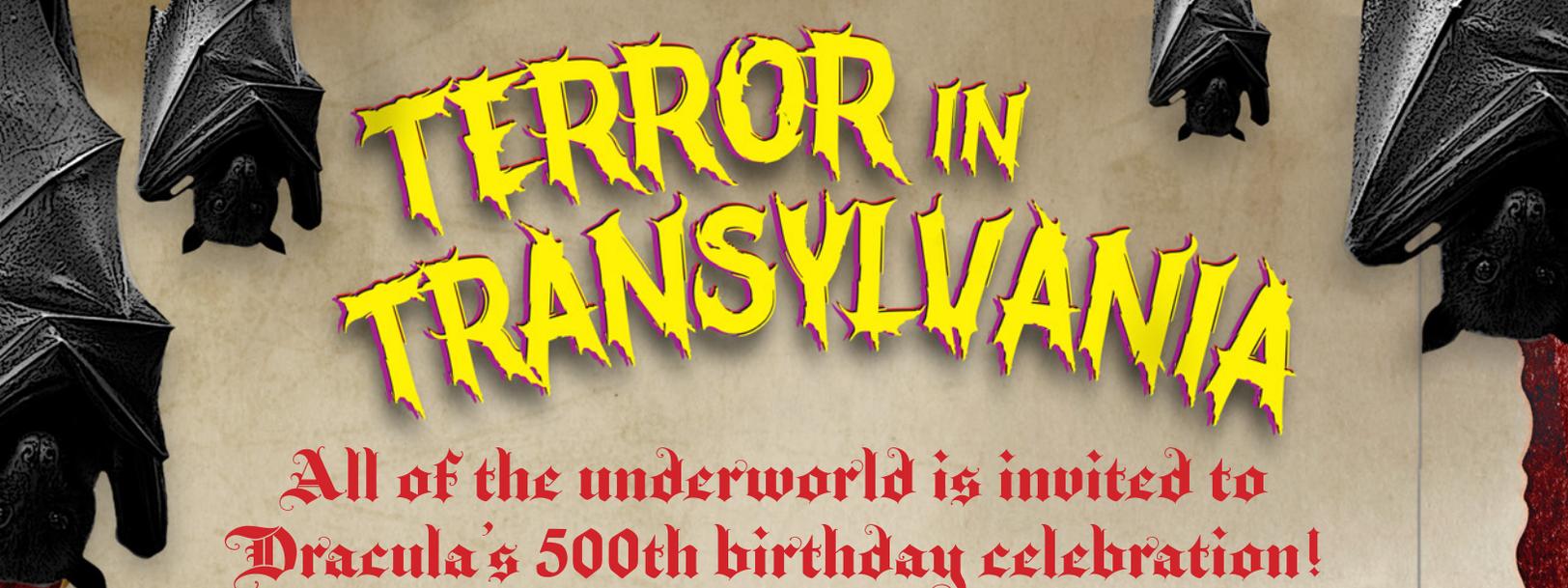


TERROR IN TRANSYLVANIA

INTRO FILE



Night of
Mystery



TERROR IN 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 SINFUL SERVANT WHO NEEDS TO KEEP THEIR
CONNECTIONS 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.**



Night of
Mystery

TERROR IN TRANSYLVANIA

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.

CHOOSING THE RIGHT VERSION:

Versions available: 8-12 guests, 10-15 guests, 15-20 guests, 20+ guests.

Gender Counts:

For 20-80 guests: at least 5 males, 4 females, and 11 gender-neutral.

For 15-20 guests: 4-5 males, 4 females, 7-11 gender-neutral.

For 10-15 guests: 4 males, 3 females, 3-8 gender-neutral.

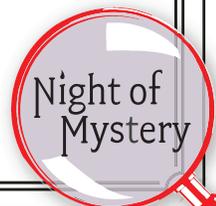
For 8-12 guests: 3 males, 2 females, 3-7 gender-neutral.

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? Yes. 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.



HOST GUIDE

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.
- **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 not have a list of objectives for after the murder. Also listed in their first set of objectives is to, “fall down dead when the lights go off.”
- **The victim after “death”:** 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. *If Grim is not assigned, the victim will assume this role after they have “died.”
- **As host, who should I be?** Information in mystery purchase.
- **Ideas for assigning couples:** Information in mystery purchase.
- **Different versions for this mystery:** Adult & Clean versions.

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 I PLAY ALONG WITHOUT KNOWING WHO THE VICTIM AND/OR MURDERER ARE? OF COURSE! 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

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

HOST GUIDE

HOSTING TIPS

- Included in Mystery Purchase.

MAKING THE INVITATIONS

Before the party, each guest must receive three things: (1) the invitation, (2) The Transylvania Times 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.
- 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.
—It is helpful to bundle your money using a paper clip.
- 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: More information with purchase.

- If you have eliminated Grim’s character, you will need to prepare Grim’s “B” envelope. Also insert Grim’s character description and name tag into their envelope. (You do not need to add money, as the guest will have money from the first half of the party.) After “death,” the victim will assume the role of Grim and will need this information.
- In a separate envelope place Exhibit X and 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.

Night of
Mystery

HOST GUIDE

- Most likely, 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 money and their (A) envelopes available for them.

STAGE TWO—INTRODUCTION

- After all of the guests have arrived, hand Dracula the Introduction and have him 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 AND 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 and a loud bang sound (like a cap gun). ***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 Grim masking tape or chalk, so that they can outline the position of the body on the floor or ground.
**If Grim is not assigned to anyone, then you can outline the body. The victim will then play the role of Grim for the second half of the party. See further instructions in Host Guide.*
- Hand Grim the "investigation envelope" and have them read the instructions aloud to the guests.
- Hand the guests 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, Grim has collected all of their evidence and you feel as though most people have completed their objectives, hand Grim the evidence envelope 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 accusation sheets and ask everyone to complete them and hand them back to you during this time.

STAGE FIVE—THE SOLUTION

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

Night of
Mystery

TRANSYLVANIA TIMES

1914

Dracula's 500th Birthday Bash!

To celebrate the most infamous vampire of all time, Draculina 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!

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.

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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.

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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.

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.

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

IMPORTS BY AVERY

Egyptian Treasures
Delivered Straight To You
456-777-8989

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

From Another Mystery

Banker Bob

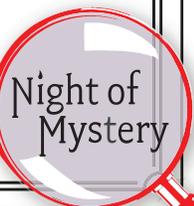
As the bank owner in the town of Deadwood, you do business with many of the people in the town and also some of the participants of the Deadwood Poker Tournament. One of your foremost clients is Harry High-Stakes (the Deadwood Saloon owner). In order to get the saloon established and operating in it's 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

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 TRANSYLVANIA

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 TRANSYLVANIA

Sample Evidence

From another mystery

EXHIBIT F

Description: *Picture turned over by XXXXXX.*

Notes: *Picture taken of XXXXX earlier tonight.*



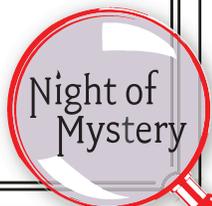
TERROR IN TRANSYLVANIA

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



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!!!**

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

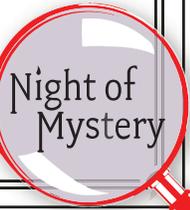
<https://www.facebook.com/nightofmystery/>

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 nompartyofthemonth@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 TRANSYLVANIA

HIS 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.*
- The Transylvania Times newsletter**— 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.
- “Who Durnit” 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.) Coming soon!

PLEASE GO TO: WWW.NIGHTOFMYSTERY.COM
TO PURCHASE YOUR MYSTERY TODAY.

