

DRACULA

Cannot be the Mystery Guest. May **accuse** at the end of the turn in which he is **revealed**.



ALUCARD

Answers **Yes** to being Dracula if **queried**.
Wins if **accused** of being Dracula.



BEELZEBUB

After receiving a **Yes** response to a **query**, may take another turn, even when **revealed**.



BOOGIE MONSTER

Accepts all **dances**. May **accuse** immediately after any guest **dances** or rejects her **dance** request.



DOCTOR JEKYLL

Must **reveal** and switch with the Mystery Guest immediately before **querying**.



TRICKSTER

Must whisper **Yes** to all **queries**.



VAN HELSING

Only **accuses** Dracula. **Wins** if **correct**.



WEREWOLF

Accepts all **dances**. May **accuse** immediately before another player's **accusation**.



ZOMBIE

Accepts all **dances**. Cannot request **dances**.
Only **accuses** his neighbors. **Wins** if **correct**.





ACTIONS

- ONE PER TURN -

QUERY

Ask another player if they are a specific guest.
They answer by secretly passing you a Yes or No.

DANCE

Ask another player to dance.
If they accept, show each other your Guest cards.

ACCUSE

Reveal your own Guest card.
Place an Accusation card face-up in front of each guest.
Each player answers by passing you a Yes or No.
Shuffle and reveal all responses.
If they all read Yes, you win.

Neighbors are the guests sitting on your left and right.

Revealed Guests play face-up and lose all their abilities at the end of the turn they're revealed, but otherwise play as normal.

The **Mystery Guest** is the face-down Guest card in the middle of the table. It cannot dance or be queried.