



NIGHT OF THE MUMMY

RULES

The Mummy's curse has brought all the exhibits to life and they've crashed the Museum of Unnatural History's annual masquerade ball!

NIGHT OF THE MUMMY

Night of the Mummy is a game of deduction. Observe the other players, ask the right questions, and be the first to deduce everyone's identity.

Every guest is unique: each has a different power, and some even have extra ways to win!

This game can be combined with *Dracula's Feast: New Blood*, but that game is not required to play.



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WHAT'S IN THE BOX



10
Guest
Cards



10
Accusation
Cards



16
Whisper
Cards

8
Double-sided
Reference
Cards

REFERENCE CARDS



Before starting the game, give every player a **Reference card**. One side lists the actions available on your turn. The other side lists all 10 guests.

This card has almost everything you need to know, so after reading the Setup and Gameplay sections, you'll be ready to party!

*If you're ever unsure how a card works, refer to the **Guests** section on page 12.*

CHOOSING GUESTS

Choose **Guest cards**, which must include **The Mummy**.

Guests can be chosen at random, or you can pick your favorites as a group. Return all unused Guests to the box.

4 PLAYERS: 6 GUESTS
5-6 PLAYERS: 7 GUESTS
7 PLAYERS: 8 GUESTS
8 PLAYERS: 9 GUESTS

Advanced Guests


When learning (or for a faster game), don't include any **Advanced Guests** (*Magic Mirror*, *Phantom of the Museum*, *Picture of Dorian Gray*).

For a longer game or for experienced players, multiple **Advanced Guests** can be used in a single game.



PREPARING THE FEAST

Accusation Cards

Place the **Accusation cards** (with the  symbol) for all chosen Guests in a face-up display in the middle of the table, so everyone can keep track of who is in the game. These will also be used during accusations.



Whisper Cards

Each player takes 2 **Whisper cards**: 1 Yes, 1 No. These should be held in your hands, so players cannot track which card is which.



Mystery Guests

Shuffle all the chosen Guest cards except **The Mummy**. Place 1 Guest card face-down in the center of the table. In a 4-5 player game, place an additional Guest card face-down in the center of the table.

Face-down cards in the center of the table are **Mystery Guests**. (*The Mummy cannot be the Mystery Guest – it's her night!*)

Player Guests

Shuffle The Mummy in with the remaining Guests and deal 1 to each player, face-down.

This is **your** Guest card. You may look at your card, but don't show it to anyone else.

The setup for a 5-player game should look like this:



GAMEPLAY

The player who most recently visited a museum goes first, and play continues clockwise. (*If you play more than one game, the winner of the previous game goes first.*)

Your Turn

On your turn, you must either **INQUIRE**, **DANCE**, or **ACCUSE**.



Many guests have special effects that relate to specific actions.

When you're first learning the game, it's a good idea to regularly check your Guest card when other players take their turns to see if you need to do anything special, if you can use an ability, or if you're a character who hides their face while dancing.

*For example, Sarcophagus must accept all **DANCE** requests, whispers Yes to all Inquiries, and hides their face in every dance they're in.*

INQUIRE

Choose another player and ask if they are a specific Guest.

They must **Whisper** their response by secretly passing you a face-down Whisper card. Look at their card and pass it back.

The player must **Whisper Yes** if your guess was correct, and **No** if it wasn't. Unless their Guest card says otherwise, they must respond honestly.

Are you the Gargoyle?

DO NOT ANSWER OUT LOUD!

*Passing a Whisper card ensures only the player that made the **INQUIRY** knows your response.*

If you accidentally answer out loud, you must still pass a Whisper card.

DANCE

Choose another player and ask them to **Dance**.

They must declare out loud whether they **accept** or **refuse**.

Would you care to dance?

IF THEY ACCEPT:

Each other player closes their eyes.

You and the player you're dancing with both hold up your card and show your role.

If your character hides their face, show the **back** of your card instead of the front.



IF THEY REFUSE:

Choose a **different** player and make an **INQUIRY** of them (not a dance request).

No? Well in that case...

You may not choose the player who just refused your dance. If there are no eligible players to Inquire, your turn ends immediately.



*Many characters have special abilities that trigger **during** a dance - players with their eyes closed should drum lightly on the table to block out the sound of any actions.*

Once all special actions are complete, the player who asked for the dance should let the other players know they can open their eyes.

ACCUSE

Accusing is the main way to win the game!

First, reveal your Guest card.

Then, place an **Accusation card** face-up in front of each player who has not yet been revealed.

Choose carefully! Once you have placed an Accusation card in front of a player, you can't take it back.



EXAMPLE

The Phantom of the Museum reveals herself and accuses each of the other Guests.

She leaves the Gargoyle and the Sasquatch's Accusation cards in the center (as well as her own), because she believes they are the Mystery Guests.

All unrevealed players must then pass you a face-down **Whisper** card: a **Yes** if the Accusation card matches their Guest card, a **No** if it doesn't.

Players **must** respond honestly to accusations.

Shuffle the Whisper cards passed to you so that you won't know which response came from which player. Then, reveal them to everyone.



**IF
EVERY CARD
IS A YES**

You win, and the game is over!

**IF
ANY CARD
IS A NO**



Your turn is over and the game continues.

Shuffle together all the Whisper cards (both those passed to you and the remaining cards held by players) and deal everyone a **Yes** and a **No**. This ensures that no one can tell what everyone answered.

*Whether or not they have an alternate win condition,
every Guest can win by making a fully correct accusation!*

DETAILS & CLARIFICATIONS

Revealed Guests

Once a Guest is **revealed**, they continue to play face-up. Keep their accusation card in front of them.

A revealed Guest **may not** ask other players to **DANCE** or accept dance requests.

When another player makes an **accusation**, revealed guests do **not** pass a Whisper card.

Otherwise, a revealed Guest plays as normal. They may still **inquire**, **accuse**, and use their abilities.

Some abilities say 'reveal to'. These abilities cannot be used once the Guest is revealed.

Hide Face

Guests who **hide their face** hold up the back of their card during a dance.



Mystery Guests

Mystery Guests do not return Whisper cards during **accusations**. You may not make an **INQUIRY** of them or ask them to **DANCE**.

Tie-Breakers

If multiple Guest abilities would happen at the **same time**, start with the player whose turn it is, and resolve the ability of each Guest going **clockwise** around the table.

Neighbors

Your Neighbors are the players sitting to your left and right.

Table-Talk

Players may say whatever they like out loud, but **Whisper cards** responding to inquiries and accusations must be **honest** (unless your Guest ability allows you to lie).



THE GUESTS



THE MUMMY IS THE PHARAOH-EST OF THEM ALL

The Mummy is in every game and can never be the Mystery Guest.

She **hides her face** when she dances.

The Mummy whispers **No** to every **Inquiry**. She must still respond honestly to accusations.

THE ARCHEOLOGIST WON'T STOP DIGGING UP THE PAST

She must accept all dance requests.

The first time she **accuses**, she **only** uses The Mummy's Accusation card. If she is **correct**, she wins.



THE CAT BURGLAR IS PLANNING THE PURRRFECT CRIME

After the Cat Burglar dances with a player who is **hiding their face** for the entirety of their dance, she may reveal to make an **accusation**, accusing **only that player**.

If she is **correct**, she wins.



THE SARCOPHAGUS **IS TRYING TO KEEP A LID ON IT**

The Sarcophagus hides its face when it dances. It must accept all dance requests.

It whispers **Yes** to every inquiry. It must still respond honestly to accusations.



THE SASQUATCH **HAS BIG SHOES TO FILL**

The Sasquatch shows his face if his neighbor is in the dance or joins the dance. Otherwise, he hides his face.

During any dance in which he shows his face for any reason, he may look at a Mystery Guest.



THE GARGOYLE **IS READY TO ROCK AND ROLL**

The Gargoyle may join any dance he is not a part of by revealing his role to everyone in the dance.



THE STATUE OF ANUBIS **IS THE OVERDOG OF THE UNDERWORLD**

It hides its face when it dances.

After the Statue of Anubis has a dance request rejected, it must reveal a Mystery Guest and then make an accusation.



ADVANCED GUESTS



THE MAGIC MIRROR IS SHATTERING EXPECTATIONS

During a dance with the Magic Mirror, any guest hiding their face must show their face.

The Magic Mirror may not request dances.

THE PHANTOM OF THE MUSEUM IS A SMOOTH OPERA-TOR

She hides her face when she dances.

After whispering **No** to an inquiry, she may reveal to make an accusation, accusing only the player who made the inquiry. If she is correct, she wins.



THE PICTURE OF DORIAN GRAY IS HAVING A WILDE TIME

He hides his face when he dances.

While dancing, he may show his face to take a face-down Mystery Guest card, placing the Picture of Dorian Gray card face-down in its place. He plays the rest of the game as the new guest.

The Picture of Dorian Gray may not request dances.



COMBINING SETS

Night of the Mummy can be played in combination with **Dracula's Feast: New Blood** and all subsequent games in the Masquerade series.

During setup, combine cards from the different sets using the following guidelines:



When combining cards from different sets, **The Mummy** does not need to be included in every game.

Use the dance rules from **Night of the Mummy** when using any of the cards from this set.

If playing with a guest who hides their face while dancing, include at least one other guest who hides their face.

If playing with **The Archeologist**, also include **The Mummy**.

If playing with **The Cat Burglar** or **The Magic Mirror**, include at least 3 guests who hide their face while dancing.



When combining cards from different sets, **Dracula** does not need to be included in every game.

If you include **Van Helsing** or **Alucard**, also include **Dracula**.

PROMOS

If you include **The Bride of Dracula**, also include **Dracula**.

Never include more than one version of **The Mummy** in a game.

The logo for Jellybean, featuring the word "Jellybean" in a white, rounded, sans-serif font inside a bright blue, irregular blob shape.

Jellybean

CREDITS

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