

TERROR IN A TOGA

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, unless the murderer is you!

HOST'S GUIDE

THANK YOU FOR CHOOSING TERROR IN A TOGA

We are confident that you will find this comprehensive packet to provide everything that 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 amongst your guests and insures 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.

GET A COUPON AND A FREE PARTY!

Once your party is thrown, please let us know how your party went by posting it on our MURDER MYSTERY MESSAGE BOARD! We will email you a \$5 coupon for posting comments and/or pictures about your party. (If you would like us to post your pictures, please email them to info@nightofmystery.com once you have posted your comments.) In addition to the coupon, each month we will select one posting to be featured in our "Party of the Month" forum and that customer will receive a \$45 gift certificate towards the purchase of a future party.

ASSIGNING THE CHARACTERS

- **You, as host, 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 that you feel suits that particular character the best.
- **If you choose NOT to know the murderer,** you can simply choose NOT to read the character descriptions or examine the evidence before the party. While you will be able to play along with everyone else, you will not be able to read the in-depth materials of the party. (You will find a short list of the characters with descriptions on the next page. In the actual mystery, there will be more personality indicators to help you assign guests.)
- **Because this party is dependent on a minimum number of people attending,** you may want to determine ahead of time which guests are attending before assigning characters.
 - It is recommended that you send out the general invite, guest list and magazine page with an RSVP date of two weeks before the party. After your guests RSVP positive, you can send them their character sheet. 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 not have a list of objectives for after the murder. If the victim wishes to play along after the murder, they can do so without an identity. If you have an extra identity (that is, a role that is not being played), they can also assume that identity if they so choose.
- **Is this mystery suitable for youths and/or church groups?** Due to the references to children being born out of wedlock, and intermarital affairs, we cannot endorse this mystery as a clean version.

MORE IDEAS ON PREPARING FOR YOUR PARTY

Find more ideas on decorations, music, food, etc. in the "Party Tips" section at www.nightofmystery.com
or www.terrorinatoga.com

HOST'S GUIDE

Guest totals: With 20+ guests: At least 6 Male characters, 7 Female Characters, 2 Gender neutral characters (roles that can be assumed by either a male or female guest).

With 15-20 guests: 6-8 Male characters, 7-8 Female Characters, 1-4 Gender neutral.

With 10-15 guests: 4-6 Male characters, 4-5 Female Characters, 2-4 Gender neutral.

With 8-12 guests: 4-5 Male characters, 3-4 Female Characters, 1-3 Gender neutral.

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 through 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.

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

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.

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

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

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.

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.

HOST'S GUIDE

MAKING THE INVITATIONS

Before the party, each guest must receive three things: (1) the invitation, (2) the scrolled announcement and (3) their character description. The Roman Times is an optional piece you may want to include..

THE INVITATION

- To make the invitations, electronically insert the information for the place, date and time of your party and print out the number of invites that you need. Fold each invite in quarters. Invite should fit nicely into an invitation sized envelope (4 3/8" x 5 3/4").

THE SCROLLED ANNOUNCEMENT

- This will provide more background information for your guests on other guests at the party.

THE ROMAN TIMES (optional)

- This is an informational piece on the Roman time period where the mystery is set.

CHARACTER DESCRIPTION

- You need to assign each guest a character to be at the party. (See the previous sections.)

-- **You may also utilize the downloadable character descriptions provided for you on the website after purchase.** Each description is a pdf that has the above information for each character. This allows you to email your guests their information directly without having to print and mail the information.

PREPARING THE MATERIALS FOR THE PARTY

- Make name tags for the guests. (You can print out the name tags onto on adhesive label paper or print out on regular paper and include a pin with the name tags so that the guests can secure them to their outfits.) **Name tag template is compatible with most label paper for 4" x 2" labels.**
- Photocopy the print out of the coins onto yellow paper. You will need as many copies as there are guests attending. Trim the coins and bundle them in packages of 10.
—To skip this step, you can purchase fake/play coins rather inexpensively at a novelty or party store.
- Cut the objective sheets in half on the dashed lines.
- 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".

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

In the (B) envelopes, place: the right side of the objective sheet for each character which has objectives for after the murder happens.

Have the (A) & (B) envelopes on hand to give to the guests as they arrive.

- In a separate envelope place the Investigation sheet and label it as "Investigation".
- In a separate envelope place the Evidence Presentation and 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 safe and convenient location so you can hand them out throughout the night as guests need them.
- Make enough copies of the Who Dunnit voting sheets for the number of guests you have coming. Cut the pages along the dashed lines.
- Make copies of the smoking gun award, as there may be multiple people who guess the murderer.

PARTY SCHEDULE

- Most likely, the length of the party will take 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.
- The party may be longer if you choose to serve dinner, although much of the mingling done during Stage 2 may be done at the dinner table as well.
- Because the party is not pre-scripted, but set up in stages, as host it is important to observe the guests' behavior and move onto the next stage when you feel it is most appropriate. This will give everyone enough time to enjoy all aspects of the party and enable it to move along at an enjoyable pace.

STAGE ONE: THE GUESTS ARRIVE

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

STAGE TWO: INTRODUCTION

- After all of the guests have arrived, hand Felix Festus the Introduction and have him read it aloud to everyone.
- 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, you will arrange for the lights to go out.
- When the lights come back on, the victim will have fallen down "dead".
- After victim has "died", hand Iovita Investigatus masking tape or chalk, so that they can outline the position of the body on the floor or ground.
- Have Iovita Investigatus read the sheet explaining the Investigation.
- The guests will open their (B) envelopes which 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 and you feel as though most people have completed their objectives, hand Iovita Investigatus the evidence packet so that they can present the findings of the evidence at the crime scene 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 'Who Dunit' answer sheets and ask everyone to complete them and hand them back to you during this time.

STAGE FIVE: THE SOLUTION

- When all the 'Who Dunit' sheets are handed in, ask Iovita Investigatus to read the solution aloud to the guests.
- Using the tally sheet included, calculate who the winners are and award the certificates.

END OF HOST GUIDE

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.

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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.

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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 Visuivius, Titus was awarded the grand champion title. Due to Visuivius' 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 ampitheatre 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 TOGA

Sample Character Description (taken from another mystery)

Banker Bob

As the banker 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 owner of The Deadwood Saloon. 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 his saloon will not go into foreclosure. 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 wealth, you are certain that you will make a healthy profit off of selling the saloon to Montgomery. In addition, Montgomery will be consistent and reliable when making his loan payments.

Along with all the excitement of the tournament this week there has also been excitement in your bank. Earlier in the week, your bank was held up at gun point while your wife was watching the bank over the noon hour. Ordinarily, Bonnie does not watch the bank, but 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 enter to the poker tournament. Since you view Sheriff Sam, the sheriff of Deadwood, 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!

As the Deadwood Poker Tournament Party quickly approaches, you are looking forward to attending for a few reasons. 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. In addition to your dealings with Montgomery, you plan to figure out which one of the poker players may have robbed your bank and you plan to bring them to justice!

Acting and Dressing Your Part: As the banker 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. *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*

TERROR IN A TOGA

Sample Objectives Sheet For Beginning of Party (taken from another mystery)

MURDER AT THE DEADWOOD SALOON

Banker Bob

Objectives At The Start Of The Party:

These are things that are in your best interest to do before the evening goes much further. Be aware of what others around you are doing as well!

- Ask Harry High-Stakes why he can't seem to make the loan payment on his saloon when business seems to be doing so well.
- Ask Sheriff Sam if he has any leads on who robbed your bank earlier this week.
- Question some of the gamblers to see what they were doing over their lunch hours earlier this week when the bank was robbed.

TERROR IN A TOGA

Sample Objectives Sheet For After The Murder (taken from another mystery)

MURDER AT THE DEADWOOD SALOON

Banker Bob

Things You Know:

This is information not known to many (and possibly only **YOU**). Use it wisely in your scheming and bribery or hide it to help maintain your innocence.

- You are about to foreclose on The Deadwood Saloon.
- When you went to see Sheriff Sam about your robbery earlier this week, you saw Harry High-Stakes handing him over money, for what reason, you are not sure.

Objectives After The Murder:

These are things that are in your best interest to do to help solve the murder.
Be aware of what others around you are doing as well!

- Ask Sheriff Sam how much money the killer is paying him to keep his mouth shut.
- Tell Harry that you need the money by tomorrow at 5 or the bank will have to retake the saloon.
- Tell Montgomery Money that you may have a business proposition for him depending on how the evening turns out.
- If anyone approaches you with information about your bank robbery, question their sources and motives.

TERROR IN A TOGA

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.**



TERROR IN A TOGA

All The Extras

Included with the mystery 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.



TERROR IN A TOGA

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

TERROR IN A TOGA

THE COMPLETE PACKAGE INCLUDES:

- **A Host Guide**— A complete how-to of throwing your party which includes directions on preparing the invitations, assigning characters and preparing for the party.
- **A Schedule of the Night**— A step-by-step breakdown of how the night will go.
- **An Introduction**— to be read to the guests upon arrival.
- **Designed Invitations**— that you can customize with the details of your party.
- **Roman Announcement**—to be sent with the invitations, it includes background information on the other guests that will be at the party.
- **Character Sheets**— full descriptions of the characters, including costuming and acting tips.
- **Character Objective Sheets** —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 Coins**— to be distributed to guests and used in the party for scheming and bribery.
- **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 who the murderer is, why the murder happened and the clues that led to the outcome.
- **“Who Dunit” 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 Extras**— Designs and instructions on creating everything (plus more) on the previous page - including Roman columns, a menu, wine label awards, signs for the party space and more!
- **Terrorinatoga.com**— A full website devoted to ideas and tips to for planning your Terror in a Toga party!

All of our parties come in the form of a professionally designed pdf. Upon placing 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 will have the ability to download your party (including optional emailable invitations for your guests) for fourteen 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: www.nightofmystery.com
to purchase your mystery today.

For party planning tips, log onto: TerrorInaToga.com