
OBSCURIO
RULES



You knew that there had to be a reason why this Library had been abandoned. People had disappeared… others had gone mad… but it was said that the Library was full of magical items and powerful artifacts, and that was enough to convince you and your fellow Wizards.

Now, you're running between endless rows of bookshelves, with a precious Grimoire under your arm, and a terrible Sorcerer hell-bent on recovering his treasure on your heels. The Library itself answers to its dark master and does all that it can to prevent you from escaping this maze: endless hallways, concealed doors, moving stairways…

Fortunately, the Grimoire is here to guide you to the exit. Its pages display phantasmagoric visions, and interpreting them correctly with the help of your friends is the key to victory.

But are they really your friends? Can you trust them all? Your instinct tells you that one of you group fell under the Sorcerer's spell, and secretly plots against you. Be careful, or you could end up wandering in this endless maze forever…

Game Overview

Obscurio is a cooperative, asymmetric game, where each player has a secret role. Players try to interpret pictures to escape the Library. Depending on their role, they will each play differently.

Roles



The **Grimoire** is the only role that is public at the start of the game. They play the game differently, as they know the way out. The **Grimoire** also knows who the **Traitor** is. Their role is to guide their team. However, the **Grimoire** cannot speak (it's a book, after all) and must only communicate with pictures and visual clues.

Victory: The **Grimoire** wins with the **Wizards** if the loyal **Wizards** manage to escape the Library. They know who the **Traitor** is but must not give any information about it!



The loyal **Wizards** keep their role hidden for most of the game. They try to decipher the clues given by the **Grimoire** to choose the doors that will allow them to exit the Library.

Victory: The loyal **Wizards** win if they manage to escape the Library.



The **Traitor** is hidden among the **Wizards** at the beginning of the game. They must try to mislead the other **Wizards** as long as possible, without being exposed. The **Traitor** plays against the **Grimoire** and the **Wizards**, and wins if they lose.

Note: Unless stated otherwise, when the word **Wizards** is used in this rulebook, it refers to all players (including the **Traitor**) except the **Grimoire**.

Victory: The **Traitor** wins alone if the **Wizards** lose of all their Cohesion points.



Note: Use the following rules for games with 4 players or more. If you play with 2 or 3 players, see the 2- and 3-player variants on p11.

Game Contents and Setup

Contents



2 Butterfly Markers



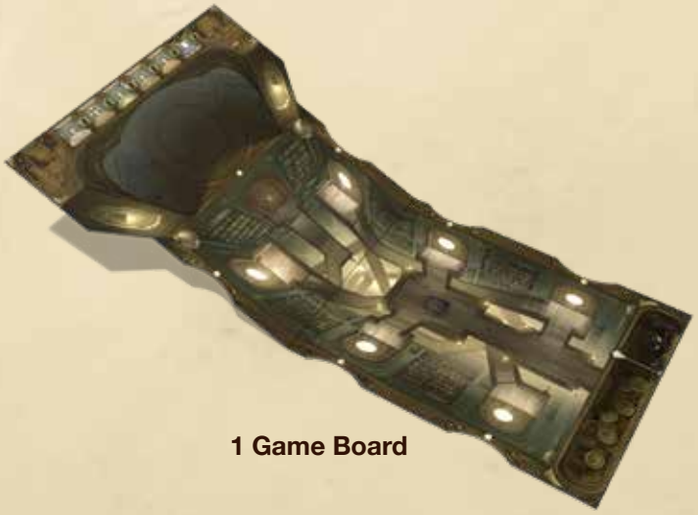
84 Illusion Cards



1 Desk



1 foldable Card Holder
with a Time Track on the back



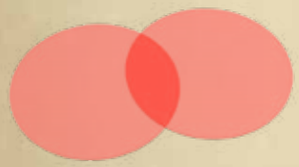
1 Game Board



7 Loyalty Cards
(6x Loyal and 1x Traitor)



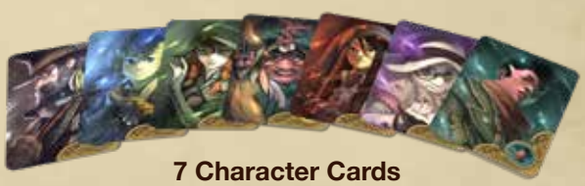
7 Character Chips



2 semi-transparent red round
plastic Sheets



1 Progress Marker



7 Character Cards



2 printed transparent round
plastic Sheets



1 Hourglass
(about 60 seconds)



1 Bag



14 Trap Tokens



30 Cohesion Tokens



1 Evanescent Room Tile

Setup

Difficulty Settings:

Players	Beginner Grimoire	Experienced Grimoire	Expert Grimoire
8	30	26	22
7	26	22	18
6	22	18	15
5	18	15	12
4	15	12	10
3	9	8	7
2	12	10	8



Place the board on the table (1). Place the Progress marker on the first spot of the Progress track, in the upper part of the board (2).

Choose which player plays as the **Grimoire**. That player receives the Desk, the 2 Butterfly markers, the card holder and the hourglass (3). Shuffle the Illusion cards and place their deck face down next to the **Grimoire** (4). The **Grimoire** draws 8 Illusion cards and places them face up in their card holder (the other players **must not** see them). Then, close the card holder (5).

All other players choose their Character card and take the matching chip. Each player keeps their card in front of them and places their chip at the center of the board (6). These players are the **Wizards**.

Take the **Traitor** card. Add Loyal cards until you have as many Loyalty cards as there are Wizards (for instance, with 4 **Wizards**, take 1 **Traitor** cards and 3 Loyal cards). Shuffle the cards and deal 1 card to each **Wizard**. Each **Wizard** secretly looks at their Loyalty card and keeps it hidden from any other player. One of them will be the **Traitor**.

Place the Trap tokens in the bag (7).

Choose a game difficulty. Use the Beginner **Grimoire** level for your first game. Take the number of Cohesion tokens indicated in the table for your number of players (including the **Grimoire**) and the difficulty level that you chose. First, place the required number of Cohesion tokens on the dark area of the gauge (with the monster), then place all the remaining tokens on the other part of the gauge (8).

Tokens in the dark area: 4 or 5 players: 5 / 6 to 8 players: 7



All other game elements remain in the box for the moment.

You are now ready to play ***Obscurio***!

Gameplay

Important Note: the **Grimoire** is not allowed to speak with the **Wizards**. That player cannot gesture, mimic, nor make any sound or comment to try to give hints. To communicate with the **Wizards**, the **Grimoire** can only use the Butterfly markers.

A game of ***Obscurio*** plays in several turns. Each turn is divided into 5 steps. On each turn, the **Wizards** must resolve a riddle (interpret the clues given by the **Grimoire**) to find the door that will lead them to the next Room. To exit the Library, they must successfully cross 6 Rooms.

Step 1: Turn Setup

Each Room features many obstacles designed to prevent the **Wizards** from escaping the Library. During the turn setup, you must draw one or several Trap tokens from the bag and place them in front of the **Grimoire**.

- You **always** draw at least 1 Trap token at this step, even on the first turn.
- Depending on the time that the **Wizards** took to complete the previous turn, there may be additional Trap tokens. **Any Trap token that you draw must be resolved during the current turn.**

See p12 to check the effects of the Trap tokens.

Example: During the previous turn, the Wizards finished their actions after the timer reached the '+2' space. As a result, they must draw 3 Trap tokens on that turn (1 token +2 extra).



Step 2: Prepare the Riddle

The **Grimoire** takes the first Illusion card from the deck and looks at that card (make sure that **no other player** can see it). **That card is the Exit card**: the **Wizards** must identify it (among many others) to move to the next Room. The **Grimoire** keeps the card face down. As long as Step 2 is not over, the **Grimoire** may look at the Exit card.

Then, the **Grimoire** draws 2 other Illusion cards and place them face up on the Desk. These are the **Pages** of the **Grimoire**. Using the Butterfly markers, the **Grimoire** points to 1 or 2 elements on these Pages. These elements must be related to the Exit card, as the **Wizards** will use them as clues to identify that Exit card. The **Grimoire** may use one of their two Butterfly markers, or both of them. They can be placed on each Page, or both on the same Page. The Butterfly must be placed inside the circle of the card they point at.

The **Grimoire** may also place one Butterfly marker at the bottom of a Page. This means that the Page as a whole is a clue, and related to the Exit card, because of its subject, its theme, its colors, etc.



Exit Card



Pages of the **Grimoire**

Note: Once placed, a Butterfly marker may no longer be moved by anyone (neither by the **Grimoire**, nor by any other player).
Furthermore, the **Grimoire** may not use both Butterfly markers to point to the same element.

Example: In this example, the **Grimoire** decides to point at the sea on the right Page, because it is related to the water on the Exit card. Then, the **Grimoire** places their second Butterfly marker pointing to the round window, as there is one on the Exit card.

Once the **Grimoire** has placed their Butterfly marker(s), they place the Exit card face down next to them and pass the Desk to the **Wizards**. The **Wizards** may now freely talk about the Butterfly markers and try to interpret their placement.

Step 3: Traitor Cards

Note: The **Grimoire** ensures that this step plays smoothly, but they cannot comment on the **Traitor's** choices, as they must not disclose the **Traitor's** identity. Don't talk to the **Traitor**, and make sure that they remain anonymous!

This step plays in 3 phases:



On the **Grimoire's** command, the **Wizards** close their eyes.

Note: it is critical that all **Wizards** close their eyes. Not doing it would be cheating, as the **Traitor** would be easily exposed.



The **Grimoire** asks the **Traitor** to open their eyes and opens the card holder, showing it to the **Traitor**. There are 8 cards numbered #1 to #8 in the card holder. The objective of the **Traitor** is to confuse the **Wizards** by choosing cards that look like potential Exit cards, according to the Butterfly markers placed on the Pages of the **Grimoire**.

The **Traitor** may choose a first card: they simply indicate the number of the card with their fingers. The **Grimoire** then places that card face down **on top** of the Exit card and immediately draws a new card from the deck to replace the chosen card.

The **Traitor** may then choose a second card. Proceed as you did for the first card, making sure to draw a new card to replace it once selected.

Then, the **Grimoire** closes the card holder.

Note: Choosing cards is not mandatory. The **Traitor** may decide not to choose cards, in which case they simply nod to the **Grimoire** to let them know that they can close the card holder at once.



Once the **Grimoire** has closed the card holder, the **Traitor** closes their eyes.
On the **Grimoire's** command, everyone opens their eyes.

Important Note: During this step, it is critical that the **Grimoire** and the **Traitor** do not disclose any information about the **Traitor's** identity. The **Grimoire** should not call the **Traitor** by their name, nor should they turn to them when speaking. The **Traitor** should move with care; making any sound would draw the other players' attention to them.

Step 4: Choosing the Door

The **Grimoire** now takes the Exit card, plus any cards chosen by the **Traitor** during the previous step, and adds as many cards as needed from the deck to have a total of 6 Illusion cards (Trap tokens may alter this total). Then, the **Grimoire** shuffles the cards and give them to the **Wizards**.
The **Wizards** place them face up on the appropriate spots of the board, numbered #1 to #6. These spots are called "Doors".

During this step, the **Wizards** must find the Exit card, hidden among the other Illusion cards. They must discuss the clues given by the **Grimoire** (the Butterfly markers) and try to understand how the elements indicated by the Butterflies are related to the Exit card.

As soon as the first card is placed on the board, the **Grimoire** turns the hourglass and places it on the first space of the Time Track (on the back of the card holder). If the hourglass runs out before the end of that step, the **Grimoire** must turn it again and place it on the second space, and so on. The sooner that the **Wizards** agree on a card, the fewer Traps they will suffer on the next turn.

When a **Wizard** thinks they have found the proper Exit card (i.e. a card that would match the clues that they received), they place their Character chip in front of the matching door. **Wizards** can change their mind and move their chip as long as the step is not over.

The **Wizards** may cooperate and each may choose a different door to increase the group's chances to find the right door. However, doing so is risky, as the group will lose one Cohesion token for each **Wizard** that chose the wrong door.

This step can end in two ways:

- All **Wizards** have chosen a door, and they don't want to change their mind. They tell the **Grimoire** that the step is over. The hourglass stays on its current space.
- The hourglass runs out while on the last space of the Time Track. The **Grimoire** announces "Stop!" and **Wizards** can no longer place their chips. For any **Wizard** that did not place or move their chip, the group will lose Cohesion points, as if these **Wizards** had chosen the wrong door.

Example: In this example, **Blue** thinks that the clues given by the **Grimoire** are a reference to the window and the dark blue displayed on card #1. As a result, they place their Character chip in front of that door. **Green** chooses to place their chip in front of door #4 because of the round window and the water that appear on it. Also, they want to make sure that someone chooses this door. **Red** and **Yellow** are both convinced that the correct door is door #6 because of the moon and the stars.



Pages of the **Grimoire**



When this step ends, the **Grimoire** reveals the correct Exit card among the doors. Then, proceed as follows to resolve that step:



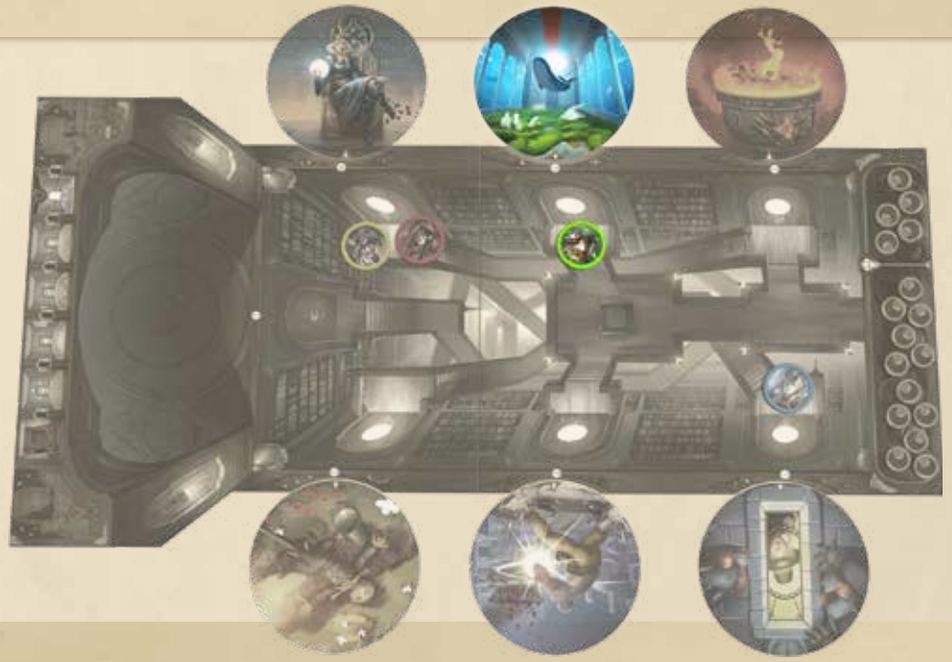
If there is at least one Character chip in front of the Exit card, then the group moves one Room forward! Move the Progress Marker one space forward. If the Progress Marker reaches the last space of the Progress track, the Watcher Trap is now active (as indicated on the game board) for the rest of the game. You can read the effects of this trap on page 12.

If the Progress Marker was on the last space, and if the **Wizards** still have at least 1 Cohesion token, the game ends immediately. The **Wizards** and the **Grimoire** win!



Each **Wizard** whose Character chip is not placed, or is placed in front of a wrong door (any door other than the Exit card) takes a Cohesion token (first from the leftmost area of the gauge, then from the dark area if the other area is empty) and places it on their Character card. Keeping the tokens on the Character cards allows the players to keep track of the number of times that a given **Wizard** chose a wrong door. If the last Cohesion token is taken from the board, the **Wizards** are lost in the Library. The **Traitor** wins the game! If no-one found the Exit card, then the group does not progress. The Progress marker does not move on the track.

Example: In this example, the Exit card is Door #3. At least one Character chip is in front of that door. As a result, the Progress Marker moves one space forward. Then, each player that was in front of a wrong door takes one Cohesion token from the matching area and places that token on their Character card. **Blue**, **Red** and **Yellow** take one token each. The team lost 3 Cohesion tokens - but at least they moved to the next Room.



Step 5: End of the Turn

All used Illusion cards are discarded face up next to the board. All Trap tokens are placed back in the bag. All **Wizards** place their chip at the center of the board. Then, proceed to the next turn, starting with Step 1: Turn Setup.

Making an Accusation

As soon as they take the last Cohesion token from the first area of the gauge in Step 4, the **Wizards** start looking for the **Traitor** in their ranks: the Accusation Phase begins. The **Grimoire** does not take part in this phase. The Accusation Phase plays as follows:

1. Turn the hourglass. The **Wizards** have 1 minute to discuss and try to find who is the **Traitor** among them.
2. When the hourglass runs out, on the count of three, the **Wizards** simultaneously point their fingers at any player of their choice, if they think that player is the **Traitor**.
3. Count the votes against each player. The player with the most votes is accused (if there is a tie, all tied players are accused). Any accused player reveals their Loyalty card. For each Loyal player falsely accused, lose 2 Cohesion tokens (place them back in the box).

If the **Traitor** was not accused, and if there are still Cohesion tokens remaining, start this phase over (Turn the hourglass, etc.).



If the **Traitor** was accused and exposed, and if there are still Cohesion tokens, proceed to the next turn. The **Traitor** removes their chip from the board. From now on and until the end of the game, the **Traitor** will only take part in Phase 3 (**Traitor** cards). They may no longer participate in the discussions between **Wizards**.

Note: Loyal players still take part in all phases of the game turn, even if they were falsely accused.

End of the Game



The game may end in two ways:





The game instructs you to move the Progress marker while that marker already is on the last space of the track (the track features 6 spaces) and the **Wizards** still have at least 1 Cohesion token: the **Wizards** managed to escape the Library!

The Wizards and the Grimoire win the game. The Traitor loses!

The last Cohesion token is taken from the dark area of the gauge: the **Wizards** are lost in the Library and the group scatters.

The Traitor wins the game alone!



2- or 3-player variants

2 and 3 players

There is no **Traitor** in 2- or 3-player games. Ignore any rules or steps related to the **Traitor**.

Also:

- Don't use Loyalty cards;
- Ignore Step 3 on every turn;
- Remove any purple Trap token from the game;
- Ignore the Accusation Phase;
- Do not put Illusion cards in the card holder (you still need it for the Time Track).



2 players

In a 2-player game, there is one **Grimoire** and one **Wizard** player. The **Wizard** starts with two Character chips: their own chip, plus another one who will be their companion. Place the 2 chips at the center of the board. On Step 4 (Choosing a Door), they **must** use the two chips. Both chips may be placed in front of the same door, or in front of two different doors. At the end of this step, if their own chip has chosen the wrong door, they take 2 Cohesion tokens from the board. If the companion's chip has chosen the wrong door, they only take 1 Cohesion token from the board.



Credits

Designer: L'Atelier
Publishing Director: Régis Bonnessée
Project Lead: Arthur Décamp
Development Manager: Alexandre Garcia
Development: Lucas Forlacroix, Valentin Gaudicheau, Nicolas Sato
Art Director: Jérémy Couturier

Artwork: Xavier Collette, M81 and Libellud
Layout: Thomas Dutertre
Design Team: Clément Dautremay, Mélanie André
Rules: Arthur Décamp & L'Atelier
Translation: Antoine Prono

Proofreading: George Ankers
Marketing: Mathieu Aubert
Communication: Maximilien Da Cunha, Paul Neveur
Production Manager: Alexandra Soporan
Administration: Amélie Roullet, Pascale Belot

Playtests: Rosie Hewis, Julie Vignaud, Catalina Balan, Adrien Baudet, Anthony Carles, Alexis Chapeau, Louise Cornu, Pascal Dubech, Laura Espitia, Floriana Luciani, Javier Mayorga, Charles Triboulot, André Vanouche, Emmanuel Biré, Valentin Briolet, Mathieu Carlouet, Brice Chardin, Laura Cousseau, Benoît Dabadie, Mathieu Fenot, Paul Ferret, Aline Fischer, William Forestier, Simon Genet, Kévin Goulette, Hélène Grisoni, Florent Guibert, Corentin Guillaumot, Robin Larnicol, José Lhuillier, Louisa Mamalis, Susan Mckinlay, Namiko Maki, Olivier Noc, Alexandra Pedinotti, Tristan Pietropaoli, Raphaël Robert-Bouchard, Aurélie Simondet, Stico, Andrés Vargas

© Libellud 2019

Trap Tokens

Each Trap applies on a given step. Traps make it more difficult for **Wizards** to escape the Library.

Brown Traps affect Step 2



+2:
Immediately draw 2 extra Trap tokens from the bag.



Dark Night:
The **Grimoire** must discard the Pages and remove the Butterfly markers at the beginning of Step 3.



Dusk Hallway (red filter):
The **Grimoire** must place the red sheets on the Pages before placing their Butterfly markers.



United Butterflies:
The **Grimoire** must place both Butterfly markers on or below the same Page.



Magical Mist:
The **Grimoire** must place the printed sheets on the Pages before placing their Butterfly markers. They cannot point to anything on the printed sheets.



Bottom Butterfly:
The **Grimoire** must place at least one Butterfly marker at the bottom of a Page. The other Butterfly marker may be placed freely.

Purple Traps affect Step 3



Dark Magic:
The **Traitor** may choose up to 4 cards from the card holder instead of 2.



Espionage:
The **Grimoire** must show the Exit card to the **Traitor** before the **Traitor** picks their cards.

Green Traps affect Step 4



Concealed Door:
The card placed on Door #4 is not revealed. The **Wizards** may choose it as any other door, but the card won't be revealed until the end of that step.



Evanescent Room:
Place the Evanescent Room on the Time Track. It replaces the Time Track completely until the end of the turn.



Great Room:
The **Grimoire** adds an extra card from the deck (use Door 7).



Dangerous Room:
When resolving Step 4, count the number of wrong doors that have been chosen by the **Wizards**, and remove as many Cohesion tokens from the board (place them back in the box).



Locked Doors:
Instead of revealing all Illusion cards simultaneously, the **Wizards** reveal them one by one. As soon as a door is revealed, each **Wizard** that did not place their chip must decide whether or not they will choose this door. If they don't, they cannot place their chips on that door later in the turn. Once all **Wizards** have placed their chips, resolve Step 4.

Note: if you reveal this token while the Watcher is active, after a card is revealed, count to three. Each player that chooses this door after that places their chip on it.

Special Trap: The Watcher



The Watcher Trap is not a token. It applies on each turn if the Progress Marker is on the last space of its track. When this Trap applies, **Wizards** cannot communicate with each other, in any way. Moreover, instead of placing their chip in front of a door, they simply take their chip in hand once each of them has individually decided which door they are going to try. Once everyone has their chip in hand, all **Wizards** count to three, then they simultaneously place their chips in front of the door of their choice.



No effect:
This token has no effect.