THE SWAMP CREATURE
HE’LL MUCK YOU UP!
You only need to accuse your neighbors to win. If either of your neighbors have been revealed, you must instead accuse all players.

TRICKSTER
DANGER HAS A NEW FACE... AND ANOTHER... AND ANOTHER...
Whisper Yes to all inquiries.

VAN HELSING
SHE’S RAISED THE STAKES!
If an accusation—including yours—reveals all No cards, you must immediately accuse only Dracula. You win if you’re correct.

ALUCARD
AS A VAMPIRE, HE SUCKS!
Whisper Yes when anyone inquires if you’re Dracula. Win if you dance with Dracula or if you are accused of being Dracula.
Zombie
She only wants you for your brains...
If the previous player danced, you must request a dance on your turn. If anyone refuses your dance request, you may reveal them to immediately accuse.

Witch
Stay for a spell... you'll be ribited!
Lie in response to your neighbor's inquiries.

Dracula

Boogie Monster

YES

YES
**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. JEEKY**
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.

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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 inquiry 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

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**Dance**
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