











DRACULA

Cannot be the Mystery Guest. Accuses again if his first accusation fails.

BOOGIE MONSTER

Accepts all dances. May reveal to accuse at the end of any turn someone dances.

DR. JEKYLL

Accepts all dances. At the end of her turn, may reveal to switch with a Mystery Guest.

THE GHOST

Accepts all dances. May immediately accuse if given the wrong accusation card.

THE SWAMP CREATURE

Unless either of his neighbors is revealed, can win by accusing his neighbors.

TRICKSTER

Whispers Yes to all inquiries.

VAN HELSING

If an accusation - including her own - gets all No responses, she must immediately accuse Dracula, winning if she's correct.

ALUCARD

Whispers Yes to inquiries asking if he's Dracula. Wins by dancing with or being accused of being Dracula.

THE WITCH

Lies in response to inquiries from her neighbors.

ZOMBIE

Must request a dance if the previous player danced. If her dance request is refused, may reveal that player and immediately accuse.

DRACULA

Cannot be the Mystery Guest. Accuses again if his first accusation fails.

BOOGIE MONSTER

Accepts all dances. May reveal to accuse at the end of any turn someone dances.

DR. JEKYLL

Accepts all dances. At the end of her turn, may reveal to switch with a Mystery Guest.

THE GHOST

Accepts all dances. May immediately accuse if given the wrong accusation card.

THE SWAMP CREATURE

Unless either of his neighbors is revealed, can win by accusing his neighbors.

TRICKSTER

Whispers Yes to all inquiries.

VAN HELSING

If an accusation - including her own - gets all No responses, she must immediately accuse Dracula, winning if she's correct.

ALUCARD

Whispers Yes to inquiries asking if he's Dracula. Wins by dancing with or being accused of being Dracula.

THE WITCH

Lies in response to inquiries from her neighbors.

ZOMBIE

Must request a dance if the previous player danced. If her dance request is refused, may reveal that player and immediately accuse.



DRACULA

Cannot be the Mystery Guest. Accuses again if his first accusation fails.

BOOGIE MONSTER

Accepts all dances. May reveal to accuse at the end of any turn someone dances.

DR. JEKYLL

Accepts all dances. At the end of her turn, may reveal to switch with a Mystery Guest.

THE GHOST

Accepts all dances. May immediately accuse if given the wrong accusation card.

THE SWAMP CREATURE

Unless either of his neighbors is revealed, can win by accusing his neighbors.

TRICKSTER

Whispers Yes to all inquiries.

VAN HELSING

If an accusation - including her own - gets all No responses, she must immediately accuse Dracula, winning if she's correct.

ALUCARD

Whispers Yes to inquiries asking if he's Dracula. Wins by dancing with or being accused of being Dracula.

THE WITCH

Lies in response to inquiries from her neighbors.

ZOMBIE

Must request a dance if the previous player danced. If her dance request is refused, may reveal that player and immediately accuse.

DRACULA

Cannot be the Mystery Guest. Accuses again if his first accusation fails.

BOOGIE MONSTER

Accepts all dances. May reveal to accuse at the end of any turn someone dances.

DR. JEKYLL

Accepts all dances. At the end of her turn, may reveal to switch with a Mystery Guest.

THE GHOST

Accepts all dances. May immediately accuse if given the wrong accusation card.

THE SWAMP CREATURE

Unless either of his neighbors is revealed, can win by accusing his neighbors.

TRICKSTER

Whispers Yes to all inquiries.

VAN HELSING

If an accusation - including her own - gets all No responses, she must immediately accuse Dracula, winning if she's correct.

ALUCARD

Whispers Yes to inquiries asking if he's Dracula. Wins by dancing with or being accused of being Dracula.

THE WITCH

Lies in response to inquiries from her neighbors.

ZOMBIE

Must request a dance if the previous player danced. If her dance request is refused, may reveal that player and immediately accuse.



DRACULA

Cannot be the Mystery Guest. Accuses again if his first accusation fails.

BOOGIE MONSTER

Accepts all dances. May reveal to accuse at the end of any turn someone dances.

DR. JEKYLL

Accepts all dances. At the end of her turn, may reveal to switch with a Mystery Guest.

THE GHOST

Accepts all dances. May immediately accuse if given the wrong accusation card.

THE SWAMP CREATURE

Unless either of his neighbors is revealed, can win by accusing his neighbors.

TRICKSTER

Whispers Yes to all inquiries.

VAN HELSING

If an accusation - including her own - gets all No responses, she must immediately accuse Dracula, winning if she's correct.

ALUCARD

Whispers Yes to inquiries asking if he's Dracula. Wins by dancing with or being accused of being Dracula.

THE WITCH

Lies in response to inquiries from her neighbors.

ZOMBIE

Must request a dance if the previous player danced. If her dance request is refused, may reveal that player and immediately accuse.

DRACULA

Cannot be the Mystery Guest. Accuses again if his first accusation fails.

BOOGIE MONSTER

Accepts all dances. May reveal to accuse at the end of any turn someone dances.

DR. JEKYLL

Accepts all dances. At the end of her turn, may reveal to switch with a Mystery Guest.

THE GHOST

Accepts all dances. May immediately accuse if given the wrong accusation card.

THE SWAMP CREATURE

Unless either of his neighbors is revealed, can win by accusing his neighbors.

TRICKSTER

Whispers Yes to all inquiries.

VAN HELSING

If an accusation - including her own - gets all No responses, she must immediately accuse Dracula, winning if she's correct.

ALUCARD

Whispers Yes to inquiries asking if he's Dracula. Wins by dancing with or being accused of being Dracula.

THE WITCH

Lies in response to inquiries from her neighbors.

ZOMBIE

Must request a dance if the previous player danced. If her dance request is refused, may reveal that player and immediately accuse.



DRACULA

Cannot be the Mystery Guest. Accuses again if his first accusation fails.

BOOGIE MONSTER

Accepts all dances. May reveal to accuse at the end of any turn someone dances.

DR. JEKYLL

Accepts all dances. At the end of her turn, may reveal to switch with a Mystery Guest.

THE GHOST

Accepts all dances. May immediately accuse if given the wrong accusation card.

THE SWAMP CREATURE

Unless either of his neighbors is revealed, can win by accusing his neighbors.

TRICKSTER

Whispers Yes to all inquiries.

VAN HELSING

If an accusation - including her own - gets all No responses, she must immediately accuse Dracula, winning if she's correct.

ALUCARD

Whispers Yes to inquiries asking if he's Dracula. Wins by dancing with or being accused of being Dracula.

THE WITCH

Lies in response to inquiries from her neighbors.

ZOMBIE

Must request a dance if the previous player danced. If her dance request is refused, may reveal that player and immediately accuse.

DRACULA

Cannot be the Mystery Guest. Accuses again if his first accusation fails.

BOOGIE MONSTER

Accepts all dances. May reveal to accuse at the end of any turn someone dances.

DR. JEKYLL

Accepts all dances. At the end of her turn, may reveal to switch with a Mystery Guest.

THE GHOST

Accepts all dances. May immediately accuse if given the wrong accusation card.

THE SWAMP CREATURE

Unless either of his neighbors is revealed, can win by accusing his neighbors.

TRICKSTER

Whispers Yes to all inquiries.

VAN HELSING

If an accusation - including her own - gets all No responses, she must immediately accuse Dracula, winning if she's correct.

ALUCARD

Whispers Yes to inquiries asking if he's Dracula. Wins by dancing with or being accused of being Dracula.

THE WITCH

Lies in response to inquiries from her neighbors.

ZOMBIE

Must request a dance if the previous player danced. If her dance request is refused, may reveal that player and immediately accuse.



ACTIONS

— One per turn —



INQUIRE

Ask another player if they are a specific guest.
They must answer truthfully by secretly passing you a **Yes** or **No** whisper card.

DANCE

Ask another player to **dance**.
If they accept, show each other your guest cards.
If they refuse, make an **INQUIRE** of another player.

ACCUSE

Reveal your card.
Place an **accusation** card face up in front of each unrevealed guest.
Each player must truthfully tell you if it's theirs by passing you a **Yes** or **No** whisper card.
Shuffle and reveal all responses.
You win and the game is over if they all read **Yes**.

NEIGHBORS: Your neighbors are the guests sitting on your left and right.

REVEALED GUESTS play face-up and may not **dance** or be **inquired**, but otherwise play as normal.

MYSTERY GUESTS are face-down guest cards in the middle of the table. They may not **dance** or be **inquired**.

ACTIONS

— One per turn —



INQUIRE

Ask another player if they are a specific guest.
They must answer truthfully by secretly passing you a **Yes** or **No** whisper card.

DANCE

Ask another player to **dance**.
If they accept, show each other your guest cards.
If they refuse, make an **INQUIRE** of another player.

ACCUSE

Reveal your card.
Place an **accusation** card face up in front of each unrevealed guest.
Each player must truthfully tell you if it's theirs by passing you a **Yes** or **No** whisper card.
Shuffle and reveal all responses.
You win and the game is over if they all read **Yes**.

NEIGHBORS: Your neighbors are the guests sitting on your left and right.

REVEALED GUESTS play face-up and may not **dance** or be **inquired**, but otherwise play as normal.

MYSTERY GUESTS are face-down guest cards in the middle of the table. They may not **dance** or be **inquired**.



ACTIONS

— One per turn —



INQUIRE

Ask another player if they are a specific guest.
They must answer truthfully by secretly passing you a **Yes** or **No** whisper card.

DANCE

Ask another player to **dance**.
If they accept, show each other your guest cards.
If they refuse, make an **INQUIRE** of another player.

ACCUSE

Reveal your card.
Place an **accusation** card face up in front of each unrevealed guest.
Each player must truthfully tell you if it's theirs by passing you a **Yes** or **No** whisper card.
Shuffle and reveal all responses.
You win and the game is over if they all read **Yes**.

NEIGHBORS: Your neighbors are the guests sitting on your left and right.

REVEALED GUESTS play face-up and may not **dance** or be **inquired**, but otherwise play as normal.

MYSTERY GUESTS are face-down guest cards in the middle of the table. They may not **dance** or be **inquired**.

ACTIONS

— One per turn —



INQUIRE

Ask another player if they are a specific guest.
They must answer truthfully by secretly passing you a **Yes** or **No** whisper card.

DANCE

Ask another player to **dance**.
If they accept, show each other your guest cards.
If they refuse, make an **INQUIRE** of another player.

ACCUSE

Reveal your card.
Place an **accusation** card face up in front of each unrevealed guest.
Each player must truthfully tell you if it's theirs by passing you a **Yes** or **No** whisper card.
Shuffle and reveal all responses.
You win and the game is over if they all read **Yes**.

NEIGHBORS: Your neighbors are the guests sitting on your left and right.

REVEALED GUESTS play face-up and may not **dance** or be **inquired**, but otherwise play as normal.

MYSTERY GUESTS are face-down guest cards in the middle of the table. They may not **dance** or be **inquired**.



ACTIONS

— One per turn —



INQUIRE

Ask another player if they are a specific guest.
They must answer truthfully by secretly passing you a **Yes** or **No** whisper card.

DANCE

Ask another player to **dance**.
If they accept, show each other your guest cards.
If they refuse, make an **INQUIRE** of another player.

ACCUSE

Reveal your card.
Place an **accusation** card face up in front of each unrevealed guest.
Each player must truthfully tell you if it's theirs by passing you a **Yes** or **No** whisper card.
Shuffle and reveal all responses.
You win and the game is over if they all read **Yes**.

NEIGHBORS: Your neighbors are the guests sitting on your left and right.

REVEALED GUESTS play face-up and may not **dance** or be **inquired**, but otherwise play as normal.

MYSTERY GUESTS are face-down guest cards in the middle of the table. They may not **dance** or be **inquired**.

ACTIONS

— One per turn —



INQUIRE

Ask another player if they are a specific guest.
They must answer truthfully by secretly passing you a **Yes** or **No** whisper card.

DANCE

Ask another player to **dance**.
If they accept, show each other your guest cards.
If they refuse, make an **INQUIRE** of another player.

ACCUSE

Reveal your card.
Place an **accusation** card face up in front of each unrevealed guest.
Each player must truthfully tell you if it's theirs by passing you a **Yes** or **No** whisper card.
Shuffle and reveal all responses.
You win and the game is over if they all read **Yes**.

NEIGHBORS: Your neighbors are the guests sitting on your left and right.

REVEALED GUESTS play face-up and may not **dance** or be **inquired**, but otherwise play as normal.

MYSTERY GUESTS are face-down guest cards in the middle of the table. They may not **dance** or be **inquired**.

ACTIONS

— One per turn —



INQUIRE

Ask another player if they are a specific guest.
They must answer truthfully by secretly passing you a **Yes** or **No** whisper card.

DANCE

Ask another player to **dance**.
If they accept, show each other your guest cards.
If they refuse, make an **INQUIRE** of another player.

ACCUSE

Reveal your card.
Place an **accusation** card face up in front of each unrevealed guest.
Each player must truthfully tell you if it's theirs by passing you a **Yes** or **No** whisper card.
Shuffle and reveal all responses.
You win and the game is over if they all read **Yes**.

NEIGHBORS: Your neighbors are the guests sitting on your left and right.

REVEALED GUESTS play face-up and may not **dance** or be **inquired**, but otherwise play as normal.

MYSTERY GUESTS are face-down guest cards in the middle of the table. They may not **dance** or be **inquired**.

ACTIONS

— One per turn —



INQUIRE

Ask another player if they are a specific guest.
They must answer truthfully by secretly passing you a **Yes** or **No** whisper card.

DANCE

Ask another player to **dance**.
If they accept, show each other your guest cards.
If they refuse, make an **INQUIRE** of another player.

ACCUSE

Reveal your card.
Place an **accusation** card face up in front of each unrevealed guest.
Each player must truthfully tell you if it's theirs by passing you a **Yes** or **No** whisper card.
Shuffle and reveal all responses.
You win and the game is over if they all read **Yes**.

NEIGHBORS: Your neighbors are the guests sitting on your left and right.

REVEALED GUESTS play face-up and may not **dance** or be **inquired**, but otherwise play as normal.

MYSTERY GUESTS are face-down guest cards in the middle of the table. They may not **dance** or be **inquired**.