

It takes courage to enter the manor of Mysterium… and yet, here you are. How brave of you. Take a seat at the table, open your mind, and keep your sixth sense awake: you are about to take part in a unique séance, using spiritism to try to calm a tormented soul.



At *Samhain* night (Halloween), worlds of the visible and of the invisible merge, allowing the living to establish a link with 'the other world'. Conrad MacDowell chose that very night to gather his psychic friends for a unique séance. Using spiritism, they'll try to communicate with the dead…

A ghost has been haunting the Warwick Manor for years. Little is known about them, other than that they were murdered in dark circumstances. Who was there? Where did it happen? How were they killed? Conrad and his team decided to meet to try to resolve the crime once and for all, following different leads, but working together.

Unfortunately, the ghost cannot talk. They can only communicate through visions. All suspects need to be identified so that the ghost remembers the culprit. Only then will the psychics discover the truth, and free the ghost from their torments. They have until dawn to do that, and not one minute more – if they fail, the ghost will wander in limbo for eternity…

Game Overview

Mysterium is a cooperative game: all players win or lose together. They share a common objective: interpret the ghost's visions, and discover what happened and how the ghost was killed. Before starting the game, players should first select their role: either the **Ghost** or a **Psychic**. Depending on their role, they will each play differently.

The **Ghost** (one player) must guide the **Psychics** throughout their investigation. The **Ghost** knows the suspect, location and object that each **Psychic** must find (see below). To communicate with them, the **Ghost** uses **only** illustrated cards: the **Vision Cards**.

The **Psychics** (all other players) must follow a lead to their personal objective: each one must find the suspect, location and object that were assigned to them. They work together to interpret the **Vision Cards** given by the **Ghost**.

Playing Tips

• For a better experience, a player already familiar with the game should play as the **Ghost** for your first game.

• For a more immersive game, the **Ghost** may choose to knock on the table (rather than saying yes or no) when they want to tell the **Psychics** whether their choices are correct or not: one knock for yes, two knocks for no.

• For an even more immersive game, make sure to download the official atmospheric soundtrack available on our website (*Mysterium* page) or via this QR code.

Game Components: The Ghost

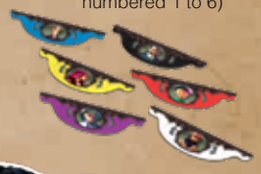


1 Screen

18 Character Ghost Cards
(1 to 18)



6 Ghost Tokens
(1 in each color, back numbered 1 to 6)



84 Vision Cards



18 Location Ghost Cards (19 to 36)





18 Object Ghost Cards
(37 to 54)



6 Culprit Tokens
(back numbered 1 to 6)



3 Crow Tokens

Game Components: The Psychics

6 Intuition Pawns
(1 in each color)





6 Sleeves
(1 in each color)

36 Clairvoyancy Tokens
(6 in each color, incl. 3 ✔ and 3 ✖, and numbered 1 to 6)





6 Clairvoyancy Level Tokens
(1 in each color)

18 Character Psychic Cards
(1 to 18)







18 Object Psychic Cards
(37 to 54)

18 Location Psychic Cards
(19 to 36)

Other Game Components

1 Clock Board (to assemble)



1 Hourglass



3 Progress Boards
(Character, Location and Object)



1 Clairvoyancy Track and Final Progress Board



Game Storage







Game Setup

Decide who will be the **Ghost** for the game. That player takes the **Screen** 1 and places it in front of them so that no other player can see the inside. Then they place the **Vision Cards** 2 and the **Ghost Tokens** 3 behind the **Screen**. The **Culprit Tokens** 4 are placed next to the **Ghost**. The **Ghost** receives as many **Crow Tokens** 5 as instructed, depending on the difficulty level (see table).

The **Psychics** choose a character (associated to a color) and take the matching **Sleeve** 6 They receive **Clairvoyancy Tokens** 7 depending on the total number of **Psychics**.
1-2 **Psychics** => none
3-4 **Psychics** => 4 tokens (numbered 1 to 4)
5-6 **Psychics** => 6 tokens (numbered 1 to 6)

If you are more than 3 players, place the **Clairvoyancy Track** 8 in front of the **Screen**. Make sure you use the proper side of the track, depending on the number of players.
4- 5 players: / 6-7 players:

Place all **Clairvoyancy Level Tokens** 9 on 0 on the **Clairvoyancy Track**.

Place the **Hourglass** 10 next to the **Screen** and the **Clairvoyancy Track**, within easy reach of the **Ghost**.

Assemble the **Clock Board** 11 and place it within easy reach of the **Psychics**.

Shuffle the 18 **Character Psychic Cards** 12. Draw as many cards as instructed on the table above, depending on the difficulty level and the number of players. Unused cards are placed back in the box.

Check the cards and announce their numbers to the **Ghost**. The **Ghost** then takes the matching cards (with the matching numbers) from their own **Character Ghost Cards deck** 13. Unused cards are placed back in the box.

Place the **Character Psychic Cards** that you drew on the table 14 and place the **Character Progress Board** as instructed 15.

The **Ghost** now keeps as many **Character Ghost Cards** as there are **Psychics** in play and places these cards in the top line of their **Screen** 16, assigning one character to each **Psychic**. Extra cards are secretly discarded: the **Psychics** must not see them!

Repeat that process with the **Location** and **Object Psychic Cards**, and the **Location** and **Object Ghost Cards** (middle and bottom line). Once the **Screen** is complete, you should have one character, one location, and one object for each **Psychic**, arranged in a column of their color.
Reminder: *Only the* **Ghost** *can see the inside of the* ***Screen****!*

Place the **Intuition Pawns** on the **Character Progress Board** 17.

The **Ghost** draws 7 **Vision Cards** to form their starting hand.

You are now ready to play *Mysterium*!

Number of **Psychics**	Number of **Character/Location/Object Psychic Cards** in each mode		
	EASY	MEDIUM	HARD
1	4	5	6
2	5	6	7
3	5	6	7
4	6	7	8
5	6	8	9
6	7	8	9
Number of **Crow Tokens**	per turn	per game	per game




1
10
11
9
8
16
2
12
2
13
3
5
4
2

Playing the Game

Phase 1 - Reconstruction of Events

Goal of this phase: during setup, the **Ghost** assigned a Character, a Location and an Object to each **Psychic**, forming different columns in the **Screen**. Each **Psychic** has a personal objective: finding their Character, their Location and their Object.

This phase lasts 7 turns. By the end of the 7 turns:

- if all **Psychics** completed their personal objective, move to Phase 2.
- if one or several **Psychics** did not complete their objective, the game ends up in a defeat for everybody.

The Game Turn

Step 1 : Interpreting the Visions

During this step, the **Ghost** creates visions and send them to the **Psychics**. The **Psychics** can (and should) discuss them to find their hidden meaning.

First, the **Ghost** chooses one of the **Psychics**. Depending on the position of the **Psychic**'s **Intuition Pawn** (Character, Location or Object **Progress Track**), the **Ghost** knows whether or not the **Psychic** made any progress towards their personal objective, and which type of card they should guess. The card that the **Psychic** has to guess appears in the **Ghost**'s **Screen**.

The **Ghost** then creates a vision so that the **Psychic** finds the correct card among the cards of the table (i.e. the one that matches the card hidden behind the **Screen**). To create a vision, the **Ghost** may use one or several **Vision Cards** from their hand.

Once the **Ghost** has created their vision, they give the chosen **Vision Card(s)** to that **Psychic** face up, and push the **Ghost Token** matching that **Psychic**'s color against the **Screen** to mark that this **Psychic** now received their vision. A **Psychic** cannot receive more that one vision on each turn.

Then, the **Ghost** immediately draws new **Vision Cards** until they have 7 cards in hand. If the drawing pile runs out, shuffle the discarded **Vision Cards** to create a new pile.

Example: **Alexandre**'s **Intuition Pawn** (yellow) is on the **Location Progress** Track. The **Ghost** checks the middle line of their **Screen** and notes that **Alexandre** is supposed to find the **Location Card** "Attic" on this turn.



Example of vision: The **Ghost** wants **Alexandre** to find the "Attic". This card features a white wedding dress. The **Ghost** chooses the card A from their hand (because of the woman in a white dress) and completes the vision with the card B (because of its strange, bluish atmosphere) and the card C (spider webs and dust).



Discarding Vision Cards

Creating a vision might be difficult. As the **Ghost**, you may want to discard your hand to replace it with more inspiring cards. If you want to do so, place one of your **Crow Tokens** on your **Screen**. Discard up to 7 cards and draw the same number of cards to replace them.

You can discard cards at any time; however, you can only use the Crow a limited number of times, depending on the difficulty level that you chose. If you run out of **Crow Tokens**, then you can no longer discard your **Vision Cards** to replace them.

Once the **Ghost** has drawn their new cards, they choose another **Psychic** and repeat this process, until all **Psychics** have received their **Vision Cards** for this turn. As soon as the last **Psychic** has received a vision, the **Ghost** turns over the **Hourglass** (time: 2 minutes).

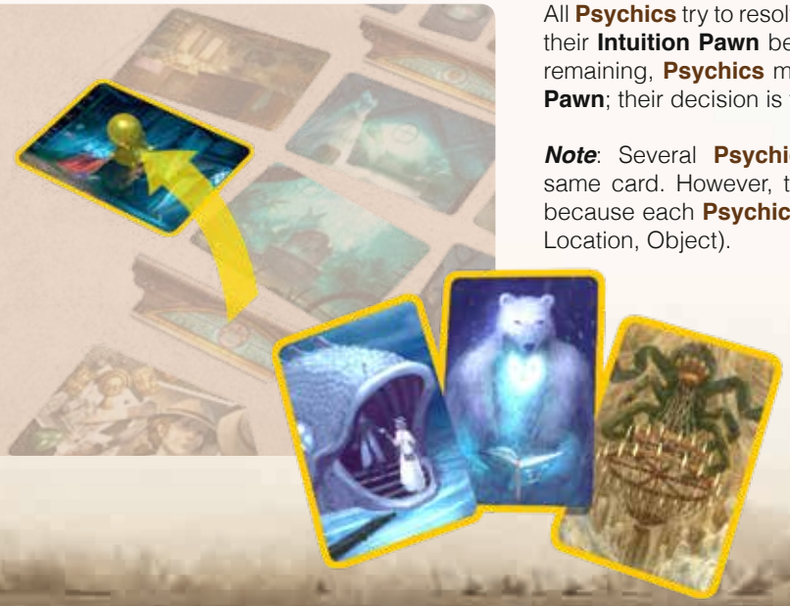
As soon a **Psychic** receives their **Vision Cards**, they can look at them and show them to the other **Psychics**. Together, they can try to interpret the cards to deduce which card (Character, Location or Object, depending on their **Progress Track** and **Intuition Pawn**) they are supposed to identify. **Psychics** can talk to each other without restriction – they simply cannot talk to the **Ghost**.

Note: **Psychics** may start to discuss and even place their pawns and tokens as soon as they receive their cards, even if the **Hourglass** has not yet been turned over.

> ***Important***: As the **Ghost**, you may listen to the **Psychics**, but you may not **comment** on their choices, nor **gesture**, nor try to communicate hints in any way.

When a **Psychic** thinks that they have identified the correct Character, Location or Object Card, they place their **Intuition Pawn** on that card. Even if you remain free to discuss with the others, placing your pawn is your own decision. You may listen to your partners, but you may also ignore them if you think they are wrong.

Example: **Alexandre** received three **Vision Cards** from the **Ghost** to identify a Location. Most of the **Psychics** want to go for the attic, but **Alexandre** is convinced that the correct card is the bedroom. He decides to ignore the other **Psychics** and place his pawn on the bedroom card.



All **Psychics** try to resolve the vision that they received. They must place their **Intuition Pawn** before the time runs out. As long as there is time remaining, **Psychics** may change their mind and move their **Intuition Pawn**; their decision is final once the time is up.

Note: Several **Psychics** may place their **Intuition Pawn** on the same card. However, this means that at least one of them is wrong, because each **Psychic** has a unique combination of cards (Character, Location, Object).

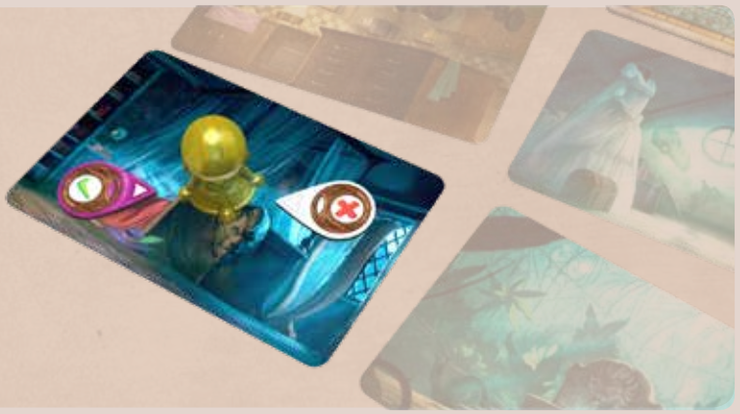
Using the Clairvoyancy Tokens (3 to 6 **Psychics**)

As a **Psychic**, you have a set of **Clairvoyancy Tokens** (✔ and ✖) in your color. Use these tokens when you agree ✔ or disagree ✖ with another **Psychic** about the choice that they made when placing their **Intuition Pawn** on a card.

To express that you agree with another **Psychic** about their choice, place one of your ✔ **Clairvoyancy Tokens** next to the **Intuition Pawn** of that **Psychic**. The **Clairvoyancy Token** must point to the chosen **Intuition Pawn** (because there can be several **Intuition Pawns** on the same card). If on the other hand, you want to express that you disagree with another **Psychic**, use a ✖ **Clairvoyancy Token** instead.

- You cannot place a **Clairvoyancy Token** on your own **Intuition Pawn**.
- You cannot place several **Clairvoyancy Tokens** on the same **Intuition Pawn**. You may however place several **Clairvoyancy Tokens** on several **Intuition Pawns** on the same card.
- You may use, move and withdraw your **Clairvoyancy Tokens** until the time runs out.
- You may use as many **Clairvoyancy Tokens** as you want in a turn (including none, if you don't want to play them).

Example: **Mathieu** agrees with **Alexandre** and places one of his ✔ **Clairvoyancy Token** next to **Alexandre**'s **Intuition Pawn**. **Léa** does not agree with **Alexandre** and places one of her ✖ **Clairvoyancy Tokens** instead.



Important: any **Clairvoyancy Token** should be discarded on the **Clock Board** upon use. As a **Psychic**, make sure to use your tokens wisely, as you do not have an unlimited amount of tokens. All **Clairvoyancy Tokens** are recovered **at the beginning of the fourth turn**, though.

Agreeing with the correct intuitions and disagreeing with the wrong intuitions allow you to progress on **the Clairvoyancy Track**. A high level of clairvoyancy is very useful in Phase 2. The more a **Psychic** progresses on the **Clairvoyancy Track**, the easier that phase will be.

When the **Hourglass** runs out, Step 1 is over. Proceed to Step 2 of the current turn.

Step 2 : Spectral Manifestation

During this step, the **Ghost** let the **Psychics** know whether or not they correctly interpreted their visions.

The **Ghost** chooses one of the **Psychics**. They check the **Intuition Pawn** of that **Psychic** and let them know whether or not they chose the correct card, without commenting further. To check if the card is correct, the **Ghost** should compare it with the card hidden behind their **Screen**.

If, as a **Psychic**, you chose the **correct card**:

- Each **Psychic** that placed a ✔ **Clairvoyancy Token** next to your **Intuition Pawn** move their **Clairvoyancy Level Token** one space forward.
- For **Psychics** that placed a ✖ **Clairvoyancy Token**, nothing happens.
- All used **Clairvoyancy Tokens** are discarded to the **Clock Board** on the matching colored spots.
- Move your **Intuition Pawn** to the next **Progress Board**. In every game of *Mysterium*, you'll always need to find your Character first, then your Location, then your Object.
- Take the card that you correctly identified and slide it into your **Sleeve**, while the **Ghost** flips the matching **Ghost Card** in their screen to keep track of your progress.
- Discard all of your **Vision Cards**.
- The **Ghost** moves your **Ghost Token** back from the **Screen**.

If, as a **Psychic**, you chose **any other card**:

- Each **Psychic** that placed a ✖ **Clairvoyancy Token** next to your **Intuition Pawn** move their **Clairvoyancy Level Token** one space forward.
- For **Psychics** that placed a ✔ **Clairvoyancy Token**, nothing happens.
- All used **Clairvoyancy Tokens** are discarded to the **Clock Board** on the matching colored spots.
- Move your **Intuition Pawn** back to the **Progress Board** where it was at the beginning of your turn.
- Keep all of your **Vision Cards**. The **Ghost** will complete your vision with new cards on the next turn.
- The **Ghost** moves your **Ghost Token** back from the **Screen**.

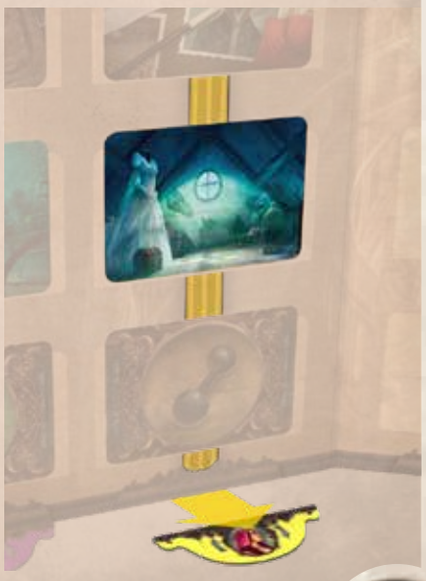
Example: The **Ghost** lets **Alexandre** know that he chose the wrong card. **Mathieu** had placed a ✔ **Clairvoyancy Token** on **Alexandre**'s **Intuition Pawn** because he believed he was correct; as a result he simply discards that token. **Léa** however suspected that **Alexandre** was wrong and had placed a ✖ **Clairvoyancy Token**. **Léa** discards that token too, but since she correctly predicted **Alexandre**'s mistake, she moves her **Clairvoyancy Level Token** one space forward on the **Clairvoyancy Track.**



Alexandre was wrong; as a result, his **Intuition Pawn** goes back to the **Location Progress Board** where it already was at the beginning of his turn. He also keeps his **Vision Cards**, hoping that the next ones will help him to find the right Location.



The **Ghost** then moves **Alexandre**'s **Ghost Token** back from the **Screen**. On the next turn, the **Ghost** will give new cards so that **Alexandre** can find the attic.



Personal Objective

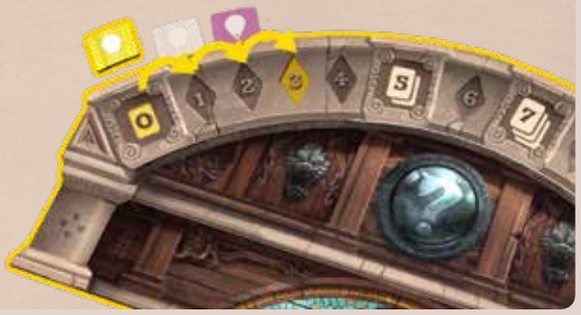
If a **Psychic** finds their assigned Object, after finding their Character and their Location, they **completed their personal objective**. When you complete your personal objective:

- Move your **Intuition Pawn** on the **final Progress Board** to indicate that you completed your personal objective.
- Move forward your **Clairvoyancy Level Token** as many spaces as there are turns remaining (check the number of remaining hours on the **Clock Board**). If you completed your objective on the last turn, then you don't move.
- On future turns, if any, you may help the other **Psychics**, but you don't receive any more visions from the **Ghost**.
- You may still place **Clairvoyancy Tokens** to progress on the **Clairvoyancy Track**.
- The **Ghost** should set aside your **Ghost Token**. It won't be needed until the end of the game.

Example: On the fourth turn, **Alexandre** finds his Object. He puts the matching card into his **Sleeve** and places his **Intuition Pawn** on the **final Progress Board**.
Since there are 3 turns remaining before the end of the game (7 turns), **Alexandre** moves his **Clairvoyancy Level Token** 3 spaces forward on the **Clairvoyancy Track**.







Then, the **Ghost** chooses another **Psychic** and lets them know whether or not they found the correct card, and so on until all **Psychics** have been addressed. Since each **Psychic** moves at their own rhythm, they may be on different **Progress Boards**: some will advance, others will stall. Then, the turn ends. When the turn ends,

- If one or several **Psychics** have not yet completed their personal objectives, a new turn begins. Move the clock hand one hour forward. If the hand was on the last hour (end of the 7th turn), then the game is lost for everyone.
- If all **Psychics** have completed their personal objective, move to Step 2.

Note: **Psychics** should not forget to **recover** all **Clairvoyancy Tokens** at the beginning of the fourth turn!

Phase 2 - Revealing the Culprit

Important: This phase only takes place if all **Psychics** managed to complete their personal objectives before the end of the 7th turn.

Goal of this phase: each **Psychic**'s personal objective is a possible scenario: a culprit (Character), a Location and an Object. Thanks to this reconstruction, the **Ghost** now remembers what happened during the night of the murder, and send a last vision to the group so that the **Psychics** can identify the culprit, location and object of the crime. They have only one chance to find the correct answer.

Step 1: Suspect Line-Up

During this step, you need to prepare a new setup for this phase.

1- Set aside the **Progress Boards** as they are no longer needed. Also set aside the **Psychic Cards** that are still on the table (which were not assigned to any **Psychic**).
2- Each **Psychic** removes the cards from their **Sleeve** to form a **group** of three cards: Character, Location, and Object.
3- Each **Psychic** receives a **Ghost Token** and places it next to their group of 3 cards with its numbered side facing up.
4- The **Ghost** takes as many numbered **Culprit Tokens** as there are groups on the table (4 groups = 4 tokens numbered 1 to 4).
5- The **Ghost** flips back **all** the **Ghost Cards** in their **Screen** (as the **Ghost**, you need to see all of these cards).
6- The **Psychics** recover all of their **Clairvoyancy Tokens**.

Step 2: Shared Vision

During this step, the **Ghost** sends their last vision of the game. Their goal is to make sure that the **Psychics** find the Culprit's group among those available on the table.

- The **Ghost** secretly chooses a numbered group. **Psychics** will need to find that group to win the game.
- The **Ghost** now takes the matching **Culprit Token** and places it face down on the appropriated spot of the **Clairvoyancy Track**.
- Then, the **Ghost** creates a vision with 3 **Vision Cards**. One of the cards must be a hint to the group's Character, another one to the group's Location, and another one to the group's Object.
- The **Ghost** shuffles these 3 **Vision Cards** and places them **face down** in front of the **Psychics**. The **Psychics** cannot know which cards refer to which element (Character, Location or Object).

Note: if the **Ghost** still has any **Crow Tokens** during this step, they are allowed to discard up to 7 cards to replace their hand, as usual.

Step 3: Straw Poll

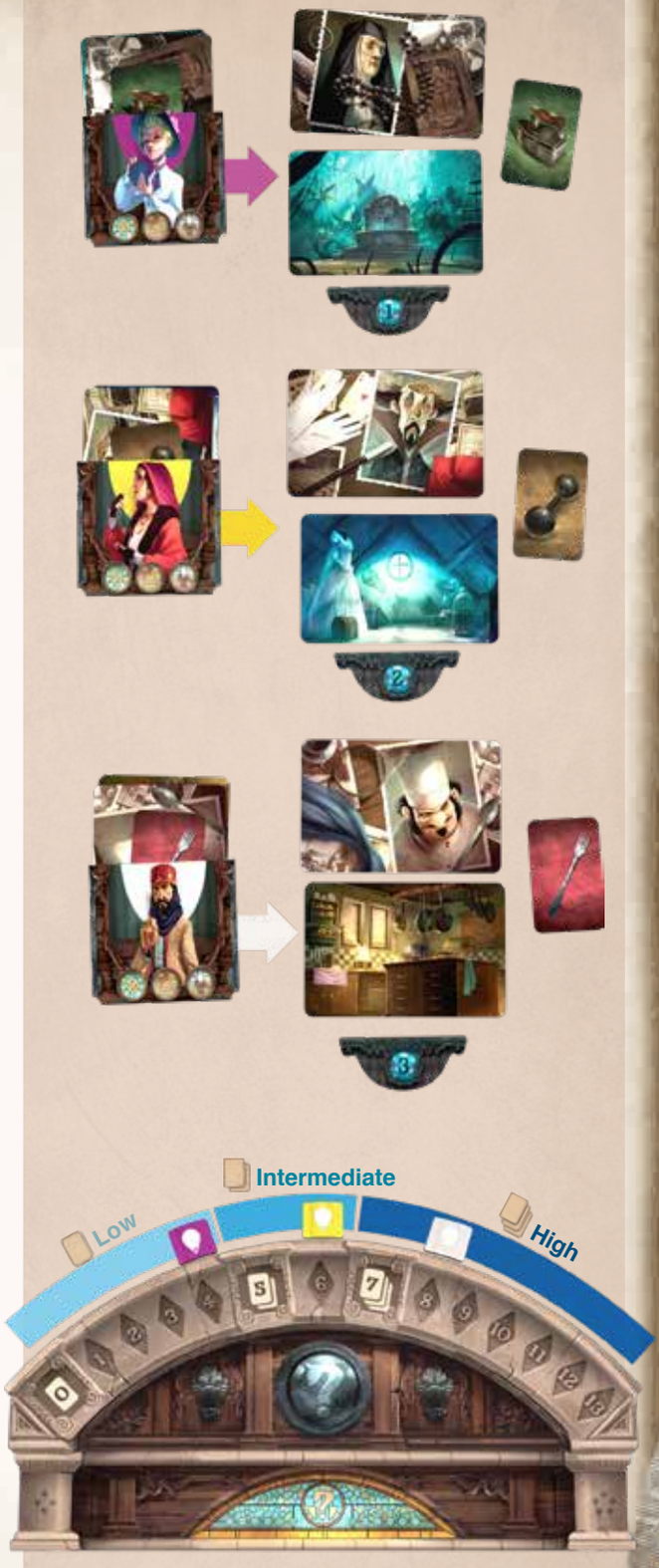
During this Step, the **Psychics** vote for the group which they identified as the Culprit's group, using the shared vision sent by the **Ghost**. However, they are **not allowed to communicate, and each vote must remain secret.**

The vote is subdivided in 3 steps, depending on each **Psychic**'s Clairvoyancy Level. The more that a **Psychic** has advanced on the **Clairvoyancy Track**, the more **Vision Cards** they are allowed to see before voting.

1- First, reveal one of the three cards of the Shared Vision. Once it is revealed, **Psychics** with a low **Clairvoyancy Level** vote. They interpret the revealed card as best as they can, **without communicating**, and associate it to one of the available groups. To do so, they take the **Clairvoyancy Token** that matches the number of the group that they want to choose, and place that token in their **Sleeve**. Then, they give the **Sleeve** to the **Psychic** with the highest **Clairvoyancy Level** (or to the eldest **Psychic** if there is a tie). Once a **Psychic** voted, they cannot change their vote. Votes are kept secret until the end – you are not allowed to check other players' votes before deciding!

2- Then, reveal a second card of the Shared Vision. Once it is revealed, **Psychics** with an intermediate **Clairvoyancy Level** vote. The voting procedure remains unchanged.

3- Finally, reveal the last card of the vision. **Psychics** with a high **Clairvoyancy Level** vote, following the same rules.
Once all **Psychics** have voted, the game is over.



End of the Game

The **Psychic** with the highest Clairvoyancy Level opens all **Sleeves** and reveals the **Clairvoyancy Token** of each **Psychic** (numbered side up). They place each **Clairvoyancy Token** on the group with the matching number.

- If a group has **more Clairvoyancy Tokens** than any other, then that group is chosen as the suspected Culprit's group.
- If there is no majority on a given group, then the vote of the **Psychic** with the **highest Clairvoyance Level** (or the eldest Psychic if there is a tie) determines which group (amongst the tied groups) is the suspected Culprit's group.

You may now reveal the **Culprit Token**. If the **Psychics** chose the correct group (the one with the same number), then you all win: the culprit is exposed! If, however, you chose the wrong group, then you all lose, and the **Ghost**'s soul keeps wandering in limbo…

Rules for 2 or 3 players

For 2- or 3-player games, use the following adjustments.

Phase 1: Reconstruction of Events

- The **Clairvoyancy Track**, the **Clairvoyancy Level Tokens** and the **Clairvoyancy Tokens** are not used.
- Each player (except the **Ghost**) plays two **Psychics**.

Phase 2: Revealing the Culprit

- During Step 2, Shared Vision, the **Ghost** places the 3 Vision Cards face up, and not face down.
- **2 players:** during Step 1, create 2 extra groups of cards, using **Psychic Cards** that you discarded during the game (Character, Location and Object). There will be 4 groups to choose from, and not just 2. The player(s) who play the **Psychics** must choose one single group, using their **Intuition Pawn**.
- **3 players**: **Psychics** vote openly and may discuss to identify the correct group (they do not vote in secret). Once they think that they have found the correct group, they place one of their **Intuition Pawns** on it.

