Mystery of the Abbey

Mojito STUDIOS

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This peaceful Abbey is a rare haven of tranquility for road weary travelers.
And so you found it when you arrived late last night. That serenity was shattered this morning with the discovery of the lifeless body of Brother Adelmo at the foot of the Monastery cliffs. Did the usually nimble-footed Brother slip to his death? Or did someone help him in his fall? All signs point to foul play… and the Abbot has asked you and your companions to investigate and find the answer to the question, "Who killed Brother Adelmo?".

Content

1 Game board

6 Monk pawns
- *Monk(s), from now on*
(1 per player)

96 Cards:

24 Event Cards

24 Suspect Cards

2 Blank Cards:
1 Event & 1 Scriptorium

6 Player screens (1 per player)

8 Mass Cards
*(numbered from **1 to 8** on the back)*

29 Scriptorium Cards

9 Bibliotheca Cards

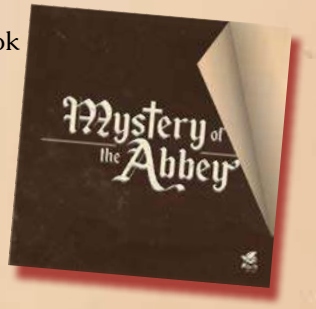
1 Suspects pad

3 Dice

1 Bell

32 Tokens

1 Rulebook



Setup

1. Place the Game board in the middle of the table.
2. Each player chooses a Monk and the corresponding Player screen, and then places the Monk in the Ecclesia.
3. Each player takes a Suspects sheet from the Suspects pad and places it behind their own Player screen, keeping it secret from the other players.
4. Divide the Bibliotheca, Scriptorium and Event Cards and shuffle them into 3 separate decks, one of each type. Place the first two decks, face down, on the appropriate spaces on the Game board.
Place the Event deck face down near the Game board.
Note: *During the game, when you discard a card, put it at*

the bottom of the corresponding deck.

5. Shuffle the 24 Suspect Cards and secretly place 1 of them, face down, underneath the Game board: that Suspect is the murderer, and your goal is to find out who he is.
6. On the space provided on the Game board, place a number of face down Suspect Cards, depending on the number of players:
   3 or 6 players - **5 cards**
   4 or 5 players - **3 cards**.
7. Hand out the remaining cards to the players:
   3 players - 6 cards each
   4 players - 5 cards each
   5 players - 4 cards each
   6 players - 3 cards each
8. Roll 1 die to decide who is the first player. If the rolled color hasn't been selected for this game, re-roll the die until you get a valid result.
9. Give the Bell and the 8 Mass Cards, stacked in chronological order (highest number at the bottom), to the first player.
10. Roll 2 dice to determine who were the last ***two different players*** to go to confession. If a rolled color has already been drawn, or if it hasn't been selected by any player for this game, re-roll that die until you get a valid result. Place the 2 dice in the Confessorium spaces, one in each.

Now you can begin!

Example of a 3-players setup, using Red, Yellow and Green.
Green will be the starting player.
Green and Red were drawn as the last Monks who confessed.

Goal of the Game

In the Abbey, there are **24 unique Suspects** with traits and physical characteristics as diverse as the orders they represent.

Each Suspect has **5** important characteristics:

- **Order**: Benedictine (), Franciscan (), Dominican () - 8 Suspects of each order. NOTE: = any one of them.
- **Title**, given by the number of symbols () of the order to which he belongs: Father, Brother, Novice (3/2/1 respectively) - 6, 9 and 9 respectively.
- **Facial hair**: bearded (), clean-shaven () - 12 each.
- **Hood**: hooded (), unhooded () - 12 each.
- **Girth**: bellied (), slender () - 12 each

Example

Bruno has 3 symbols, hence he is a Benedictine Father.

He is:

- *Bearded*
- *Unhooded*
- *Bellied*

Your job is to carefully question the monastery's inhabitants and search through the Abbey's various rooms to accurately uncover and reveal the specific characteristics (correct order, title, hood, facial hair and girth), and name of the culprit.
You accumulate victory points for accurately Revealing the culprit's specific characteristics (correct order, title, hood, facial hair and girth), and name.
You lose points when making an incorrect Revelation or Accusation. The Revelations and Accusations are recorded throughout the game, and you can use the 32 tokens to keep track of them; score and tally the corresponding victory points at the end of the game, once the culprit has been caught.

The winner is the player with the highest number of points (often, but not always, the one who found the culprit).

Note: the following rules apply for 3 to 5 players games. Rule changes for 6 players are described at the end of the Rulebook.

Playing a Turn

Beginning with the starting player, the game proceeds in clockwise order. Each turn consists of the following:

1. **Move the Bell** (*first player of the round only*) - If you are the first player of the round, move the Bell one space (from 1 to 2, from 2 to 3, etc...) on the topmost Mass Card.
   If the Bell is already on 4, move it off the card, immediately call the Mass, and apply the effects of the Mass Card (see ***The Mass***, page 6).
2. **Move** - Move your Monk 1 or 2 steps in any direction on the Game board. Each room of the Abbey is delineated by a color change on the floor and counts as 1 step, regardless of the room's size. The move is mandatory and a 2-step move **cannot** be used to immediately come back to the same room.
3. **Encounter** - If your Monk ends its movement in a room already occupied by another player's Monk, you **must** ask that player **1** question (see ***Questioning Others***, below).
4. **Action** - Proceed with any actions relevant to the room your Monk now occupies.

Questioning others

If your Monk ends its move in a room already occupied by another player's Monk, you **must** ask that player **1** question.
If multiple Monks are present, you may choose to question whichever player you want.
The questioned player may either

- **Make a vow of silence** by putting their finger to their mouth, thus declining to answer

- OR -

- **Answer your question**, in which case they will then also get to **ask you 1 question in return**. You are then bound to answer that question.

As you all have taken a vow of honesty, **all questions must be answered truthfully**, to the best of your knowledge or recollection. You may ask any kind of question, as long as it can be answered without giving a suspect's name. You may, however, supply one or more names as part of your question.

Examples of questions:

- *"How many bearded monks do you have in your hand?"*
- *"Do you have the "Father Sergio" card?"*
- *"How many Dominicans have you crossed out from your suspects' list?"*
- *"Have you eliminated "Father Bruno" from your list of suspects?"*
- *"Are you going to the Capitulum?" (Obviously, your opponent is then bound by their answer).*

You'll eventually learn what are the most useful questions and when it is better to remain silent.

Rooms in the Monastery

Different activities take place in various rooms within the Abbey. Below is a description of the rooms and what takes place in each of them.
Note: the various rooms are labeled in the common language spoken by the monks who inhabit the Abbey - Latin.

- **Ecclesia**

Here is where all players start the game. Here is also where all Monks return for Mass, every time you have played through 4 complete turns (as indicated by).

- **Confessorium (*Confessoria*)**

Here is where both sins and secrets are revealed.

When your Monk ends its movement in a Confessorium, randomly draw a Suspect Card from the hand of the last player who visited this same room, as indicated by the color displayed on the upturned face of the die. Then, turn the die to your own color to show that you are now the last player to have gone through this Confessorium. There can be only 1 Monk at a time in each Confessorium.

Note: One Confessorium can only be entered through the Aula, not directly from the Ecclesia.

- **Cellula (*Cellulae*)**

Monks expects their Cellula to remain private.

If you dare a visit, you may randomly draw a Suspect Card from the hand of the Cellula's owner, indicated by the color of the floor.

There may be **only 1 Monk at a time in each Cellula**.
Attention: the owner of a Cellula may enter it even if there is already another Monk in it. In this case, the intruder is caught in the act. They must immediately give back the card they took from the Cellula's owner (if they don't have this card anymore, then another card is drawn randomly from their hand). The intruder is then moved to the Ecclesia for Penance (see ***Penance***, page 7).

- **Scriptorium**

There's no telling what secrets a lucky monk might learn from a book found in the Scriptorium.

Take a Scriptorium Card.

- **Special books**, (designated by the **hand symbol**) can be removed from the Scriptorium.
Don't show the card and keep it in front you, face down, to use it at the appropriate time indicated on the card.
- For **plain books** (no hand symbol), read the card's text aloud and apply its effects **immediately**.
If there is a **die symbol** ( ) on the card, roll a die to determine which ***other*** player is affected.

- **Bibliotheca**

The most precious books and forbidden texts are kept out of sight and stored in a remote alcove of the Bibliotheca.

You can step into the Bibliotheca only if you are the player with the **fewest cards in hand**. This means that, to enter this room, you must make sure that:

1. No other player has fewer cards in hand than you do, AND
2. at least 1 player has more cards in their hand than you do.

You may visit the Bibliotheca only **once** during the entire game. When you are within the Bibliotheca, draw a Bibliotheca Card, read the text aloud and apply its effect **immediately**, rolling a die if necessary (as indicated by).

- **Parlatorium**

News from the secular world outside of the Abbey arrive in the Parlatorium.

- If **there are still** Suspect Cards in the Suspects draw pile, draw the first one and add it to your hand.
- If **there are no** Suspect Cards remaining, you may ask a player of your choice to show you a Suspect Card. You must specify 1 or 2 (no more) characteristics of the Suspect Card you want to see *(i.e. "Show me a Dominican" or "Show me a bearded novice")*. If the questioned player has 1 or more

Rooms in the Monastery

cards of the specified type, they show you 1 (and only 1). If they have none, they may say so and do not have to reveal any cards. **They must say it truthfully.**

- **Capitulum**

The great meetings of the Abbey take place in the Capitulum.

You may make a Revelation or bring an Accusation. You have no obligation to do either.

- **Aula**

- **Claustrum**

and other empty rooms...

These rooms have no particular purpose. Moving through them counts as 1 of the 2 steps you are granted during each turn.

Please note that the Claustrum is made of 4 distinct, separate spaces, plus the rooms in front of each Cellula.

Life in the Abbey

- **The Mass**

Despite the customary silence, rumors circulate best during services.

Mass is held in the Ecclesia, every 4 turns, and marks the rhythm of the monastic life. During Mass:

1. Place all the Monks in the **Ecclesia** ( ).
2. Each player simultaneously gives 1 ( ) or more Suspect Cards, as indicated by the Mass Card, to the player on their left. If you do not have enough Suspect Cards in your hand, just give all the ones you have, keeping the ones you receive.
3. Draw an Event Card ( ), read its text aloud, and apply its effect immediately. Events showing the symbol will only affect a specific player or room, determined by a die roll.
4. Hand the deck of Mass Cards and the Bell to the player who played last during the previous turn (i.e. the player sitting to the immediate right of the player who called Mass). This player becomes the first player of the new turn. At the beginning of their first turn, they move the Mass Card that was just played to the bottom of the deck, revealing the next one and placing the Bell on the 1 position.

- **Revelations**

Monks can go to the Abbot who presides over the **Capitulum** to make a Revelation.

A Revelation is a public announcement to all the players that you have discovered 1 (and only 1) characteristics of the guilty Suspect. Once you have made a Revelation, take the corresponding token from the supply.
All Revelations are verified at the end of the game, once the culprit has been revealed. Each correct Revelation is worth +2 points, each false revelation -1 point.

- These are ***valid*** Revelations: *"The culprit is a Franciscan", "The culprit has no hood", "The culprit is a Father"*.
- These are ***invalid*** Revelations: *"The culprit is a bearded Franciscan"* (you must specify only one characteristic), *"The culprit is not a Novice"* (you must positively specify a characteristic, the negative declaration doesn't reveal whether it is a Father or a Brother).

You **cannot** make a Revelation that has already been made (as a reminder, there is only one token per feature), but it is possible to make a Revelation that contradicts a previous one **made by another player** (you can't contradict yourself).

- **Accusation**

You cannot make an **Accusation** as long as there are still Suspect Cards to be handed .
To make an Accusation, a player must visit the Abbot in the **Capitulum** and publicly name the Suspect they think is the culprit.
If the accused Suspect's Card is in another player's hand,

this player must show it to all to prove that the accused is innocent. The Monk of the accuser who wronged him is then moved to the **Chapel** for **Penance**, and the player who made the unjust accusation **loses 2 points**.
If none of the players has the accused Suspect Card in hand, the accused must be guilty (confirmed by the card hidden under the Game board).
The game ends and the player who correctly named the culprit **scores 4 points**.
Calculate each player's score (see *Scoring*).
The player with the highest score is the winner. If there is a tie, the winner is the player who found the culprit.

- **Penance**
  If you got caught in the act of searching another player's Cellula or making a false Accusation, you must repent.
  The same applies to the first player if they forget to move the Bell on the Mass Card (or call Mass every fourth turn) at the beginning of their turn, before moving their Monk.
  By common agreement, you may also decide to impose a Penance on a player who makes a mistake by playing out of turn, asking a forbidden question, or gets too excited and spills consecrated wine, coffee or mojito (REPENT!) on the Game board.
  Place the Monk in Penance in the **Ecclesia**, where the owner must spend a whole turn praying. They therefore **skip their next turn**, and may **neither ask nor answer questions** while there. If a player goes to Penance just before the Mass, they must skip their first turn after the Mass.

- **Scoring**
  The winner is the player with the **most points** (not necessary the one who found the culprit).
  When you find the culprit, calculate the scores as follows (help yourselves by using the score tokens):
  - Each correct Revelation: **+2 points**
  - Each incorrect Revelation: **-1 points**
  - Discovery of the culprit (correct Accusation): **+4 points**
  - Each false Accusation: **-2 points**

  In the case of a tie, the winner is the player who discovers the culprit. You may decide to play multiple games and add the total number of points to determine the overall winner.

Six-Players Game

With 6 players, all the standard rules apply, with the following exceptions:
- During your turn, **you can move your Monk 1, 2 or 3 steps** rather than the usual 1 or 2.
- **There are only 3 turns between each Mass.** The Bell starts on the 2 of each newly uncovered Mass Card.

Variants and Blank Cards

More tactical variant:
- Close the Bibliotheca and burn those dangerous books (remove the Bibliotheca deck from the game).
- Remove all Event Cards.
- You cannot step into the Scriptorium if you already have 2 Scriptorium Cards.

Shorter game variant:
- Use the Six-Players movement and turn rules.
- Remove the number 1 Mass Card and start the game with the number 2 Mass Card.

You can use the Blank Cards to design additional Scriptorium and/or Event Cards of your choice.

The Pilgrims' Chronicles Expansion

The game also includes 12 cards originally released in "The Pilgrims' Chronicles" expansion. You can recognize them by the P on their bottom left corner. Add them to the appropriate decks during the setup if you want to use them.

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