



# MUSEUM NIGHT JANITOR

**1. Everyone is a statue, and the object of the game is to not let the janitor catch them moving.**

**2. The janitor will move slowly around the room, pointing their flashlight at the statues.**

**3. If the janitor shines the flashlight on a player and that player moves, they must go to the designated area and do 5 jumping jacks (or consequence of your choice) to get back into the game.**

**4. Remember to be sneaky!**