MYSTERIUM

GAME RULES

You have dared to cross the threshold of the haunted Mysterium Manor… How very brave! Settle in around the table, open your mind and awaken your sixth sense as you prepare for an extraordinary séance with the aim of laying a stranded soul to rest…

2 Background

5 Game Rules

Duchy of Warwick, Scotland
September 19th, 1922

Professor Alphonse de Belcour, Poitiers, France

Dearest Alphonse,

Since I last wrote, supernatural events have been occurring at the manor on a daily basis. In the course of my investigations, I came across a few old newspaper cuttings mentioning the tragic demise of a man-servant, nigh on 30 years ago. Although the police quickly concluded that the death was accidental, rumours about the circumstances continued to circulate.

It seems the case was rushed, and I'd bet my last shilling that my ghost has something to do with this story; sadly, he is unable to manifest in our world for long enough to communicate. By combining our forces, we might just be able to give him the energy he needs to deliver his message. I therefore repeat my invitation: I would be delighted if Alma, Ardhashir, Madam Wang, Jessalyn and your good self could join me without delay to solve this mystery.

I look forward to receiving your reply.

Ever yours, C. MacDowell

Warwick Evening News

14th December, 1894

TRAGEDY AT THE COUNT OF WARWICK'S MANOR!

The Count of Warwick's manor was the scene of a terrible tragedy during the night of Thursday December 13th. Celebrating his daughter Margaret's birthday, the Count threw a costume party for around a hundred guests. At one-thirty in the morning, one of the man-servants was found lying dead in as-yet unclear circumstances. The police arrived at the scene thirty minutes after the body was discovered and proceeded to question the various guests. Unfortunately, initial interviews failed to shed any light on this mysterious case. The police have now issued a call for witnesses to

THE INVESTIGATION STALLS

One month after the crime, the circumstances surrounding the death of the Count of Warwick's man-servant during the night of December 13th, 1894 remain as murky as ever. The call for witnesses failed to trace the deceased's family. It would appear that the victim had no close relations. The police are pursuing their enquiries, but thus far to no avail. According to the inspectors, the most likely explanation is an unfortunate accident, although rumours circulating locally allude to a foul murder in connection with an affair of loose morals.

WARWICK SERVANT CASE - POLICE CONSIDER DEATH ACCIDENTAL

After a four-month investigation into the tragic events at the Count of Warwick's manor, the police have concluded that the servant's death was an accident. Since the tragedy, the circumstances of the servant's death have been the subject of considerable speculation. The case of the Warwick servant is now officially closed.

Warwick Evening News

13th May, 1895

COUNT AND COUNTESS OF WARWICK TO LEAVE THE REGION

In a shocking announcement, the Count has stated his intention to permanently depart, together with wife and children, the manor that has been the family home for generations. The Count, a strong character known for his generosity and involvement in the town affairs, will be sorely missed. He explained that he and his family no longer felt at ease following the tragic events that took place at the manor five months ago. The house was immediately put up for sale and has already found a buyer in clan MacDowell. This wealthy family has already purchased a number of properties in the area.

Conrad Mac Dowell

Speciality: *Crystal gazing*

Nationality: *Scottish*

Conrad is a wealthy Scottish nobleman of clan MacDowell, which traces its ancestry back through 17 generations. At the age of 18, he inherited his grand-mother Moira`s crystal ball. Despite a promising academic record and the prospect of a brilliant military career, he instead chose a path as a crystal-gazing clairvoyant. His clientele includes numerous eminent figures. No doubt thanks to his second sight, he returned unscathed from the war in 1918. After this turbulent period, he decided to set up home in the recently-inherited family manor, where he immediately felt a strange supernatural presence…

Alphonse de Belcour

Speciality: *Numerology*

Nationality: *French*

Alphonse was born into the French aristocracy, in a family with close ties to clan MacDowell. Alphonse's brother fought and died on the battlefield at Verdun while Alphonse was at home studying for a doctorate in mathematics. Shattered by the news, he sought comfort by throwing himself into his research, in time realising that the amazing secret properties of numbers can be harnessed by those able to interpret them. Alphonse's research into the science of numbers has enabled him to partially decipher hidden messages embedded in major texts from around the world. When he presented his thesis, his peers were unanimous: Alphonse would either revolutionize science or be ridiculed as a crackpot! He has agreed to travel to the manor out of friendship for Conrad MacDowell.

Alma Salvador

Speciality: *Pendulum divination*

Nationality: *Spanish*

Orphaned as a young child, Alma was taken in and brought up in a convent. She stumbled upon her gift at the age of eight, while playing with a watch chain left behind by an absent-minded visitor. She subsequently used her talents to help other orphans find their families. The nuns learned of her unorthodox activities when she was 12, and expelled her from the convent for witchcraft. Thanks to her ability to locate the soul of any human being she is able to earn a living; she also helps the poor track down missing relatives. Her charitable nature prompted her to accept Sir Conrad`s request to help save a lost soul.

Ardhashir

Speciality: *Talisman*

Nationality: *Ottoman*

A talent for divination has been passed down through the generations in Ardhashir's family. The powerful Amajlije talisman, which has been in the family's possession for centuries, focuses and amplifies their psychic powers. Although the family has traditionally served the Sultan, Ardhashir chose a different path, setting off to explore the wider world. After spending years travelling and perfecting his craft, he returned to his home country to practice divination with the aid of his talisman. He has since earned a considerable reputation among leaders from all around the world. The air of mystery surrounding Sir Conrad MacDowell's manor was a big factor in his decision to travel to Scotland.

Madam Wang

Speciality: *I-Ching (bibliomancy)*

Nationality: *Chinese*

Scouted at an early age by a secret society studying I-Ching, she left her family to learn to master her gift. She was then free to devote herself to the study of this ancient text, progressing in leaps and bounds. She specialized in communicating with ancestors and exploring past lives. In times of political upheaval in China, leading figures sought to outdo their rivals with the aid of her clairvoyancy. Madam Wang tired of seeing her gift used for political gain and decided to retire and travel China, helping local people along the way. It was during this journey that her colleague, Sir Conrad MacDowell, requested her assistance in solving an old mystery.

Jessalyn Smith

Speciality: *Tarot reading*

Nationality: *American*

Jessalyn was married at a very young age to a wealthy and frequently absent factory owner, and is profoundly bored… At home in Rochester, New York, she would regularly read the tarot cards with friends. When one of her friends lost her young daughter to pneumonia, she decided to organise a tarot seance to make contact with the child's spirit. It was then that she discovered that she was a powerful psychic, and many Rochester citizens have since sought her help. News of her gift spread, and before long, people were coming to her from across the nation to contact dead loved ones. She quite naturally accepted Sir Conrad MacDowell's request for assistance, particularly as she had always dreamed of visiting Scotland.

Aim of the Game

Mysterium is a cooperative mystery solving game, in which everyone wins or loses together. All players share the same goal of uncovering the truth behind the death of the ghost that haunts the manor, thereby putting his soul to rest!

Player Roles

Mysterium is an asymmetric card game in which players take on one of two different roles but share a common purpose. Players play differently according to their role:

- The **ghost** distributes cards to guide the psychics, helping them to make the right choices that will allow the investigation to make progress.
- The **psychics** receive cards from the ghost and use their intuition to try to correctly interpret his messages.

Before beginning the game, the players decide which role to play: the ghost or a psychic.

Example: *Laura, Stephanie, Paul, Carl and Alex are beginning a five-player game. Laura decides to play the role of the ghost. The remaining four players play as psychics.* ***Stephanie*** *chooses Alphonse de Belcour (blue),* ***Paul*** *picks Ardhashir (white),* ***Carl*** *selects Madam Wang (red) and* ***Alex*** *opts for Alma Salvador (yellow).*

WHAT TO EXPECT DURING THE SÉANCE...

The game is set in the 1920s. In your role as psychics you have been invited to a night-time séance on *Samhain (Halloween)*, when the visible and invisible worlds meet. This is the day of the year when the living are most easily able to contact the "other side". You will have only seven hours before the spiritual connection with the ghost is lost.

Upon making contact, you quickly realize that the ghost is unable to communicate his killer's identity directly. Clearly still in severe shock, the ghost has only vague memories of his death. With his help, your task is to reconstruct the events of the fateful evening: who was present at the scene? Where might the crime have taken place? What objects may have been used as weapons? To save precious time, each psychic will follow a different line of inquiry, with the aim of identifying and reconstructing the activities of one of the suspects.

Exhausted by his years wandering the astral plane, the ghost has become too weak to speak.

Instead, he will communicate with the psychics individually, sending them visions in the form of "flashes", which the psychics will then share and interpret to the best of their ability with their partners. Guided by their intuition, they will then indicate their preferred hypothesis to the ghost, beginning by identifying the suspects. In return, the ghost will inform each psychic whether or not their intuitions were accurate, enabling the most perceptive among them to move forward with their investigation. When the suspect has been unmasked, the psychic's next task is to determine where the crime took place and what object may have served as the murder weapon.

If all the psychics successfully complete their tasks within the allotted seven hours, the ghost will be able to recall the culprit's identity. Summoning his remaining strength, he will send the whole group one final vision identifying the culprit. The more clear-sighted the psychics have been during the séance, the more unequivocal this final vision will be…

Finally, the psychics hold a straw poll to formally identify the culprit, winning the game if the majority pick the right suspect. This frees the ghost's soul to rest in eternal peace. If you fail, the ghost's spirit will continue to roam the netherworld and you will have to wait another year before reattempting to solve the mystery of the manor…

Now you know how the séance will unfold, you are ready to play!

Tips for a strong spirit bond:

- For your first game, we recommend playing at the EASY difficulty level (see page 8), with a player already familiar with the game in the role of the ghost.
- The ghost may choose to play the game without uttering a single word. For example, he might confirm the psychics' intuitions by knocking on the table: one knock for «yes», two knocks for «no».
- An atmospheric soundtrack is available to download from **www.libellud.com** (via the *Mysterium* product sheet) or by scanning the code shown opposite with your smartphone.

MYSTERIUM

Game Components & Setup

Set up the game as shown in the diagram.

Game components for the psychics

1 **6 intuition tokens**
1 of each colour

Use ▶P.9

2 **6 sleeves**
1 of each colour

Use ▶P.10

3 **6 clairvoyancy level markers**
1 of each colour

Use ▶P.10

4 **36 clairvoyancy tokens**
6 of each colour
Front ✔ or ✖

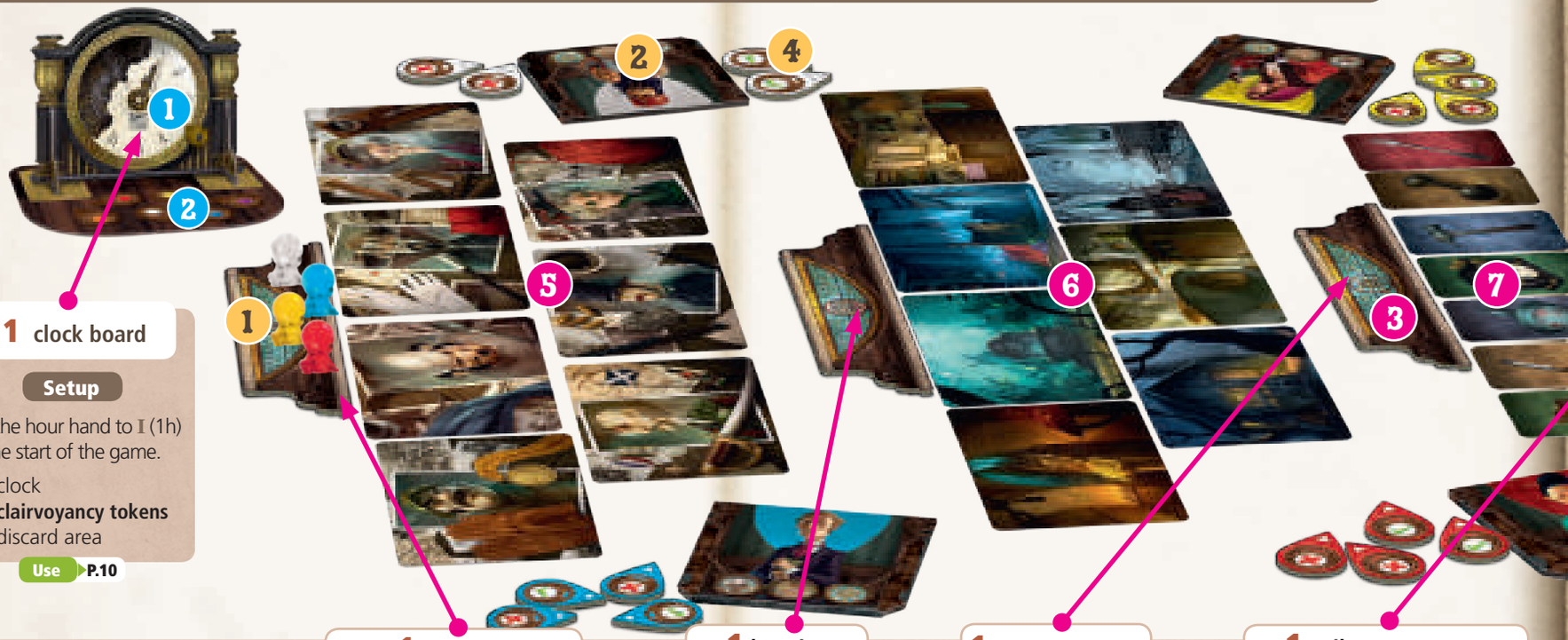
Use ▶P.10

Rear numbered from 1 to 6

Use ▶P.12

Setup Each psychic receives:

- 1 **intuition token**
- 1 **sleeve**
- 1 **clairvoyancy level marker.** Place the marker so that it indicates the "0" space on **the clairvoyancy track.**
- **Clairvoyancy tokens**, depending on the number of players:
  - **2-3 players** ➡ 0
  - **4-5 players** ➡ 4 (numbered from 1 to 4)
  - **6-7 players** ➡ 6 (numbered from 1 to 6)



1 clock board

Setup

Set the hour hand to I (1h) at the start of the game.

1. clock
2. **clairvoyancy tokens** discard area

Use ▶P.10

4 progress boards

Use ▶P.10

1 character progress board

1 location progress board

1 object progress board

1 epilogue progress board

1. **culprit space**
2. **mission accomplished space**

5 **18 character psychic cards**
rear numbered from 1 to 18

REAR

6 **18 location psychic cards**
rear numbered from 19 to 36

REAR

7 **18 object psychic cards**
rear numbered from 37 to 54

REAR

54 psychic cards Setup ▶P.8 Use ▶P.8

Game components for the ghost

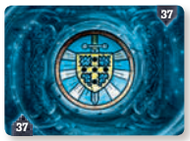
1 sand timer
(2 minutes)
Use ▶P.9

54 ghost cards, as follows:
Use ▶P.8

18 character ghost cards
rear numbered from 1 to 18

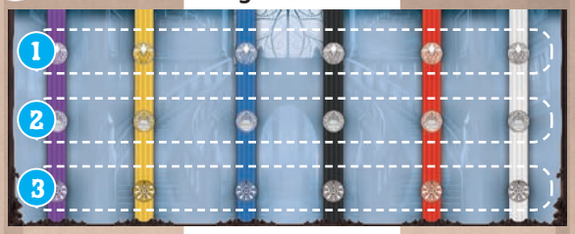
18 location ghost cards
rear numbered from 19 to 36

18 object ghost cards
rear numbered from 37 to 54



Setup ▶P.8

8 1 game screen



INTERIOR

Each column corresponds to a different psychic.
Each row corresponds to a type of **ghost card**:
1 **character ghost card** spaces
2 **location ghost card** spaces
3 **object ghost card** spaces

9 6 ghost tokens
front 1 of each colour

Use ▶P.9

rear numbered from 1 to 6
Use ▶P.11

Setup
Arrange the **ghost tokens** behind the **game screen**. Place them coloured side up at the bottom of the appropriate column.

11 6 culprit tokens
rear numbered from 1 to 6

FRONT REAR

Use ▶P.11

12 3 crow markers
Use ▶P.9

10 84 vision cards

REAR

Setup
Place the **vision cards** pile behind the game screen. At the start of the game, the ghost draws a hand of 7 cards from the top of the pile.

Use ▶P.9

1 clairvoyancy track

Setup
For 4 to 7 player games
4-5 ➡ place as shown below
6-7 ➡ place as shown below

Game Difficulty & Card Setup

Choose the difficulty level for the game. This determines the number of character/location/object cards that will be used.

1. Shuffle all the **character psychic cards** and draw (face down) the number shown in the table below:

Number of players	2	3	4	5	6	7	Permitted discards (🐦) by the ghost
EASY	4	5	5	6	6	7	🐦 per turn
MEDIUM	5	6	6	7	8	8	🐦🐦🐦 per game
HARD	6	7	7	8	9	9	🐦 per game

Number of character/location/object cards laid on the table

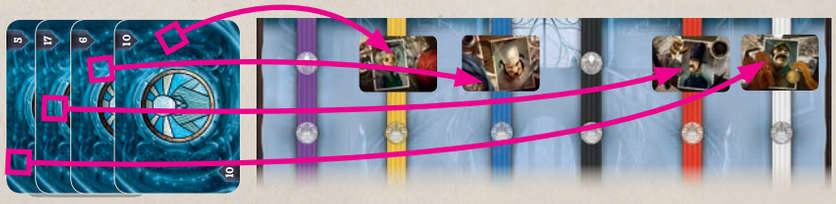
Example: *In our five-player game (1 ghost and 4 psychics) at* MEDIUM *difficulty level, the players draw 7* ***character psychic cards****.*

2. Look through the **character ghost cards** and select those whose numbers match the drawn **character psychic cards**. Pass the **character ghost cards** to the ghost. Set up the **character psychic cards** in the play area (see page 6).

Example: ***Carl*** *has drawn cards bearing the numbers 1, 3, 4, 5, 6, 10 and 17. After sorting his cards, he passes the* ***character ghost cards*** *numbered 1, 3, 4, 5, 6, 10 and 17 to the ghost.*

3. The ghost shuffles the received cards and draws as many cards as there are psychics in the game. The ghost then places these cards in the character spaces on the inside of the **game screen**, in the columns representing the colours of the various psychics. Put the remaining cards back in the box without looking at them.

Example: *Laura (as the ghost) receives 7 cards and shuffles them. She draws the first card (number 10) and places it in the* ***game screen****, in* ***Alex****'s column. She then repeats the operation for the other psychics.*



Repeat steps 1, 2 and 3 for the **location cards** and then the **object cards**. During this setup phase, the ghost generates a combination of three cards (i.e. a character, a location and an object) for each psychic.

Gameplay

The game is played in two phases:

Phase 1 - Reconstruction of events

This phase lasts a maximum of 7 game turns, represented as hours on the **clock** (I, II, III, IV, V, VI et VII).

Phase 2 - Revealing the culprit

This phase takes place if all psychics successfully complete the *Reconstruction of events* phase before the end of the seventh game turn.

Phase 1 - Reconstruction of events

During this phase, the psychics attempt to identify which characters are crime suspects, determine where the foul deed might have been committed, and establish what objects might have served as the murder weapon.

To visually represent the progress achieved by the psychics during their investigations, each psychic will move their **intuition token** along the 4 **progress boards** (see page 6). Each investigation is conducted in a particular order: the psychics must first identify their character (suspect) before attempting to discover their location and finally their object.

The *reconstruction of events* phase takes place in two steps:

Step 1 - Vision interpretation
Step 2 - Spectral manifestation

Step 1 - Vision interpretation

During the first turn, each psychic's **intuition token** is placed on the **character progress board**. This means that the ghost's task is to help the psychics to guess the character card assigned to them behind the **game screen**. He does this by projecting a vision to each psychic, consisting of one or more **vision cards**.

To project a vision, the ghost:

1. chooses a psychic and places one or more vision cards face up in front of him or her;
2. pushes the **ghost token** matching the psychic's colour against the **game screen**. This reminds the ghost that he has already given **vision cards** to that psychic and cannot give him or her any more cards during the current turn;
3. draws **vision cards** to make up his hand to 7 cards. If the vision cards draw pile is empty, the ghost shuffles the **vision cards** discard pile to form a new draw pile;
4. picks another psychic and repeats the same procedure until all psychics have received at least one **vision card**.

Upon receiving a vision, each psychic attempts to interpret it and discover the character/location/object to which it refers (depending which **progress board** their **intuition token** is currently on). To this end, psychics may freely examine their **vision cards** and **psychic cards**, and discuss hypotheses with the other psychics.

When the ghost has projected visions to all psychics, he starts the **sand timer**.

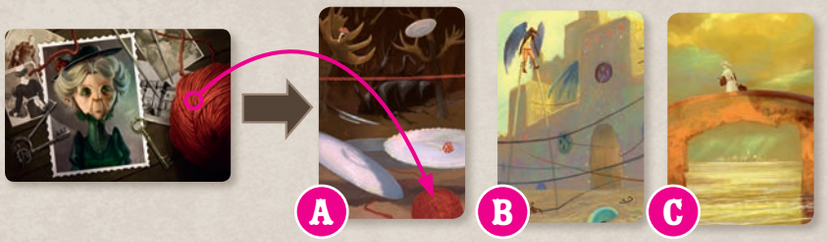
Each psychic must place his **intuition token** on the **psychic card** to which he believes the ghost is guiding him before the sand timer runs out. The other psychics may help with decision-making by analyzing cards and giving their opinions. Psychics may change the positions of their intuition tokens at any time until the sand timer expires.

Note: several psychics may place their **intuition token** on the same **psychic card**. However, as each psychic has to find a unique combination (consisting of a character, a location and an object), the intuition of at least one of the psychics must be wrong!

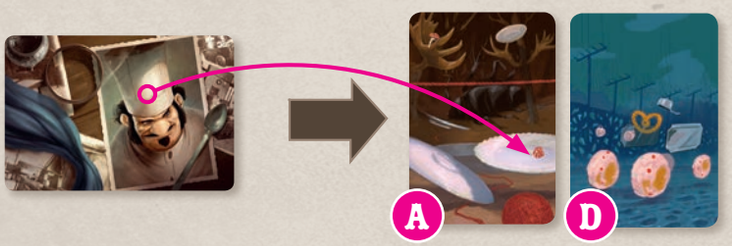
Important: although the ghost may listen to discussions between psychics, he should **NEVER** make comments or gestures that could serve as clues, as this would disrupt the gameplay experience.

Sample visions

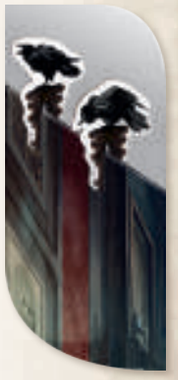
*Laura (as the ghost) wants to help **Alex** to guess the "governess" character. The character's card features a ball of red wool. Laura (as the ghost) browses the cards in her hand and picks card A (in which a ball and a strand of red wool are visible), but also card B (which shows other cords and ropes) and card C (which shows a woman with a hat) to enhance this vision.*



*Laura must also steer **Stephanie**'s choice towards the "cook" character. Card A shows some plates. Laura might also have chosen this card for **Stephanie**'s vision. To enhance this vision, she might also have added card D (on which some cakes appear).*



Discarding vision cards ( )



At the start of the game, the ghost collects the number of **crow markers** corresponding to the chosen difficulty level (see table on page 8). At any point in the game (including during the Revealing the culprit phase), the ghost may discard any or all of his **vision cards** and draw new cards to make up his hand to 7 cards (subject to the limit on the number of such discard operations determined by the difficulty level).

At the EASY difficulty level: the ghost may discard his cards once per turn, in which case, he places a crow on the **game screen**, removing it at the end of the turn.

At the MEDIUM difficulty level: the ghost may discard his cards up to three times during the game, each time placing a crow on the **game screen**.

At the HARD difficulty level: the ghost may discard his cards once during the game, placing a crow on the **game screen**.

Using clairvoyancy tokens

Players may add **clairvoyancy tokens** to the intuition tokens played by the other psychics, at any time until the **sand timer** expires. When played successfully, these tokens enable psychics to progress on the **clairvoyancy track**, potentially unlocking extra clues when attempting to identify the culprit in the final phase of the game.

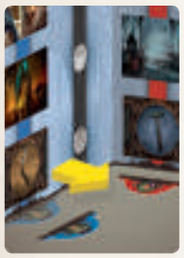
There are two types of **clairvoyancy tokens**: tokens bearing the ✔ symbol, indicating that the player agrees with the psychic's intuition, and those bearing the ✖ symbol, indicating the opposite.

- A psychic may not play more than one **clairvoyancy token** per **intuition token** or add a **clairvoyancy token** to his own **intuition token**;
- a psychic may play as many **clairvoyancy tokens** as he wants during a turn, but is not obliged to use any at all;
- as multiple **intuition tokens** may be placed on the same psychic card, each **clairvoyancy token** should clearly point to the token with which it is associated;
- players may move or remove **clairvoyancy tokens** at any time until the **sand timer** expires.

Important: after use, all **clairvoyancy tokens** (✔ and ✖) must be discarded to the designated space on the **clock board**. They will be retrieved at the start of the fourth game turn.

When the sand timer runs out, the *Vision interpretation* step ends and the ghost manifests itself.

Step 2 - Spectral manifestation



During this step, the ghost manifests itself to let the psychics know whether or not they have correctly interpreted their visions. The ghost may reveal this information in any order he pleases. He informs each psychic that his intuition was correct (if the psychic's token was placed on the right card) or incorrect (if the token was not placed on the correct card). After manifesting to a psychic, the ghost moves the **ghost token** of the corresponding colour away from the **game screen**.

If the psychic picked the correct psychic card

- The ghost flips the corresponding **ghost card** in the **game screen**;
- any psychics who played an ✔ **clairvoyancy token** move their markers forward one space on the **clairvoyancy track**;
- the psychic collects the correct **psychic card** and slides it into his **sleeve**;
- the psychic discards all his **vision cards**;
- the psychic collects his **intuition token** and places it on the next **progress board**.

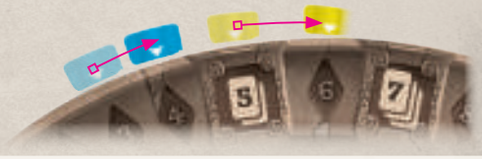
Example: ***Stephanie*** *has successfully identified her character. During the next turn, Laura (as the ghost) will help her to guess a location.* ***Stephanie*** *therefore places her intuition token on the location progress board.*

If the psychic has not picked the correct psychic card

- Any psychics who played an ✖ **clairvoyancy token** move their marker forward one space on the **clairvoyancy track**;
- the psychic returns his **intuition token** to the same **progress board** from which it was taken (Step 1);
- the psychic retains his **vision cards** in front of him. In each subsequent turn, the ghost will provide one or more additional cards to enhance the vision, until either the correct **psychic card** is picked or the game ends.

Example showing the use of clairvoyancy tokens

The ghost indicates that ***Carl****'s intuition was correct.* ***Stephanie*** *and* ***Alex*** *had both added a* ✔ ***clairvoyancy token*** *to* ***Carl****'s* ***intuition token****. As a result, they move their* ***clairvoyancy level marker*** *forward one space on the* ***clairvoyancy track****.* ***Paul****, who had played a* ✖ *token, does not move his marker.*



If a psychic has just obtained his three psychic cards

When a psychic has successfully identified his combination of **psychic cards**, he places his **intuition token** on the mission accomplished space on the **epilogue progress board**. On the **clairvoyancy track**, he moves his marker forward one space for each hour remaining on the **clock**. Thereafter, he continues to take part by helping the other psychics to interpret their visions, and may still play any remaining **clairvoyancy tokens**.

Example: ***Paul*** *discovers his combination during the fourth hour and therefore moves his marker forward 3 spaces on the* ***clairvoyancy track****.*

At the end of this step, move the hour hand forward one hour on the **clock**.

- If one or more psychics have not yet identified their character, location and object, a new *reconstruction of events* phase begins. If the clock was already showing the 7th hour (VII), the game ends and all players lose.
- If all the psychics have successfully identified their character, location and object combinations, move on to the final phase of the game: *revealing the culprit*.

Note: At the end of this step, the psychics' **intuition tokens** may be located on different progress boards.

Phase 2 - Revealing the culprit

This phase only takes place if all the psychics have successfully identified their character, location and object combinations before the **clock** strikes 8.

The culprit's identity is revealed in three steps:

Step 1 - Suspect line-up
Step 2 - Shared vision
Step 3 - Straw poll

Step 1 – Suspect line-up

During this step, the psychics arrange their combinations of cards into groups, in order to compare the suspects and enable the ghost to identify the culprit.

- Collect any **psychic cards** that were not placed in **sleeves** and put them back in the game box, together with the character, location and **object progress boards**;
- Place one **ghost token** per psychic in the centre of the table, numbered side up.

Example: *in our five-player game (with 4 psychics), 4 groups of cards are required and the psychics, therefore, lay out the **ghost tokens** numbered 1 to 4.*

Replace the unused **ghost tokens** in the box.

- The psychics remove their combinations of three cards from their **sleeves** and associate them with the numbered tokens. Several groups of cards are thus formed at the center of the table, each containing one suspect.

Example showing card groups

- The ghost collects the 6 **culprit tokens** and keeps them behind his **game screen**;
- The psychics collect all of their **clairvoyancy tokens** (✖ / ✔ side).

Step 2 – Shared vision

During this step, the ghost attempts to guide the psychics towards the group of cards in the middle of the table that contains the culprit.

To this end:

- The ghost picks three **vision cards** from his hand. These cards form a shared vision and must all point to the same group. One of the three cards must point to the character in the target group, another to the location, and the final card to the object. The ghost then shuffles the *shared vision* cards and places them face down in the middle of the table. This group is designated as the culprit's group.

Shared vision

- The ghost secretly collects the **culprit token** with the number matching that group and places it face down in the culprit space on the **epilogue progress board**.

Culprit token

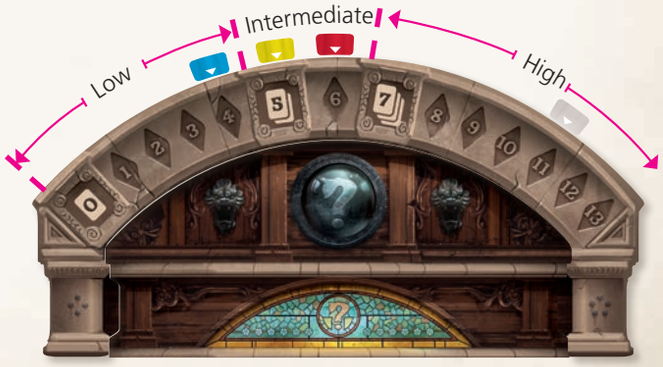
Step 3 – Straw poll

During the *straw poll*, the psychics hold a majority vote to designate the group containing the suspected culprit. The ghost must not indicate which card in the *shared vision* relates to which element of the combination. The true culprit is revealed at the end of this step.

Voting by the psychics

The psychics vote in secret, and must not communicate with each other during the voting procedure. Psychics vote at different times, depending on their clairvoyancy level, as determined by the position of their **clairvoyancy level marker** on the **clairvoyancy track**.

- psychics with a low clairvoyancy level will see only one card from the *shared vision* before voting to identify the culprit's group;
- psychics with an intermediate clairvoyancy level will see two cards;
- psychics with a high clairvoyancy level will see all three cards.



Note: 6-7 ➡ **The limits of the various clairvoyancy levels changes (see page 7).**

Put differently, the further a psychic has progressed along the **clairvoyancy track**, the more clues he will see when the psychics have to identify the group that contains the true culprit.

Psychics vote using the numbered sides of their **clairvoyancy tokens**. Each psychic takes the token bearing the number of the group that he thinks contains the culprit and slides it into his **sleeve**.

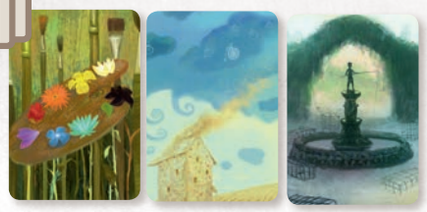
Example showing voting by the psychics

The first shared vision *card is revealed.*

***Stephanie**, who reached space 4 (Low level) on the **clairvoyancy track**, votes now.*

The second shared vision *card is revealed.*

***Alex** and **Carl**, who reached spaces 5 and 6 (Intermediate level) on the **clairvoyancy track**, vote now.*



The final shared vision *card is revealed.*

***Paul**, who reached space 11 (High level) on the **clairvoyancy track**, votes now.*

When all psychics have voted, the votes are revealed.

Revealing the votes and the true culprit

Pass all the **sleeves** to the psychic with the highest score on the **clairvoyancy track** (or in the event of a tie, to the eldest of the tied players). This player reveals each **clairvoyancy token** in turn, placing it on the card group matching the number on the **ghost token**.

When all tokens have been placed, proceed as follows:

- if one of the groups has received more votes than the others, it is chosen as the suspected culprit's group;
- if no single group has a clear majority, the tie is broken in favor of the group chosen by the player who progressed furthest along the **clairvoyancy track**. That group is considered to represent the psychics' verdict on the culprit.
  - If a tie persists, it is broken in favour of the group for which the eldest player voted.

Now reveal the **culprit token** placed on the **culprit space**!

End of the Game

If the group chosen by the psychics contains the true culprit, all players win the game together and the ghost's spirit is laid to rest! Otherwise, the game is lost and the players must wait until *Samhain* comes round again before reattempting to solve the mystery of the manor…

Two- and Three-Player Game

You can play *Mysterium* with 2 or 3 players by adjusting a few of the rules.

Special setup

1. The **clairvoyancy track**, the related markers and the **clairvoyancy tokens** are not used;
2. Each player plays with two psychics;
3. During the *shared vision*, the three **vision cards** are placed face up.

Special rules for Phase 2 – Revealing the culprit

Step 1 - *Suspect line-up (page 11)*

2 ➡ Randomly create two additional groups of cards (with a character, a location and an object in each group) using psychic cards discarded during the game, bringing the total number of groups to four. Then place the tokens numbered 1 to 4 by the four groups thus formed.

3 ➡ Place the tokens numbered 1 to 4 by the four groups of cards.

Step 3 - *Straw poll (page 12)*

2 ➡ The player who plays the two psychics uses only one of his **intuition tokens** to designate the suspected culprit's group.

3 ➡ Psychics vote openly rather than in secret. The two players with the role of psychics must agree which group to identify as the suspected culprit's group and place their two **intuition tokens** on it.