



Phantom of the Museum



She wants to make you part of her permanent collection!

Hide your face when you dance. After you whisper No to an inquiry, you may reveal to accuse only the player who inquired you. Win if you're correct.

SARCOPHAGUS



Hide your face when you dance. Accept all dance requests. Whisper Yes to all inquiries.



SASQUATCH



You'll never see him coming!

Hide your face when you dance with anyone except your neighbors. During any dance where you show your face, you may look at a Mystery Guest.

Statue of ANUBIS



Brought to life to bring you DEATH!!!

Hide your face when you dance. After any player rejects your dance request, you must reveal a Mystery Guest and then accuse.









THE MUMMY



Hides face.
Whispers **No** to all inquiries.
Cannot be the Mystery Guest.

THE ARCHEOLOGIST

Accepts all dance requests.
On her first accusation of the game,
only needs to accuse The Mummy to win.

CAT BURGLAR

After dancing with anyone hiding their
face, may reveal to accuse only that
player, winning if correct.

GARGOYLE

May join any dance.

SARCOPHAGUS



Hides face.
Accepts all dance requests.
Whispers Yes to all inquiries.

SASQUATCH



Hides face during dance with
non-neighbors. During any dance he shows
his face, may look at a Mystery Guest.

Statue of
ANUBIS



Hides face.
After dance request is rejected,
must reveal Mystery Guest and accuse.

MAGIC MIRROR

Guests must show face to him
during a dance.
May not request dances.

Phantom
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Hides face.
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PICTURE OF
DORIAN GRAY



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ACTIONS

— One per turn —



INQUIRY

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, each other player closes their eyes, and you each hold up your guest card.
Guests who hide will show the back of their card. Other guests will **show their face**, holding up the front of their card.

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**.

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