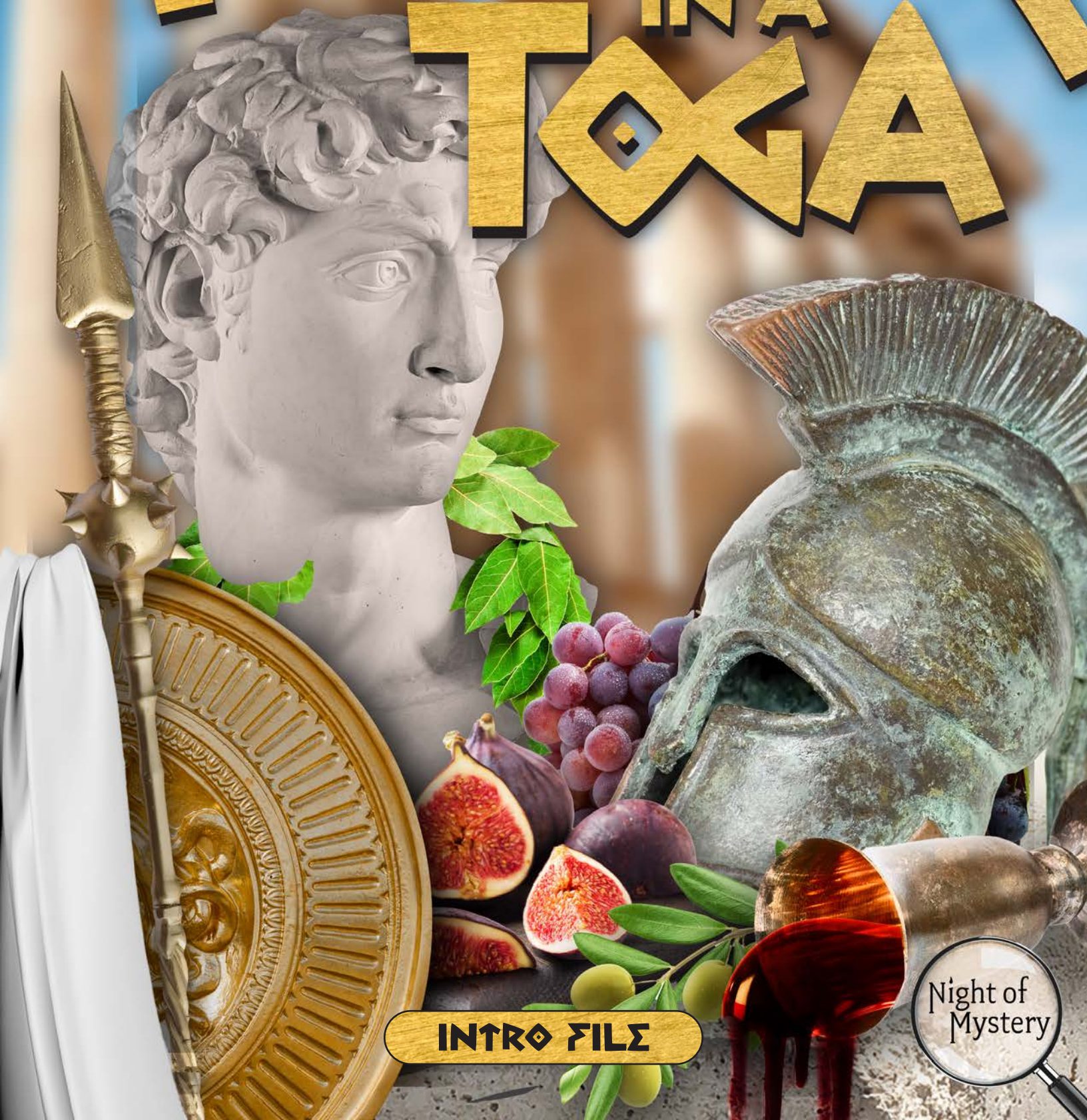


TERROR IN A TOGA



INTRO FILE

Night of
Mystery

TERROR IN A TOXA

**FRIENDS, ROMANS, COUNTRYMEN,
LEND ME YOUR EARS, AND YOUR
WIT.**

An evening of gladiator warfare and celebration is planned for all of Rome to enjoy. At the heart of the excitement sits Felix Festus, a lanista looking to win the public favor – and in doing so, a Senate seat – with the donation of his gladiators for exhibition. While no lives will be taken in the ring; honor, pride and the grand champion title are all at stake in the exhibition.

**ALTHOUGH LIVES WILL BE SPARED
IN
THE ARENA, THE SAME WILL NOT
HOLD TRUE AT THE FESTIVITIES.**

One Roman will take their last breath at the party and it will be up to you to search out the guilty from the guileful. Was it the brute in a fight for his freedom? A senator unwilling to award another seat? A socialite who will not accept a rising of the classes? Or perhaps a slave whose secret runs so deep that murder is the only way to silence it.

**AS YOU DEFEND YOUR OWN
INNOCENCE,
YOU WILL BE CALLED UPON
TO DECIPHER BETWEEN THE
DOWNTRODDEN AND THE
DOWNRIGHT DECEITFUL...THAT IS,**

Night of
Mystery

HOST GUIDE

Thank you for choosing Terror in a Toga

We are confident 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 ensures that 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 a Toga 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.

***** Special note on this mystery:** there are characters who are classified as slaves in this mystery. In Roman times, gladiators were slaves, as were many of those who served the wealthy. This is indicative of the time period and by having them as characters, this mystery is not condoning or glorifying having or owning slaves. If this is something you or your guests are not comfortable with, then please do not purchase this mystery.

Choosing the right version:

Gender Counts:

With 20+ guests: At least 8 male guests, 8 female guests and 4 gender-neutral guests

With 15-20 guests: 7-8 male guests, 7-8 female guests, 1-4 gender-neutral guests

With 10-15 guests: 4-6 male guests, 4-5 female guests, 2-4 gender-neutral guests

With 8-12 guests: 4-5 male guests, 3-4 female guests, 1-3 gender-neutral guests

Can I upgrade or downgrade between versions after purchase? Unfortunately, you cannot. With the exception of moving from the 15-20 guest version to the 20+ version, upgrading between mysteries is not an option, which is why we encourage getting an accurate guest count before purchasing.

How do I get an accurate guest count? It is recommended that you send out the general invite with an RSVP date of two weeks before the party. After your guests RSVP positive, you can send them their character sheet and other party information.

You can download an invite at: <http://www.nightofmystery.com/invitations>

Is this mystery suitable for youths and/or church groups? No. Our site offers "clean" versions of a few other mysteries on our site: www.nightofmystery.com. Please refer to those when hosting a party for a more conservative crowd.



Night of
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HOST GUIDE

- Average parties range from 1.5-4 hours depending on a number of factors like how many guests you have, if you serve a meal, how well your guests mingle, etc.

Assigning Characters

- 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.
- **Is there a set character list?** Yes. You will not be able to pick and choose which characters are included with your mystery. This intro file has the guests listed for the 15-20 guest version. If you are curious about specifically which characters will be included with your purchase, you can email support@nightofmystery.com to inquire about that information ahead of purchase.
- **WHO CAN I ELIMINATE WITHOUT RUINING THE MYSTERY?** Information in mystery purchase. **THE HOST CAN PLAY ALONG!**
- **Because this party is dependent on a minimum number of people showing up,** you need to determine ahead of time which guests are attending before assigning characters.
- **An accurate guest count is important.** It is recommended that you send out the general invite with an RSVP date of two weeks before the party. After your guests RSVP positive, you can send them their character sheet and other party information.
- **You can download an invite at:** <http://www.nightofmystery.com/invitations>
- **After purchase, you will not be able to “upgrade” or “downgrade” your party to the next level, so an accurate guest count is imperative.** **There is an upgrade when moving from the 15-20 guests version to the 20+ guest version for purchase on the site, but the 15-20 guest version is the only version where the upgrade works.
- **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 take on the role of the investigator for the second half of the party.
- **The victim after “death”:** The victim will assume the role of the investigator after the murder.
- **As host, who should I be?** Information in mystery purchase.
- **Ideas for assigning couples:** Information in mystery purchase.
- **Different versions for this mystery:** At this time, there is only adult versions.



Night of
Mystery

HOST GUIDE

Justice Ruler—Senator. Born into the upper class, Justice is not one to open the Senate doors, or his understanding, to those from different classes or families. *Male.*

Claudia Ruler—Senator's wife. Wealth and prestige have always come easy to this woman of privilege. What will she do when her power and dominance are in jeopardy? *Female.*

Marcus Augustus—Senator. With an open heart and an open mind, Marcus proves to be a different type of leader, but whether he is one that will prevail and retain his Senate seat is yet to be decided. *Male. T*

Cecilia Augustus—Senator's Wife. With a troubled past, this diva has made it into the upper class not through her money, but by her romantic exploits. *Female.*

Cicero Augustus—Senator's Son. Aspiring to be just like his father, Cicero may be following in Marcus' footsteps in more ways than one. *Male.*

Felix Festus—Lanista. With his sights set on the Senate, Felix needs to capitalize on his popularity with the people, as well as prove that his managerial skills extend beyond the arena. *Male.*

Fabiola Festus—Lanista's Wife. A demanding domina, Fabiola will host the party of a lifetime to elevate her family's status to one that is worthy of the upper class—in an attempt to become a part of it. *Female.*

Anthony Aurelius—Soldier. After returning from the war, more surprises await this soldier at home than he encountered at war. *Male.*

Amelia Aurelius—Soldier's Wife. Loyal and loving, Amelia would never intentionally betray her family. However, Amelia's inadvertent actions may come back to haunt her. *Female.*

Antonia Aurelius—Soldier's daughter. Having inherited her father's breeding and intensive loyalty, this is one woman who will go down fighting – for herself, for her love and for her family. *Female.*

Titus—Grand Champion Gladiator. Carrying the title of all titles in the arena, one misstep and Titus will be left without his honor and possibly his life – something that many long to do. *Male.*

Brutus—Gladiator. Stripped of his independence and taken from his family, Brutus will do anything to gain his freedom back. *Male.*

Hadrian—Gladiator. Hadrian's desires to claim the grand champion title come not out of pride, but out of revenge. *Male.*

Livia—Slave. Working off the debt of her late husband, Visuvius, Livia has more to prove than her worthiness. *Female.*

Sabina—Chamber Servant. As Fabiola's 'go-to' girl, little escapes Sabina's eyes and observance – least of all her domina's longing to bear a child. *Female. Devoted and loyal to their cause, while being secretive and sneaky in nature.*

Tatiana—Slave. Sister to Titus, her devotion to the truth runs deep and her loyalty to her family, even deeper. *Female.*

Trader Livinius—Merchant. From people to potions to popular weapons, this trader has no limitations to the trades they conduct. *Male or female.*

Speedius Ryder—Charioteer. A popular figure in the Roman world, Speedius is out to prove that they can take on anyone in any arena at any time. *Male or female.*

Gossipus Maximus—Town Crier. Responsible for relaying all of the news, Gossipus' knowledge extends far beyond the information they are commissioned to pass on. *Male or female.*

Iovita Investigatus—Constable. As Rome's main form of law enforcement, a flip of the coin (or a bribe with coin) may determine which side of the law they are truly on. *Male or female.*

Night of
Mystery

HOST GUIDE

Some Frequently Asked Questions:

Can I run this as a first-time host? First-time hosts need not be wary. Night of Mystery parties have everything you need to throw a successful party and are designed to be easy-to-run.

CAN THE HOST PLAY ALONG WITHOUT KNOWING WHO THE VICTIM AND/OR MURDERER ARE? YES!!! Unlike some other mystery parties, we have designed our materials so that the hosts can play along! As host, you will read the host's guide in full to ensure that you are setting the game up correctly WITHOUT letting you know who the murderer is! If you wish to know the murderer, you can simply read the solution.

Will a murder happen AT the party? YES again! We found this adds to the excitement, intrigue, and fun of the party! It's another reason why we are a stickler for "no spoilers on social media" – we can't have pictures of the victims for fear of ruining the intrigue for others!

How can I pick the "right" party theme? We always recommend you pick the theme that you are most passionate about hosting and/or you believe your guests will be most excited about coming to! We do our best to accommodate multiple sizes within each party theme to accommodate that.

- If having specific gendered roles is important to you, please see the gender counts for the version you plan on ordering.
- Additionally, if you are worried about a mystery being too racy, please see our clean versions.
- If specific characters within a mystery are important to you, reach out to support@nightofmystery.com and we can let you know (specifically) which characters are included with the version you are considering.

Can I run this with my business and/or group organization? With a business license, you can run these mystery parties with your organized group and/or business. Please see our FAQ for more information on business licenses.

Do you come and run the party? We do not. Our services are in providing YOU with everything you need to throw your party in your own home or venue. IF you have a desire for someone else to run your party, please see our resources page for party planners who have purchased our business license and are licensed to run our parties in your area.

A Note about Social Media: While we LOVE to see your fun parties – and often highlight and cross-promote those who tag us – we can't have anyone posting pictures of spoilers! This includes, but is not limited to, pictures, videos, or mentions of the victim, murderer, and/or pertinent clues in the game. Since spoiler posts create a calculated loss of business, you can be liable to pay the calculated loss of sales upon discovery of the violation. So keep it fun, crazy, and show us your best spoiler-free content!!! **And don't forget to tag us after! #nightofmystery**

How does this work? All of our parties come as a professionally designed 50-125 page pdf. Immediately after completing your order, you will be able to re-login to your account using the username and password you established in the purchasing process. Once in your account, you can download your party (including optional emailable invitations for your guests) for 120 days.



Night of
Mystery

HOST GUIDE

HOSTING TIPS

- Included in Mystery Purchase

MAKING THE INVITATIONS

- Before the party, each guest must receive three things: (1) the invitation, (2) Roman Times and Scrolled Invite and (3) their character description. **Instructions on how to do so included with the mystery.**

PREPARING THE MATERIALS FOR THE PARTY

- It is best to view and print all of your materials from Adobe Reader, a free application. Be sure you do not use a Preview Application to print or view materials.
- For the name tag and label pages (optional), they are best printed on adhesive label paper. **Name tag and label pages are compatible with Avery labels 15163, 18163, 5163, 5263, 5523, 5663, 5963, 8163, 8253, 8463, 8663 and 8763.**
- Cut out and make name tags for the guests. You can print the name tags onto on adhesive label paper or print on regular paper and include a pin with the name tags so that the guests can secure them to their outfits.
- Photocopy the printout of the money onto green paper. You will need as many copies as there are guests attending. Trim the money and bundle them in packages of \$500.
—To skip this step, you can purchase fake/play money instead of printing the paper money.
—It is helpful to bundle your money using a paperclip.
- Cut the “A Objectives” sheets in half on the dashed lines. **DO NOT** cut the “B Objectives” sheets in half.
- Label two envelopes with each character’s name. Label one envelope with an (A) and one with a (B) for each character. On the (B) envelope, also put “**DO NOT OPEN until AFTER the murder.**”
OPTIONAL: We have formatted some labels that you can adhere to your envelopes, so that you will not need to label them yourself. Please see the label pages in the Mystery Materials pdf.

In the (A) envelopes place: a name tag, safety pin(s) to adhere the name tag, a bundle of money and the half-sheet of the character’s objective sheet that has objectives for the beginning of the party.

In the (B) envelopes place: the full-sheet objective sheet for each character which has objectives for after the murder happens. In addition, place the following: Information included with mystery.

- In a separate envelope place the Investigation sheet. Label it as “Investigation.”
- In a separate envelope place the Evidence Presentation. Label it as “Evidence.”
- Place the solution in a sealed envelope and label it “Solution.”
- Keep the “introduction,” the “investigation envelope,” the “evidence envelope,” and the “solution envelope” in a convenient location so you can hand them out throughout the night as guests need them.

- Make enough copies of the accusation sheets for the number of guests you have coming. Cut the pages along the dashed lines.

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Night of
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HOST GUIDE

- **An average party takes 2-4 hours.** The party length will depend on a number of factors, including the number of guests, if you are serving dinner, how well your guests mingle, etc.

Stage One - The Guests Arrive

- Have the guests' name tags, bundle of money and their (A) envelopes available for them.

Stage Two - Introduction

- After all of the guests have arrived, hand Felix Festus the Introduction and have them read it aloud.
- Have time for guests to mingle and complete their objectives.
 - This may require 30-60 minutes depending on how well your guests know each other.
 - If serving dinner, this may be a good time for dinner to be served.

Stage Three - Murder & Investigation

- When guests start to settle down and you are sure the victim has completed all of their objectives, arrange to have the lights go out. ***The victim is instructed in their starting objectives to "discreetly let the host know when they have completed their objectives."*
- When the lights come back on, the victim will have fallen down "dead."
- After the victim has "died," hand Iovita Investigatus tape or chalk so they can outline the position of the body on the floor or ground.
- Hand Iovita Investigatus the "investigation envelope" and have them read the instructions aloud to the guests.
- Give the guests their (B) envelopes. *This will have new information and objectives for the guests to complete now that the murder has occurred.*

Stage Four - Evidence Presentation

- When guests have settled down again, Iovita Investigatus has collected all of their evidence, hand Iovita Investigatus the evidence envelope so that they can present the findings of the evidence to the guests.
- It is best if the evidence is then laid on a table so that everyone may see it.
- Give your guests additional time to review the evidence. *You may want to make multiple copies of the evidence so that it can be seen by everyone.*
- Hand out the accusation sheets. Have everyone complete and hand them back to you.

Stage Five - The Solution

- After all of the accusation sheets are handed in, use the tally sheet to calculate the winners.
 - Have Iovita Investigatus read the solution aloud to the guests.
 - Award the certificates to the winners!

Night of
Mystery

GLADIATOR GAMES EXHIBITION

Set to take place in the arena, please join us for an exhibition of strength, skill and ability as you witness the gladiators fight for honor and the grand champion title. Among those we expect to see are:

Justice Ruler—Senator. Born into the upper class, Justice is not one to open the Senate doors, or his understanding, to those from different classes or families.

Claudia Ruler—Senator's wife. Wealth and prestige have always come easy to this woman of privilege. What will she do when her power and dominance are in jeopardy?

Marcus Augustus—Senator. With an open heart and an open mind, Marcus proves to be a different type of leader, but whether he is one that will prevail and retain his Senate seat is yet to be decided.

Cecilia Augustus—Senator's Wife. With a troubled past, this diva has made it into the upper class not through her money, but by her romantic exploits.

Cicero Augustus—Senator's Son. Aspiring to be just like his father, Cicero may be following in Marcus' footsteps in more ways than one.

Felix Festus—Lanista. With his sights set on the Senate, Felix needs to capitalize on his popularity with the people, as well as prove that his managerial skills extend beyond the arena.

Fabiola Festus—Lanista's Wife. A demanding domina, Fabiola will host the party of a lifetime to elevate her family's status to one that is worthy of the upper class—in an attempt to become a part of it.

Anthony Aurelius—Soldier. After returning from the war, more surprises await this soldier at home than he encountered on the battlefield.

Amelia Aurelius—Soldier's Wife. Loyal and loving, Amelia would never intentionally betray her family. However, Amelia's inadvertent actions may come back to haunt her.

Antonia Aurelius—Soldier's daughter. Having inherited

her father's breeding and intensive loyalty, this is one woman who will go down fighting – for herself, for her love and for her family.

Titus—Grand Champion Gladiator. Carrying the title of all titles in the arena, one misstep and Titus will be left without his honor and possibly his life – something that many long to do.

Brutus—Gladiator. Stripped of his independence and taken from his family, Brutus will do anything to gain his freedom back.

Hadrian—Gladiator. Hadrian's desires to claim the grand champion title come not out of pride, but out of revenge.

Sabina—Chamber Servant. As Fabiola's 'go-to' girl, little escapes Sabina's eyes and observance – least of all her domina's longing to bear a child.

Livia—Slave. Working off the debt of her late husband, Visuvius, Livia has more to prove than her worthiness.

Tatiana—Slave. Sister to Titus, her devotion to the truth runs deep and her loyalty to her family, even deeper.

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Gossipus Maximus—Town Cryer. Responsible for relaying all of the news, Gossipus' knowledge extends far beyond the information they are commissioned to pass on.

Iovita Investigatus—Constable. As Rome's main form of law enforcement, a flip of the coin (or a bribe with coin) may determine which side of the law they are truly on.

GRATITUDE

A vast amount of appreciation should be shown to Felix Festus for donating his gladiators to the exhibition games, among which, we will get to see Titus, the grand champion gladiator. Without Felix's support, the commonfolk could not participate in such festivities.

TITUS GRAND CHAMPION

After defeating Visuvius, Titus was awarded the grand champion title. Due to Visuvius' poor performance in the ring, his life was not spared. Titus has gone on to quickly become a crowd favorite and vows to keep the title for many moons to come.

SENATE HEARING

The Senate will convene next week in the town amphitheatre to discuss

- Induction of additional Senators
- Promotion of chariot racing
- Ending of the gladiator games

ROMAN TIMES

THE SKINNY ON WHAT WENT DOWN IN ANCIENT ROME

Who's Your Daddy?

Or, how society was organized

Everyone in Rome and their families belong to one of the hierarchical social classes--with slaves at the bottom, freedmen above them, and free-born citizens at the top.

The free citizens are also divided by class. The patrician families who could trace their ancestry to one of the 100 patriarchs who established ancient Rome in the 8th Century BC. The plebeians were the wealthy and successful class, but their ancestry could not be traced to the founding of the city. Established by the patriarchs, the Senatorial class dominated politics and commanded the Roman military. As time went on, plebeians were allowed to join the Senate if and when they could elevate themselves to a status where they were accepted. This class division became less important in the later Republic, as some plebeian families became wealthy and entered politics, and some patrician families fell on hard times.

Let The Games Begin!

Adapted from an ancient Etruscan funeral ritual of sacrifice, the gladiator games became an exhibition of sport and battle. The games took place in amphitheaters where the combatants would fight one another – often to the death. Gladiators would be sent to the arena – where sand covered the ground and soaked up the blood – to fight publicly before the crowds.

Most gladiators were slaves who were despised by the public, trained under harsh conditions, socially marginalized and segregated even in death. Gladiators offered audiences an example of Rome's martial ethics. By fighting or dying well, they could inspire values such as respect for human life, moral principles and moral conduct, modesty, eagerness, self-discipline, and persistence, and in doing so gain public admiration and popular acclaim. The games were so popular that successful gladiators could become extremely rich and very famous. As a result, some gladiators were freedmen who chose to fight, either as a way to achieve fame and fortune, or simply because they enjoyed it.

WHO IS REALLY IN CHARGE HERE?

The editor of a game (a senator, emperor or other politico) made the final decisions about the fates of the gladiators in the arena. However, since the games were to curry public favor, the editor paid much attention to the wishes of the audience. Much of the audience attended the brutal events for the single purpose of witnessing the bravery of a gladiator in the face of death.



THUMBS UP! If a gladiator fought well, a “thumbs up” signal from the editor was given and the gladiator's life was spared.



THUMBS DOWN! If an editor, and/or the crowd, were not satisfied by the battle, then a “thumbs down” signal was given by the editor and the defeated gladiator was killed.

Gladiatorial contests provided mass entertainment during the early Roman times. However, over time, some members of the upper classes grew unhappy with their brutality. Despite disapproval, the popularity of the games continued and, along with chariot races, would form the backbone of public Roman entertainment for centuries to come.

Blessed By The Gods

Due to their strong belief that the divine was continually watching over them, any good fortune to that fell upon a Roman was looked upon as approval from their deities.

This short profile of Roman life gives you a quick portrait of the cultural background for *Terror in a Toga*. For more resources and interesting tidbits of knowledge including: appropriate costume tips, amusing Roman verbiage to use at the party, some weapons and costume accessories and more, please see:

WWW.TERRORINATOGA.COM

TERROR IN A TOXA

Sample Character

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 murderatthedeatwoodsaloos.com

Night of
Mystery

TERROR IN A TOXA

Sample Objectives

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 XXXX 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 Black Barbara (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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Night of
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TERROR IN A TOXA

Sample Objectives

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 XXXX handing XXXXX money. For what reason, you are not sure.
- Earlier tonight, you witnessed XXXXX, talking to XXXXXXX.

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OBJECTIVES

Banker Bob

Objectives After The Murder:

- Find the murderer while maintaining your innocence.
- Ask XXXX how much money the killer is paying him to keep his mouth shut. (XXXXX is known to take bribes.)
- Accuse XXXXX of bribing XXXXXXX so he will not be found guilty of murder. If XXXXX denies it, find out the real reason he is bribing XXXXX.
- If asked, admit the saloon will go to XXXXXXX if XXXXX is found guilty of murder and put in jail.
- If anyone has information on XXXXX, find out what they know. You may have to pay them to get their information.
- Defend XXXX publicly, but question her privately on her ties to XXXXXXX.
- If XXXX threatens to XXXXXXX, question where she will get the XXXXXXX.

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Night of
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TERROR IN A TOXA

Sample Evidence

From another mystery

EXHIBIT F

Description: **Picture** turned over by XXXXXX.

Notes: **Picture** taken of XXXXX earlier tonight.



Night of
Mystery

TERROR IN A TOGA

All The Extras

Included in the following pages are ideas and designs to help you decorate for your Terror in a Toga Party with fun and authentic materials that are easy to make.



HOST GUIDE

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!!!**

TERRORINATOGA.COM

Simply type in terrorinatoga.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, signs, decoration party DIY 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! <https://www.pinterest.com/nightofmystery/terror-in-a-toga-party-ideas/>

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. Find the Terror in a Toga gallery at: www.nightofmystery.com/photos-TIT/

VISIT US ON FACEBOOK! <https://www.facebook.com/nightofmystery/>

FOLLOW US ON INSTAGRAM <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 nompartyofthemoth@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!



Night of
Mystery

TERROR IN A TOXA

THIS HAS BEEN JUST A SAMPLING THE COMPLETE PACKAGE INCLUDES:

- ☐ **Host Guide**— A complete how-to of throwing your party which includes directions on preparing the invitations, assigning characters and preparing for the party.
- ☐ **Schedule of the Night**— A step-by-step breakdown of how the night will go.
- ☐ **Introduction**— to be read to the guests upon arrival.
- ☐ **Designed Invitations**— that you can customize with the details of your party.
- ☐ **Digital Invitations**— that you can customize with the details of your party. *Available on site.*
- ☐ **Roman Times and Scrolled Invite**— to be sent with the invitations, it includes background information on the happenings surrounding the party and the guests coming to the party.
- ☐ **Character Sheets**— full descriptions of the characters, including costuming and acting tips.
- ☐ **Character Objective Sheets**—this includes objectives for each character to try to achieve at each stage of the game in order to uncover evidence and find the murderer.
- ☐ **Name Tags**
- ☐ **Fake Money**— to be distributed to guests and used in the party for scheming and bribery.
- ☐ **Evidence** — more clues to be distributed and presented during the second half of the night.
- ☐ **Solution**— a detailed description of who the murderer is, why the murder happened, and the clues that led to the outcome.
- ☐ **Accusation Cards**— for guests to guess the murderer, and vote for best costume and best actor.
- ☐ **Award Certificates**— for best costume, best actor, most money, and super sleuths.
- ☐ **Party Extras!!!**— Printable designs to help you make authentic and original decorations to enhance your party! (See previous pages for more information.)

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