

# Mysterium: Easy-To-Forget Rules

## OVERVIEW

Players role-play as one (murdered) ghost and up to 6 psychics. **Each psychic will try to identify (and reconstruct the activities of) one of the suspects.**

They only have a window of **7 hours (rounds)** to conduct a seance, in which the distraught **ghost can only communicate in vague and abstract images (large cards)**. The goal is to identify the correct suspect (i.e. the murderer).

If **after 7 hours (rounds)** each psychic has confirmed the identity, location, and (potential) murder weapon of their suspect, the **ghost can offer one final communication. This is to finger the actual murderer** from the lineup of suspects. If the psychics vote for the correct suspect, everyone wins and the ghost's soul is freed from torment.

## SETUP

**Setup is dependent on the number of psychics and the chosen difficulty.** There are special rules for games with only 1 or 2 psychics (2-3 players); see the back of the rulebook.

**Clairvoyancy Tokens (checkmarks and X's):** Zero for 1-2 psychics, four for 3-4, six for 5-6

**Clairvoyancy Track:** Double-sided for either 1-4 psychics or 5-6 psychics

**Crow Markers:** Allow the ghost to discard and replace their vision cards.

- Use a number of these depending on the difficulty setting
  - Easy: 1 per round
  - Medium: 3 per game
  - Hard: 1 per game

**Number of suspects/rooms/weapons** laid out on table:

# of Psychics:	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>
Easy:	4	5	5	6	6	7
Medium:	5	6	6	7	8	8
Hard:	6	7	7	8	9	9

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## PHASE I: RECONSTRUCTION OF EVENTS

### Vision Cards:

- The ghost has a hand of **7 vision cards**, and gives **any number of vision cards to one psychic** at a time (drawing back up to 7 afterward)
  - When all psychics have their cards, the **sand timer** starts
  - **Crows** can be used to discard any/all vision cards, drawing back up to 7

### Clairvoyancy Tokens:

- Each psychic can only place **one token per card**
- Cannot be used for a psychic's own intuition (guess)
- Each correct token will advance the psychic's clairvoyancy 1 level
- Clairvoyancy tokens are returned to psychics at the **start of round 4**

### Rounds:

- This phase lasts **max 7 rounds**.
  - If a psychic correctly guesses **all 3 cards prior to round 7**, they advance on the clairvoyancy track by the # of remaining (unplayed) rounds.
- Each psychic has a **sleeve** in which to place correctly guessed characters/rooms/weapons.

## PHASE II: REVEALING THE CULPRIT

\*\*\*This phase is only played if **all psychics have obtained all 3 cards**.

1. The psychics remove their collected cards from their sleeve, and lay them out for all to see (**each triad of character/room/weapon is numbered with the mantle-shaped tokens**)
2. At this point, the **ghost remembers (chooses) the true murderer**, and then places the corresponding numbered token face down
  - They then **choose 3 vision cards** to shuffle and then place face down (one each to represent culprit, room, weapon)
  - The facedown vision cards are **revealed one at a time**, in random order, and the psychics have no idea whether the ghost intended it to connect to suspect, room, or weapon
3. The **psychics vote in secret and at 3 different times**, depending on their clairvoyancy level:
  - Level 1 psychics: Vote after seeing only 1 vision card
  - Level 2 psychics: Vote after seeing only 2 vision cards
  - Level 3 psychics: Vote after seeing all 3 vision cards
4. To vote, psychics place a numbered clairvoyancy token secretly in their sleeve
  - The suspect that received the most votes is the group's final guess
    - **Ties are broken by clairvoyancy level**
    - If a tie still persists, the oldest player breaks the tie