will have a secondary role (included in their dossier) to play for the second half of the party.*
- **As host, who should I be?** This is really a personal decision for you. Since it is their party, some hosts choose to be a main role. In this case, it is also a birthday party for Dracula, so if you are throwing this as a birthday, that would be an obvious choice. However, some hosts choose a more secondary role so that they can more fully attend to their hosting duties. **See Hosting Timeline further in host guide to get a better indication of all that you will need to do the night of the party.*
- **Ideas for assigning couples:** Information with mystery purchase.

HOST Guide

*** Not all characters will be included with smaller versions of the party.

Dracula – Vampire. As Dracula celebrates five full centuries of life, there is little the birthday boy would not do to ensure he lives to 1,000!

Draculina – Vampiress. After sucking her share of blood in the kingdom, this wild one has settled down with the most eligible bachelor in town. To assert her worth, Draculina is throwing Dracula the party of a lifetime!

Vampira – Vampiress. A former bride of Dracula, this maiden was twice overlooked as a wife. Vampira refuses to be treated the same as those with whom she is currently involved.

Frankenstein – Monster. Created by a scientist, this beast-like barbarian will not let anything get in the way of his goal of establishing a legacy.

Bernice – Bride of Frankenstein. Happily wed to the monster of her dreams, Bernice has big plans for her family's future... and will not let anything stop her!

Herman Muenster – Monster. Having moved recently to Transylvania, Herman relocated his family to this special place where they can all fit in. However, soon after moving, it seems the Muensters have started to stick out in the neighborhood.

Lily Muenster – Vampiress. This vanquished vampiress is seeking asylum and safety among her own kind. But, her past choices may come back to haunt her.

Eddy Muenster – Child. The product of a monster and a vampiress, this deviant child is devoted to making a place for themselves in a community of their own kind. But, will Eddy's choices have them cast out before they have a chance to fit in?

Fangs – Werewolf. In charge of castle security, this natural vampire enemy has become one of Dracula's closest confidants and guardians of security in the kingdom.

Willow – Witch. A sorcerer to be reckoned with, Willow will make sure they are in charge of meeting everyone's magical needs, including their own.

Shadow – Black Cat. Willow's right-hand cat, Shadow has been the witch's familiar from birth and intends to keep it that way.

Wyatt – Warlock. As Willow's sworn enemy, when Wyatt's magical prowess can't match up, Wyatt won't hesitate to turn to other means of besting the witch ... none of which are fair or just.

Wings – Bat. Wyatt's sidekick, he has been using his time and energy to advance the warlock's agenda, as well as his own.

Soul – Ghost. New to the Transylvania community, Soul's motives for attending the party may just get them killed ... again.

Bones – Skeleton. This framework of a human has more heart than their structure would suggest, but even the best intentions can go awry.

Avery – Mummy. The keeper of sacred treasures, Avery has traveled from Egypt to attend and celebrate Dracula's milestone birthday. The real question is, what kind of baggage did Avery pack?

Dr. Jekyll – Scientist. As the life source for members of the Transylvania kingdom, this phlebotomist has become a staple in the community. There is little that the good doctor would not do to help Dracula, however there is a limit that will need to be drawn.

Red – Devil. Dracula's old party pal, Red taught Dracula everything he knows about creating chaos and evil, except how to stop it.

Grim – Agent of Death. Responsible for investigating odd events in Transylvania, Grim's role is to make sure that Dracula's domain is ruled just like Dracula wants it.

Creeper – Zombie. Dracula's servant, this employee understands that attending to Dracula's needs includes more than just monitoring the castle.

Night of
Mystery

STAGE 1— THE GUESTS ARRIVE

- Everyone “arrives” in the virtual chat room.
- Host gives general guidance on how to upload virtual background, use chat, etc.

STAGE 2— INTRODUCTION

- Once everyone has arrived, instruct Dracula to turn to the next page in his dossier and read the Introduction aloud.
- Following introduction, guests will turn to their next page in their dossiers and complete their objectives within the virtual conference room or private chat.

STAGE 3— WILL READING, MURDER & INVESTIGATION

- When guests start to settle down and the victim has informed you (via private chat) that they have completed all of their objectives, arrange for a loud (bang!) noise to sound.
- The victim will fall down dead.
- *Victim will take on another role that is already included in their dossier. If Grim has been eliminated, the victim will now assume the role of Grim. *Host will send the Grim dossier pdf to the victim via private chat or email. If this happens, as host, you will let everyone know that an investigator (Grim) will now be joining you.*
- Have Grim turn the page in their dossier and read the Investigation Instructions to everyone.
- Guests will continue to sleuth with new information.

STAGE 4— EVIDENCE PRESENTATION

- When guests have settled down again, and Grim finishes their investigation, instruct Grim that they may now turn their next page and present the evidence.
- At the same time, you will share the evidence PDF with the whole group via the chat function (you will simply attach the evidence pdf).
- After everyone has had time to go over the evidence, the guests will fill out their accusation forms. If some of your guests have not printed out their materials, have them write their accusations on a piece of paper. ***If you are also voting on best dressed, you might want to have everyone stand up and show off their outfit before casting votes.*
- Once everyone has written down their guesses, have everyone share who they are accusing and why, BEFORE the solution is read.

STAGE 5— THE SOLUTION & AWARDS

- Message Grim and attach the solution pdf (via private chat) and have Grim read it aloud to the guests.
- Present awards.

Virtual Host Duties

Invite your guests and get an accurate guest count!

- You can use the downloadable invite provided by Night of Mystery.
- Order your materials from Night of Mystery!

Create a virtual meeting on a video conferencing site, such as Zoom.

Email your guests their part information:

- Their character packet PDF
- The information to be able to join your virtual meeting -- a link or a login and password.

Have your guests print out their character packet, preferably ahead of time.

- They will want to staple it together, then review the first four pages of their document, making sure not to read the rest of the packet. *There are clear instructions and dividers showing where to stop reading.*
- This dossier will have background information on the party scenario, their character and more!
- If your guests are unable to print out their character packet, they can also access the pdf on a device during the party.
- However, in this case, they will need two devices (one to access the pdf and one to access the party via the video conferencing site) at the time of the party.

At party time, you (the host) will want to have access to these files on your computer:

- Virtual Backgrounds to share with your guests
- Evidence PDF
- Solution PDF
- Each Award PDF
- If Grim is not assigned to a guest, you will want to have that pdf ready to send the victim, after their "death."
- These files are all included with your downloads, but you will share them with members of your group the night of the party via your room.

The night of the party, your guests will need:

- Ability to access your video conferencing room via a device (phone, computer, tablet, etc.).
- Their character packet
- *Ideally, this is already printed out, but could also be as a pdf on a device other than the device they are using to log into the party.*
- A pen or pencil, to write their final accusations and to take notes (if desired).

The host will also need:

- A copy of the host timeline and Zoom Room Directions (for reference) and the tally sheet to keep track of who guessed the correct murderer and the winners for best actor/actress, best dressed, and/or most money (optional).

Host Timeline

A SYNOPSIS OF WHAT TO DO AND WHEN

- Guests arrive.
- Have Dracula turn the next page in his character dossier and read the Introduction aloud to the guests.
- Guests mingle virtually and complete objectives.
- Victim discreetly informs you that they are done with their objectives via private chat.
- Arrange for a loud bang to sound.
- Victim falls down “dead.” Chaos ensues.
- *If Grim is not here, you will message the victim Grim’s character PDF, and have the victim assume the role of Grim at this point.*
- Have Grim turn the page and read the investigation instructions to the guests.
- * Guests investigate one another using information in their character dossiers.
- Grim will inform you that they have completed their investigation via private chat.
- Have Grim turn the page in their dossier, and read the Evidence Presentation to everyone. As host, you will attach the evidence PDF file in the chat function for everyone to be able to see and read along.
- After everyone has had time to review the evidence, the guests will fill out their accusation forms. If some of your guests have not printed out their materials, have them write their accusations on a piece of paper. *** If you are also voting on best dressed, you might want to have everyone stand up and show off their outfit before casting votes.*
- Once everyone has written down their guesses, have everyone share who they are accusing and why, BEFORE the solution is read.
- While guests are reading their accusations, use tally sheet to tally the results.
- Message Grim the solution PDF (via private chat) and have them read it aloud to the guests.
- Present awards.

TRANSYLVANIA TIMES

1914

Dracula's 500th Birthday Bash!

To celebrate the most infamous vampire of all time, Dracula is throwing her husband the party of the century!!! With the most noted and notorious individuals invited, Dracula's birthday party is one you won't want to miss. Among the community's elite, those in attendance are sure to be:

Dracula – Vampire. As Dracula celebrates five full centuries of life, there is little the birthday boy would not do to ensure he lives to 1,000!

Draculina – Vampiress. After sucking her share of blood in the kingdom, this wild one has settled down with the most eligible bachelor in town. To assert her worth, Draculina is throwing Dracula the party of a lifetime!

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Eddy Muenster – Child. The offspring of a monster and a vampiress, this deviant child is devoted to making a place for themselves in a community of their own kind. But, will Eddy's choices have them cast out before they have a chance to fit in?

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Shadow – Black Cat. Willow's right-hand cat, Shadow has been the witch's familiar from birth and intends to keep it that way.

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IMPORTS BY AVERY

Egyptian Treasures
Delivered Straight To You

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Havoc in Town To Result In Banishment

In the last decade, Transylvania has become a community of peaceful coexistence between the mortal and the supernatural. This harmony was struck under the rule of Dracula who thought it pertinent to, "avoid giving the humans a reason to band together and attack our kind."

Recently, this harmony has become upset with such infractions as noise disturbances, defacing of the town cemetery and random murders. The humans are starting to suspect foul play from someone other than their mortal counterparts.

To avoid an attack on the supernatural community, Dracula has vowed to find the culprit and threatened banishment of the individual responsible for these crimes. This has calmed the police chief's demands, but will not last long if Dracula does not come through on his promise.

**Willow's
Magical
Answers**

"The Most Powerful
Sorcerer Around"

TERROR in Transylvania

SAMPLE CHARACTER DESCRIPTION TAKEN FROM ANOTHER MYSTERY

Banker Bob

As the bank owner in the town of Deadwood, you do business with many of the people in the town and also some of the participants of the Deadwood Poker Tournament. One of your foremost clients is Harry High-Stakes (the Deadwood Saloon owner). In order to get the saloon established and operating in its first year, you have loaned Harry a substantial amount of money. Although the saloon appears to be doing very well, you are uncertain why Harry is continually delinquent and sometimes misses his payments on his loan. Just last month, Harry was late again on his payment and you warned him that you will have to put his saloon into foreclosure if he cannot repay the money he owes on the loan by next month. You suspect that Harry is throwing the Deadwood Poker Tournament in order to get enough money so that he can repay his debt. This will be an important week to see if you will gain your money back from Harry's loan or if you will gain control over the saloon.

Because Harry is such a difficult and delinquent client, you hope that you will gain control over the saloon. If the saloon becomes the bank's property, you speculate that you may have a very wealthy buyer in Montgomery Money, an investor from the East. Because of Montgomery's reputation, you are certain that you will make a healthy profit off of selling the saloon to Montgomery and he will be consistent and reliable when making his loan payments.

In addition to all the excitement of the tournament, your bank was held up at gun point. Banker Bonnie (your wife) was watching the bank over the noon hour while you were meeting with Harry about his payments. Because of the high ante for the poker tournament, you are convinced that the robber must have been a gambler who was trying to accumulate enough money to pay for the entry fee. Since you view Sheriff Sam (the sheriff) as a very lazy individual, you plan on taking matters into your own hands when it comes to finding the culprit of the bank robbery and bringing them to justice! In addition, you do not believe that Sheriff Sam is a moral character as well. Just this past week, you saw Sheriff Sam taking money from Harry High-Stakes. While you do not know the details of the transaction, the secretive nature in which the money was exchanged suggests that it was not for an honest reason.

As the Deadwood Poker Tournament Party quickly approaches, you are looking forward to attending for a few reasons. First, the party will be a perfect place for you to talk business with Montgomery Money about his intentions on investing in the saloon if your bank gains control of it. Second, you plan to figure out which one of the poker players may have robbed your bank and you plan to bring them to justice! And lastly, by the end of the night, you will know whether Harry will have enough money to pay off his debt to you or if the saloon will be yours!

Acting and Dressing Your Part: As the bank owner of Deadwood, you are a businessman first. Your bank and your money come before everything, including your wife Bonnie. Since you will be using the party to for business matters, you will want to dress dignified for the night. Consistent with the times, you may consider a button down shirt, vest, ascot and hat (bowler, derby, slouch, gambler or other). Popular of the time period, you may also consider adding in facial hair. *For more ideas on how to dress and a glossary of wild western words and phrases to use at the party, please see www.nightofmystery.com and murderatthedeadwoodsaloon.com*

TERROR in Transylvania

SAMPLE OBJECTIVES SHEET FOR BEGINNING OF PARTY— TAKEN FROM ANOTHER MYSTERY.



OBJECTIVES

Banker Bob

Objectives At The Start Of The Party

- Tell Harry High-Stakes (the saloon owner) that you need the money he owes to the bank by tomorrow or the bank will have to retake the saloon.
- If asked, insist that you may have to foreclose on the saloon if Harry High-Stakes doesn't make enough money by hosting the tournament.
- Tell Montgomery Money (an investor) that you may have a business proposition for him depending on how the evening turns out.
- Ask Sheriff Sam (the sheriff) if he has any leads on who robbed your bank earlier this week.
- Question some of the gamblers to see what they were doing during the noon hour earlier this week when the bank was robbed.
- Ask Jesse Wales and Barb Cassidy (two outlaws) why they are in town this week.
- When asked about your wife's actions, insist she can do as she pleases! (But be secretly concerned.)
- If Banker Bonnie questions your relationship, insist that you are only trying to provide a better life for her.
- If anyone approaches you with information about your bank robbery, question their sources and motives.

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TERROR in Transylvania

SAMPLE OBJECTIVES SHEET FOR AFTER THE MURDER — TAKEN FROM ANOTHER MYSTERY.



OBJECTIVES

Banker Bob

Things You Know:

- You are about to foreclose on the Deadwood Saloon if Harry High-Stakes (the saloon owner) cannot repay his debt to you.
- Earlier this week, you saw Harry High-Stakes (the saloon owner) handing Sheriff Sam (the sheriff) money. For what reason, you are not sure.
- Earlier tonight, you witnessed Banker Bonnie (your wife), talking to Barb Cassidy (an outlaw).

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OBJECTIVES

Banker Bob

Objectives After The Murder:

- Accuse Harry High-Stakes of bribing Sheriff Sam so he will not be found guilty of murder. If Harry denies it, find out the real reason he is bribing the sheriff.
- Ask Sheriff Sam how much money the killer is paying him to keep his mouth shut. (Sam is known to take bribes.) Demand to know what evidence he has uncovered from his investigation into the bank robbery.
- If asked, admit the saloon will go to Henrietta High-Stakes (Harry's wife) if Harry is found guilty of murder and put in jail.
- If anyone has information on Montgomery Money (your potential investor), find out what they know. You may have to pay them to get their information.
- Defend Banker Bonnie publicly, but question her privately on her ties to Barb Cassidy.
- If Banker Bonnie threatens to leave you, question where she will get the funds to live.
- Confront Barb Cassidy on why she is in town, and what she knows about the other outlaws at the party.

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Night of
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TERROR in Transylvania

SAMPLE EVIDENCE
TAKEN FROM ANOTHER MYSTERY

EXHIBIT A

Description: *The murder weapon-- a dagger in the heart*

Notes: **Found to be the cause of death.**



Night of
Mystery

All The Extras

INCLUDED WITH THE MYSTERY IS IDEAS AND DESIGNS TO HELP YOU CREATE FUN AND AUTHENTIC MATERIALS THAT ARE EASY TO MAKE FOR TERROR IN TRANSYLVANIA.



YOU WILL FIND DIRECTIONS AND DESIGNS FOR VARIOUS SIGNS, DESIGNED MENUS, HOW TO MAKE A CASTLE FACADE, FOOD LABELS, DRINK LABELS, WINE LABELS, AND MORE

More Party Planning Resources

Night of Mystery does our best to provide you with everything you need to create a unique and creative mystery party - including giving you plenty of party planning resources and ideas for each mystery theme we offer! **Check out any/all of the resources below!!!**

TERRORINTRANSYLVANIA.COM

Simply type in terrorintransylvania.com and it will take you to the "Party Tips" section of Night of Mystery dedicated to giving you the best ideas for decoration, costumes, hosting tips, etc. for THIS MYSTERY!!! Be sure to explore the "Hosting Tips" section of this as well!

ALL THE EXTRAS SUPPLEMENT

Check out the supplement that is filled with designs, posters, ideas, etc.

OUR PINTEREST PAGE

Get ideas and how-tos on theme-centric decorations, food, etc. Be sure to "Follow Us" to get the latest and greatest pins that we add to the boards! <http://www.pinterest.com/nightofmystery/terror-in-transylvania/>

FLICKR ALBUMS

Check out pictures from other host and hostesses from your mystery theme! See how much fun others had throwing this theme and get ideas for your own mystery party. You can view the album at: www.nightofmystery.com/photos-TT/

VISIT US ON FACEBOOK

<https://www.facebook.com/nightofmystery/>

FOLLOW US ON INSTAGRAM. SEE LOADS OF PARTY PICTS

<https://www.instagram.com/nightofmystery/>

GET A COUPON AND A CHANCE TO WIN A FREE PARTY

Once your party is thrown, please let us know how your party went by emailing the details and pictures to nom-partyofthemonth@gmail.com! We will email you a \$5 coupon for submitting your comments and/or pictures about your party. In addition to the coupon, party pictures and comments may be highlighted on social media and/or the blog. Each month we will select one posting to be featured in our "Party of the Month" blog and that customer will receive a \$65 gift certificate towards the purchase of a future party!

HOST Guide

THIS HAS BEEN JUST A SAMPLING OF WHAT
YOU WILL RECEIVE WHEN YOU PURCHASE

Terror In Transylvania

THE COMPLETE PACKAGE INCLUDES

- **A Host Guide**— A complete how-to of throwing your party which includes directions on assigning characters, directing the party, what to expect, general guidelines for using the party in a video conferencing site, and preparing for your virtual party.
- **Designed Invitations**— that you can customize with the details of your party.
- **Virtual Backgrounds**— Included are a number of images you can set on your screen to help set the mood for your party!
- **A Schedule of the Night**— A step-by-step breakdown of how the night will go. (Included in the host's guide.)
- **Individualized Character Dossiers for Each Character**—these are complete with all of the background information your guests will need to start the night, as well objectives for each character to achieve at each stage of the game.
- **An Introduction**— to be read to the guests upon arrival (included in one of the character's dossier).
- **Evidence** — more clues that will be presented towards the end of the night. This evidence will help your guests solve the mystery and find the murderer.
- **Solution**— a detailed description of the what and why the murder happened including who the murderer is.
- **"Who Durnit" Cards**— to allow your guests to guess the murderer and to vote for the most animated character and best outfit.
- **Award Certificates**— to be awarded to the best costume, the most theatrical guest, the player with the most money at the end of the night and to each of the guests that solve the murder.
- **Party Printables and Extras**— directions, templates and designs to help you plan for your party. (Not necessary for virtual parties, but fun.)

All of our parties come in the form of a professionally designed pdfs. Immediately after completing your order, you will be able to create an account using the email you used when purchasing in order to login to our backend. Once in your account, you will have the ability to download your party for sixty days after your purchase. If you forget your password, you can request a new password be sent to your email. By having our games online as instant downloads, we are able to satisfy even the most urgent need for a party.

PLEASE LOG ONTO **NIGHTOFMYSTERY.COM**
TO PURCHASE YOUR PACKAGE TODAY.

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Mystery