

# THE MUMMU



**SHE STALKS LIKE AN EGYPTIAN!**  
Hide your face when you dance.  
Whisper No to all inquiries.  
You cannot be a Mystery Guest.

# THE ARCHEOLOGIST



**SHE'S GOT EVIL IN HER SITE!**  
You must accept all dance requests.  
The first time you accuse,  
you only need to accuse  
The Mummy to win.

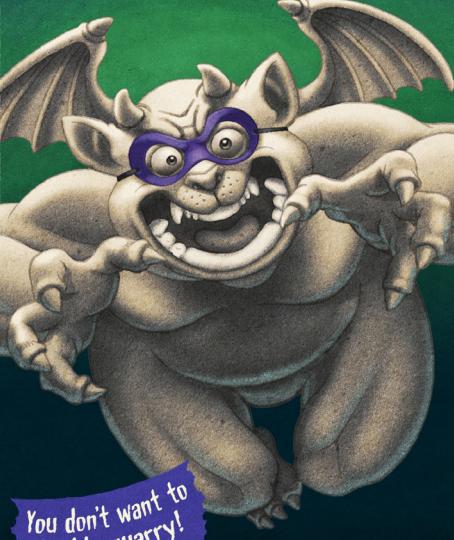


# CAT BURGLAR



**She's not afraid of HEISTS!**  
After dancing with someone who  
is hiding their face, you may  
reveal to accuse only that player.  
You win if you are correct.

# GARGOYLE



**You don't want to be his quarry!**  
You may join any dance.



# 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

IT'S WHAT'S INSIDE  
THAT COUNTS!

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.



# PICTURE OF DORIAN GRAY



With great AGE  
comes great  
RAGE!

Hide your face when you dance.  
You may not request dances.  
You may show your face during  
a dance to switch your card  
with a Mystery Guest.

# MAGIC MIRROR



Guests must show their faces  
when they dance with you.  
You may not request dances.



# THE MUMMY



# THE ARCHEOLOGIST



# CAT BURGLAR



# GARGOYLE



# Phantom of the Museum



# SARCOPHAGUS



**SASQUATCH**



Statue of  
**ANUBIS**



PICTURE OF  
**DORIAN GRAY**



**MAGIC MIRROR**



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<b>CAT BURGLAR</b>	After dancing with anyone hiding their face, may reveal to accuse only that player, winning if correct.
<b>GARGOYLE</b>	May join any dance.
<b>SARCOPHAGUS</b>	Hides face. Accepts all dance requests. Whispers Yes to all inquiries.
<b>SASQUATCH</b>	Hides face during dance with non-neighbors. During any dance he shows his face, may look at a Mystery Guest.
<b>Statue of ANUBIS</b>	Hides face. After dance request is rejected, must reveal Mystery Guest and accuse.
<b>MAGIC MIRROR</b>	Guests must show face to him during a dance. May not request dances.
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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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