The *communication revelation principle* of mechanism design states that any outcome that can be implemented using any communication system can also be implemented by a canonical mechanism. In multistage games, we prove that the communication revelation principle holds for *conditional probability perfect Bayesian equilibrium* (CPPBE), but fails for sequential equilibrium. Our main result is that, nonetheless, the following *implementation revelation principle* holds: an outcome is implementable in sequential equilibrium if and only if it is implementable in (canonical) CPPBE. The implementation revelation principle holds only if the mediator is allowed to tremble---otherwise, the set of implementable outcomes is strictly smaller. In the special case of games with adverse selection but no moral hazard, Nash and sequential equilibrium are essentially equivalent, and a virtual-implementation version of the communication revelation principle holds for any standard solution concept.