

A strange funfair has settled in Derry, a small town in the United States. The *Mysterium Park*, as they call it, is already famous for its fabulous acts and incredible attractions.

Rumor has it that this park is also famous for the strange events that happened there: premonitions, inexplicable apparitions, paranormal phenomena… and it's claimed that its former director once mysteriously disappeared! As a psychic, you're interested in such bizarre stories, so you and your friends go to *Mysterium Park* to investigate.

Are the rumors true? So it would seem: upon reaching the funfair, you're assaulted by enigmatic visions. You did not come here by chance: you were called by the ghost of the director. Together, you'll unravel the mystery of their death. They'll help to identify the culprit and the location where the crime occured. Use your psychic gifts and solve the mystery to free the ghost from their torment…

Designer's Notes

I love board games because they help us to get together with our family and friends. I realized long ago that, regardless of the game, the key element will always be the players and their emotions. Always play to make good memories!
– Oleksandr Nevskiy

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Game Overview

Mysterium Park is a cooperative game: all players win or lose **together**. They share a common objective: discovering the circumstances of the ghost's death. Before starting the game, players should first select their role: either the **Ghost** or a **Psychic**. Depending on their role, they will play differently.

- The **Ghost** (one player) must guide the **Psychics** throughout their investigation. They give clues in the form of illustrated cards called Vision Cards. It is their only way of communicating with the **Psychics**, putting them on the right track. For a better experience, a player already familiar with the game, or at least with this type of game, should play as the **Ghost** for your first game.

- The **Psychics** (all other players) must each clear a suspect and eliminate a location; this is their personal mission. They help each other to interpret the Vision Cards given by the **Ghost**.



Game Components

For the Ghost

84 Vision Cards



60 Plot Cards





1 Card Holder for the Plot Cards



3 Ticket Tokens

For the Psychics

1 Board



1 Game Turn Marker



20 Character Cards



20 Location Cards



5 Innocent Tokens (1 in each color)

5 Intuition Pawns (1 in each color)





1 Witness Token

Setting Up The Game

The **Ghost** and the **Psychics** sit across the table from each other.

The **Ghost** draws 1 Plot Card and places it on their card holder (1). This is their Plot Card for Round #1. Then, the **Ghost** draws two extra Plot Cards (2) and places them face down next to them: they will be used for Round #2 and #3. **Only the Ghost, and no one else, is allowed to see the Plot Cards during the game**. Put the other Plot Cards back in the box: they won't be used in this game.

The **Ghost** takes the 3 Ticket Tokens (3). Then, they shuffle all Vision Cards face down (4) to form a draw pile, from which they draw their first 7 Vision Cards of the game (5).

The **Psychics** unfold the board (6) and place it in the middle of the table. Place the Game Turn Marker next to space #1 (7).

Each player chooses a color and takes the matching Intuition Pawn (8) and Innocent Token (9). Any remaining tokens are placed back in the box. The Witness token is placed next to the board (10).

Players then prepare Round #1. To do so, shuffle all Character Cards and draw 9 cards at random. Place them face up at random on the different spaces of the board (11). The remaining Character Cards are placed back in the box.

Keep the 20 Location Cards within easy reach of all players (12). They will be used only in Round #2.

Playing The Game

Goal of the game

To win a game of *Mysterium Park*, the **Psychics** must find who committed the crime (character) and where (location) during Round #3.

The **Psychics** must narrow down the list of suspects (Round #1) then the list of locations (Round #2). If they manage to do so within 6 game turns, they can play Round #3. Otherwise, everybody loses the game.

The **Ghost** does not play like the **Psychics**, but they pursue the same objective: if the **Psychics** win, the **Ghost** wins with them, otherwise everybody loses.


12
10
6
8
7
9
11
1
2
4
3
5

Round #1 – Clear a Character

Each round of *Mysterium Park* plays in successive turns. Players have a total of 6 turns to complete Round #1 and #2.

Round #1 focuses on characters. Each **Psychic** must find the Character Card that is linked to their color on the Plot Card.

The Plot Cards

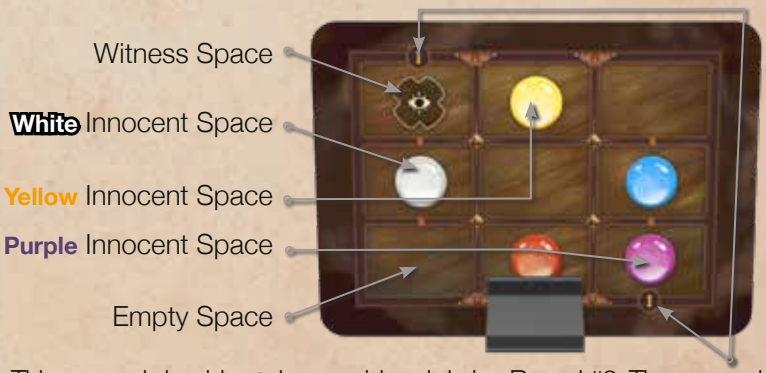
Only the Ghost, and no one else, can see the Plot Cards throughout the game. The **Ghost** uses 1 Plot Card each round.
The Plot Card always matches the grid of Character or Location Cards on the board. The Plot Card must be placed horizontally (two possibilities).

Each Plot Card indicates the nature of each space to the **Ghost**, as well of the nature of the matching Character or Location Card on the table:

- Innocent Spaces: there are 5 Innocent Spaces on each Plot Card, one for each **Psychic** color (**blue**, **yellow**, **red**, **purple**, and **white**). These colored spaces indicate the card (character or location) that each **Psychic** has to guess, depending on their color. Ignore all colors that are not played.
- Witness Space: there is only 1 Witness Space on each Plot Card, with specific rules. See page 8 for more information.
- Empty Spaces: there are 3 empty spaces on each Plot Card. They do not display any color or icon and are not linked to any **Psychic**.

During Round #3, the **Ghost** only considers the Roman numerals from their Plot Card (I, II or III). The spaces are not to be used on that round.

Example: In this 4-player game, the **Psychics** are **white**, **purple** and **yellow**. The **Ghost** will have each **Psychic** guess the card of their color: here, the cards marked with a **white**, **purple** and **yellow** circle.



This numeral should **only** be considered during Round #3. The numeral is always the same, regardless of the way the card is placed.

Step 1. Interpreting Visions

The **Ghost** chooses one of the **Psychics** and looks at the Plot Card to check which Character Card was attributed to this **Psychic** (the one the **Psychic** has to guess during this round).

The **Ghost** then creates a vision so that the **Psychic** finds the correct Character Card among the cards of the table. 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, so that everyone can see them.

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

Discarding Vision Cards

Creating a vision might be difficult and, if you play the wrong cards, you risk confusing the **Psychics** rather than helping them. As the **Ghost**, you may discard one of your Ticket Tokens to replace the cards from your hand with new cards. Discard up to 7 cards and draw as many cards to replace them.

You can discard cards at any time ; however, keep in mind that you only have 3 Ticket Tokens. If you run out of Ticket 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.

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

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 Character Card they are supposed to identify. **Psychics** can talk to each other without restriction.

When a **Psychic** thinks they have identified the correct Character Card, they place their Intuition Pawn on that card. Even though you are free to discuss with the other Psychics, where you place your pawn is your own decision. You may listen to your teammates, but you may also ignore them if you think they are wrong.

All **Psychics** try to resolve the vision that they received by placing their Intuition Pawn on the correct card. **Psychics** may change their mind and move their Intuition Pawn as they want; once they all confirm their choice, they should let the **Ghost** know, and move to the next step.

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** was assigned a different card.



Example: The **Ghost** needs **Maximilien** to guess the Hypnotist Character. That Character features three main concepts: eye, sight and perception. The **Ghost** chooses 3 Vision Cards from their hand matching these concepts and gives them to **Maximilien**.

When **Maximilien** receives his Vision Cards, he shares them with **Alexandra** and **Mélanie**. Upon seeing the Vision Cards, both think that the correct card is the Hypnotist. **Maximilien**, however, is not so sure and decides to place his Intuition Pawn on the Make-Up Artist because of the colored faces.

Step 2. Spectral Manifestation

During this step, the **Ghost** lets the **Psychics** know whether or not they correctly interpreted their visions. The **Ghost** checks each **Psychic's** Intuition Pawn and compares them with the matching space on their Plot Card.

If one (or several) **Psychics** placed their Intuition Pawn on the Character Card that matches the Witness Space, then the **Ghost** **must immediately resolve this space first,** as explained below.

The **Ghost** must tell the **Psychics** that the Witness has been found, showing the matching Character. The Character Card is immediately discarded, **Psychics** place the Witness Token on the empty space. Then, proceed as follows:

- The **Psychics** that placed their Intuition Pawn on the Witness **must** move that pawn to any other Character Card.
- When it is done, the other **Psychics** may also move their Intuition Pawn to any other Character Card if they want to (if they doubt their initial choice because their fellow **Psychics** had to move their pawn to another Character, for instance).

Once all **Psychics'** Intuition Pawns have been placed, the **Ghost** may proceed to the next step.

If there is no Intuition Pawn on the Witness Space, you may skip the Witness step above and directly resolve the following step.

The **Ghost** chooses a **Psychic** and lets them know whether or not they find the correct card, comparing the space that they chose with the matching space on the Plot Card. If both match, then the **Psychic** has chosen the correct card; otherwise, they are wrong.



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

- Recover your Intuition Pawn, place it in front of you and discard your Character Card. Then, place your Innocent Token on the space previously occupied by this Character Card to mark that you successfully cleared your Character for this round.
- Discard your Vision Cards.



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

- Recover your Intuition Pawn and place it in front of you.
- Keep your Vision Cards. The **Ghost** will be able to give you extra Vision Cards on the next turn to complete your vision.

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 resolved.

When the **turn** ends,
- If one or several **Psychics** did not find their card, a new turn begins in Round #1. Move the Game Turn Marker one space forward.
- If all **Psychics** have found their cards, move to Round #2 and start a new turn. Move the Game Turn Marker one space forward. Each **Psychic** recovers their Intuition Pawn and their Innocent Token. The **Ghost** recovers the three Characters that match the empty spaces on their Plot Card and sets them aside. All other Character Cards are discarded.

In both cases, if the turn marker was already on the **sixth space** when you should move it forward, the game is over and everybody loses.

Example: The **Psychics** tell the **Ghost** that they're ready. The **Ghost** may now let them know whether or not they're correct. **Maximilien** placed his Intuition Pawn on the Witness Space; the **Ghost** must start with him before resolving any other pawn.



Since **Maximilien** accidentally chose the Witness, he must immediately choose another Character Card. Remembering what the others said, he moves his pawn to the Hypnotist, even though **Mélanie**'s pawn is already on it. Seeing that, **Mélanie** decides to move her pawn to the Fortune Teller. **Alexandra** could move her pawn as well, but she decides not to do so.



The **Ghost** now reveals if the **Psychics**' choices are correct. **Maximilien** and **Alexandra** chose the correct card; they both recover their Intuition Pawn, discard their Character Card, and place their Innocent Token on the empty space that the Character left on the board. After that, they discard their Vision Cards.



Mélanie, on the other hand, did not choose the correct card. She recovers her Intuition Pawn, and a new turn starts in Round #1. The **Ghost** sends a new vision to **Mélanie**, which she will try to interpret with the help of **Maximilien** and **Alexandra**.

Round #2 – Eliminate a Location

Before starting Round #2, prepare a new setup. It is the same as the setup for Round #1, except that you shuffle and place 9 Location Cards instead of 9 Character Cards. The **Ghost** discards their previous Plot Card and draws a new Plot Card for this round. Then, you may start Round #2.

Round #2 plays exactly as Round #1 and is divided into several game turns if needed, except that the **Psychics** try to eliminate a Location Card, instead of clearing a Character.

If, by the end of the six turns of the game, all **Psychics** managed to find their Location Card, then proceed to Round #3. Each **Psychic** recovers their Intuition Pawn and their Innocent Token. The **Ghost** recovers the three Locations that match the empty spaces on their Plot Card and sets them aside. All other Location Cards are discarded.

If the **Psychics** did not succeed in finding their Location Cards by the end of the sixth turn, the game is over and everybody loses.

Round #3 – Reveal the Culprit and Crime Scene

Thanks to their previous deductions, the **Psychics** have narrowed down the list of characters and locations to 3 of each. The **Ghost** may now expose the true culprit and crime scene. **The Psychics have only one chance to identify them correctly**.

There is a specific setup for this round. First, the **Ghost** shuffles the three remaining Character Cards from Round #1 and places them at random on the second line of the Board. Then, they shuffle the three remaining Location Cards from Round #2 and place them at random on the third line of the Board.

There are now three sets of two cards each (one Character and one Location) on the Board, one per column. Each set is identified by the Roman numeral at the top of its column (I, II, and III).

The **Ghost** now discards their previous Plot Card and draws the last one, placing that card on the provided card holder. For this round, the **Ghost** only considers the Roman numeral displayed on this card. That number indicates the set of cards (Character and Location) that the **Psychics** have to find in order to win the game.



This set of cards is the correct set. If the **Psychics** find it, everybody wins.

The **Ghost** must now create the final vision of the game. To do that, they must choose **exactly** two Vision Cards from their hand. One must be linked to the Character of the correct set, and the other to the Location of the same set. Once the **Ghost** has prepared their vision, they **shuffle the Vision Cards** before handing them out to the **Psychics**.

Note: At any time, including during Round #3, the **Ghost** may use their Ticket Tokens (if any remain) to discard and redraw some or all of their Vision Cards.

Once they have received the vision, the **Psychics** may freely discuss it. Their goal is to identify the set of cards matching the vision. They have to agree before making their final decision. If they don't agree, they may put the choice to a vote. If the vote ends up in a tie, discuss again until you resolve the tie.

When the **Psychics** are ready, they tell the **Ghost** which set they have chosen. The **Ghost** then reveals if they were right or not:

- If the **Psychics** chose the set that matches the Roman numeral of the Plot Card, then all players win the game! The **Ghost**'s soul may now rest in peace.
- Otherwise, all players lose… The tortured soul of the **Ghost** still haunts the **Psychics**' minds… until the next game!

2- OR 3-PLAYER VARIANT

For 2- or 3-player game, you may use the same rules. However, if you want a more complex game, each **Psychic** player may play two **Psychics** instead of one.
The rest of the rules remain unchanged.

