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# Mysterium (pl: Tajemnicze Domostwo)

A game for 2-7 players aged 8 and up.
Time of play – 30 minutes.

„Mysterium „ is a cooperative board game for 2-7 players. One player acts the part of a Ghost who lives in a mysterious mansion. The other players are Psychics who have been specially invited by the owner of this old homestead. They have to unravel the secret of the mansion and bring peace to its inhabitants: at nights all people see very strange dreams in this mysterious place.

According to the old legend the Ghost is a soul of one of the former inhabitants of the manor. Over 100 years ago he was executed for a terrible crime. There were rumors that the man had been charged by mistake. Now, using dreams, he is trying to tell people the truth about what happened in reality. The Psychics will have to understand what the Ghost wants to say to them, and in the case of success, they would have another win. And of course they will get quite big financial reward. The goal of the Ghost is to disclose the true culprit! This is how he will rest in peace for ever and leave the mansion.

They have not much time to do this: only seven days and seven nights...

## GAME SET UP

Depending on the number of players and the chosen level of the game difficulty place randomly the corresponding number of psychics' cards of each type face-up in the middle of the table (item, location, character) in accordance with the table below:

| | *Difficulty level:* | | | |
|---|---|---|---|---|
| *Number of Players (with Ghost)* | *easy* | *normal* | *hard* | *very hard* |
| 2* | 4 | 5 | 6 | 7 |
| 3 | 5 | 6 | 7 | 8 |
| 4 | 6 | 7 | 8 | 9 |
| 5 | 7 | 8 | 9 | 10 |
| 6 | 8 | 9 | - | 11 |
| 7 | 9 | 9 | - | 12 |

We recommend easy level for the first game.

* A game for two players is described in more detail in the end of the book.

*For example: If there are four players at easy level, you'll need six cards of items, locations and characters. If there are five players at difficult level, you'll need ten cards of items, locations and characters.*

Put the rest of the psychics' cards into the box – they are not needed in this game.

Place the calendar board next to the psychics' cards. Put the week marker on the number 1 on the calendar board (Monday).

One of the players will act the part of the Ghost, the other players will be the Psychics.

Each Psychic gets a board, a clock-tile and a pawn of the corresponding color. The other pawn in this color is kept in front of the Psychic during the whole game; it will help the Ghost to identify each of them more easily.

The Ghost gets the deck of the dream cards and tokens of the same colors as the participants got. Tokens are placed in front of the Ghost so as it is possible to put one item card, one location card and one character card under each token.

The Ghost takes from his/her cards (blue backs) the same item, location and character cards as the psychics' cards which are laid on the table.

Put the rest of the ghost's cards into the box – they are not needed in this game.

The Ghost shuffles separately his/her cards of each type and places them face down randomly in groups under each psychic's token including one character card, one location card, and one item card.

Put the rest of the ghost's cards into the box – they are not needed in this game.

In such a way, the Ghost generates combinations – who of the inhabitants (character) were in the mansion, their concrete whereabouts (location), and what they were doing (item) at the time of commission the crime. Exactly these combinations is the answer to the secret needed for disclosing the true culprit.

After familiarizing with his/her cards of characters, locations and items, the Ghost keeps them closed to the Psychics to the certain moment in the game. The Ghost can look through these groups of cards at any time during the game, but he/she can't change their order.

The Ghost gets the top six cards from the deck of dreams.

## GAMEPLAY

*The entire game lasts maximum seven turns and is divided into two steps:*

Events reconstruction
Exposing the true culprit

## EVENTS RECONSTRUCTION

During the Events reconstruction step the players are trying to determine who of the inhabitants (character) were in the mansion, what they were doing (item), and where they were (location) at the time of the crime.

During the Events reconstruction step each turn consists of the following phases:

DREAM
ONEIROMANCY
MYSTERIOUS SIGNS

### DREAM

At first, the Ghost indicates what the characters were doing (items). After the Psychic has determined the item the Ghost will have to indicate to the whereabouts (location) of the inhabitant. And later the Ghost will indicate to the inhabitant (character) who was in the mansion at the time of committing the crime.

The Ghost analyzes cards in the groups under each token. Then he/she chooses one or several dream cards from his/her hand which he/she associates with this or that item (location, character) and put them in front of the Psychic, under whose token this item/location/character card is laid.

The Ghost can't point at the location or the character until the Psychic guess the item; and he/she can't point at the character until the Psychic guess the location.

After the Ghost laid out the dream to one Psychic, he/she refills his/her hand up to six cards from the deck of dream cards. So, the Ghost can always choose from six cards for each Psychic.

Then the Ghost chooses next Psychic and lay out one or several dreams in front of him/her.

The Ghost does not have to give dreams to the Psychics in a strict order (clockwise or any other order). At the same time, further in this turn the Ghost can't add dream cards to the Psychic, who has already got cards in this turn.

Depending on the difficulty level of the game, the Ghost can discard all six cards several times during the game to the discard pile of dreams and draw new six cards in his/her hand:
*easy* – once per turn
*normal* – three times during the game
*difficult* – once per game
*very difficult* – the Ghost can't change dream cards in his/her hand

When all Psychics have dreams, the oneiromancy phase starts.

### ONEIROMANCY

Once one of the Psychics got the dream, Psychics can immediately start the oneiromancy phase.

Players are analyzing their dreams and try to understand what the Ghost wants to point at to them. The Psychics make decisions together – discussing, giving advice to each other, saying their guesses.

After discussing every Psychic places his/her pawns on the item card (location, character) laid out on the table which he/she thinks the Ghost pointed at.

In this phase of the turn the Ghost mustn't verbally or with gestures help Psychics. The only way of communication with the rest of the players must be the dream cards. If this rule is broken, the game immediately ends and players lose it.

Once all psychics have placed their pawns on the cards, the mysterious signs phase starts.

### MYSTERIOUS SIGNS

In this phase the Ghost announces psychics about the rightness or wrongness of their decisions. If the dream is interpreted correctly, the Ghost reveals his/her item/location/character card that has been guessed. The item cards and character cards are put back into the box – they are no longer needed in the game. The Ghost leaves the character cards in front of him/her as they are needed during the exposing the true culprit step of the game.

If the required item is correctly identified, the Psychic takes the item card and places it in front of him/her. Then he/she discards all the dream cards he/she received.

The Psychic performs the same action with the location and character cards.

The Psychic, who guessed all three cards of his/her combination (item/location/character), has completed his/her task in the events reconstruction step of the game. So, the player helps the other players interpret their dreams till the exposing the true culprit phase.

If the player has misinterpreted the dream (identified the item/location/character wrong), he/she doesn't discard dream cards that are in front of him/her. In the next turn that player will get new dream cards pointing at the same item/location/character. Thus, the player can analyze more dream cards and look for something similar in them; something that will help him/her find sound decision.

After all psychics got to know whether their decisions are right or wrong, the turn ends. Move the day marker on the following position of the calendar board. The Psychics take back their pawns.

New turn starts.

When all Psychics determined all cards from their combinations (item/location/character), the game moves into the final the exposing the true culprit phase. Put the rest of the psychics' cards into the box – they are no longer needed in the game. Their guessed combinations are still laying in front of them.

## EXPOSING THE TRUE CULPRIT

Restoring a full picture of the events of the day when the crime has been committed, the Psychics have to determine the truly guilty person.

The Ghost takes all the character cards laid out in front of him/her and shuffles them. From thoroughly shuffled deck the Ghost chooses a random card. Now the Ghost is very close to the coveted release – he/she knows who actually committed the crime. The only thing the Ghost has to do now is to point at that character to psychics correctly. The rest of the character cards are no longer needed in the game, put them in the box.

*Note. In order not to give out the character-culprit while studying his/her location and item, we recommend the ghost-player explore carefully and slowly all the locations and items and do not focus on the culprit.*

Each further turn all the Psychics will have a common dream.

Turn phases during the exposing the true culprit step of the game:

*common dream*
*exposing the true culprit*

### COMMON DREAM

The Ghost chooses from his/her hand one or more dream cards and puts it/them in front of the Psychics. With these cards he\ she is trying to point to the character who really committed the crime. During this phase of the game the Ghost can give dreams pointed directly to the character, as well as to the item and/or location in which was the character.

The Ghost also lays out the rest dream cards from the hand separately from the first once. Thus, the Psychics can also analyze cards, which, in the Ghost's opinion, are not suitable for the detection of the culprit.

### EXPOSING THE TRUE CULPRIT

During this step the Psychics are determining the identity of the culprit all together. After making a joint decision, the players point to the character who, in their opinion, committed the crime.

Then the Ghost says whether their decision is right or wrong. If the Psychics have determined the identity of the true culprit, the Ghost reveals the card of this character and the game ends with a victory of the players (see „The end of the game").

If the Psychics have made wrong decision, the game goes on from the Common dream phase. Move the day market on the following position on the calendar board.

The end of the game
If the Psychics correctly determined the identity of the culprit within their allotted time for this, the game ends with the victory of the players.

The Psychics receive financial reward from the owner of the mansion, and the Ghost gets a rest for ever and leave the mansion.

If after the completion of the turn the day marker is on the position 7 (Sunday) of the calendar board, and the Psychics haven't determined the identity of the culprit, the players lose the game.

## 2-PLAYER VARIANT

When there are two players in the game, one of them acts the part of a Ghost, and the other acts as a Psychic. The Psychic gets two boards, two clock-tiles and two pawns of the corresponding colors. The Ghost generates two combinations of character/location/item.

Thus, in the Events reconstruction phase of the game the Psychic has to determine two characters, two locations, and two items.

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