

OBSCURIANS



*Deluxe
Edition*

IN A GALAXY FAR AWAY

Many centuries ago, far away from the core worlds, hidden from the eyes of galactic society, a gigantic spaceship crashed on a hostile desert planet. The hull of the wreck is still recognizable even after decades of sandstorms, and rises majestically from the desert landscape. Due to lured in scavengers of various species, the trade in sought-after spare parts began to flourish. Over the years an entire city grew around the marketplace.

In the sheltering gloom of the spaceship, many dubious characters set up a shadow bazaar where the most exotic goods in the galaxy are traded nowadays.

It is best not to enter this bazaar unprepared though, as the shadow traders, known as Obscurians, are unscrupulous and will do anything to achieve their goals.

GAME IDEA AND AIM

As an Obscurian, you are part of this dangerous world and have been hired by a secret client for whom you are looking to find special combinations of goods. However, you should conceal your mission as well as possible. The other Obscurians can always try to disrupt your plans and sabotage your success if they realize what you are up to.

You must use your henchmen wisely to steal, swap goods or even slip them to someone else. Every moment counts, because the bazaar is only open until one of the recurring sandstorms sweeps over it and brings the exchange of goods to a standstill. Your success depends on the decisions of all Obscurians. Can you deceive the others, disrupt their plans and achieve your own secret goals? Or will you be seen through and outmaneuvered by the other Obscurians, who are just waiting for a weakness in your disguise?

The answer lies in your hands. Immerse yourself in the mysterious world of OBSCURIANS and rise to the challenge!

CONTENTS

- 2 Rulebooks (1 EN / 1 GER)
- 6 Playerboards in 6 different colors
- 60 Goods in 6 different colors
- 36 Suspicion chips in 6 different colors
- 5 Henchmen dice
- 1 Cursed artifact
- 1 Magic lamp & 1 magic lamp card
- 7 Trade ban tokens
- 12 Mission cards (6 EN / 6 GER)
- 13 Event cards
- 1 Sandstorm card
- 1 Scoring pad

Control module (7th Obscurian)

- 1 Turquoise playerboard (travel towel)
- 7 Board extensions **Control**
- 10 Turquoise goods (travel towel)
- 7 Turquoise suspicion chips
- 6 Suspicion chips (**Control** chips in the other player colors)
- 2 Mission cards **Control** (1 EN / 1 GER)

YOUR FIRST GAME

We recommend that you play your first game with a **maximum of six players**. Only use the components from the base game, **without the Control module**. Therefore, leave the **mission card Control** and the **suspicion chips Control** (1 of each color) in the box.

If you are already familiar with the game and want to play with seven players, read the chapter **Control module** (see p. 6).



GAME SETUP

1. Each player chooses a playerboard and receives the corresponding 10 goods and 6 suspicion chips in their chosen color.
2. Then shuffle the 6 mission cards. Each player draws one of these cards face down. Look at your card secretly and place it face down in front of you.
Return the game components of the unused colors (goods, playerboards and suspicion chips) and the remaining mission cards to the box, unseen.

In a **4-player game**, take the mission cards **Keep**, **Take** and **Collect**, shuffle them face down and place a random card back in the box unseen. Repeat that process for the mission cards **Give**, **Select** and **Lose**. Then shuffle the remaining 4 mission cards and use only those 4 cards for this game. This creates a balanced distribution of objectives in a 4-player game.

3. Shuffle the 13 event cards (without the **sandstorm** card) face down. Set aside 4 random cards for rounds 1-4 as a face down event deck. Then draw 2 additional random cards face down. Add the **sandstorm** card face down to these cards. Shuffle these 3 cards thoroughly. This is the sandstorm deck for rounds 5-7.
Now place the event deck on top of the sandstorm deck, rotated by 90° so that they form a cross (see setup picture).
Return the remaining event cards to the box unseen.
4. Place the 5 henchmen dice, the magic lamp & the magic lamp card, the cursed artifact and the trade bans in the middle of the table.



START OF THE GAME

The player, who last sold something becomes the starting player. They receive the **magic lamp** and the **magic lamp card**.

The magic lamp is a good that is worth +5  at the end of the game, regardless of your mission card. It can change hands during the course of the game just like any other good. However, it has no color in regards to the final scoring (i.e. it has no foreign color for **Take** and also no color for **Collect**, **Select** and **Lose**).

Even if the **magic lamp** is moved to another player, the **magic lamp card** remains with the player that started the current round. The card indicates which player the current round will be played up to.

Whoever has the magic lamp among their goods at the end of a complete round becomes the starting player for the next round. The starting player receives the magic lamp card, places the magic lamp on the card and begins the next round.



Revealing an event card as the starting player

As the starting player, you reveal an event card from the event deck in the middle of the table at the start of a new round.

Place this card face up next to the deck, clearly visible to all players. Announce the effect of the event card. The card's effect applies to all players for exactly one round, i.e. until all players have rolled the henchmen dice once and completed their turn.

The effect of some cards must be taken into account **before the henchmen dice are rolled**, while other cards only influence the result of the die roll (see p. 11: **Event cards overview**).

When you need to reveal an event card after the first four event cards have been revealed, you will reveal a card from the now uncovered sandstorm deck (from the 5th round onwards).

Note: From now on, the game can potentially end **at the start** of any round—when the sandstorm card is revealed.

TURN SEQUENCE

Each player (beginning with the starting player) then takes a turn in clockwise order. A turn always consists of the following steps:

1. Place suspicion chip(s) (optional)
2. Roll the henchmen dice and perform the henchmen action
3. Pass the henchmen dice clockwise

1. Place suspicion chip(s) (optional)

Correctly placed suspicion chips score additional points at the end of the game. The players, who placed their chips correctly **first**, reap the biggest rewards (see p. 5: **End of the game**).

On your turn, you may place any number of your suspicion chips onto the playerboards of other players (not on your own!). You may also place several suspicion chips onto one playerboard. To do this, place the suspicion chips with the **client side facing up** onto the corresponding space on the playerboard of the selected player. This signals your suspicion to all other players.



Once a suspicion chip has been placed, it may not be taken back or moved.

If another suspicion chip is placed on a playerboard later in the game, it is placed **on top of the chip that was already there**. This means that the previously revealed suspicion is no longer visible, but still valid. A single stack of chips is created in front of each player this way.

Note: Nobody is allowed to lift up placed suspicion chips to look at the chips which are covered by other chips now!

By placing suspicion chips, you can make it very difficult (or easy) for a player if the other players believe your (perhaps premature) suspicion.

On the other hand, a cleverly placed chip can also be useful to distract attention from yourself and your mission...

2. Roll the henchmen dice and perform the henchmen action

Next, roll all 5 henchmen dice. Then choose exactly one type of action, for example **Steal**, and carry out the chosen action exactly as many times as you have rolled it (taking into account **Wilds** and modifications by the current event card).

Note the following points:

- **Wilds** cannot be used to **Relocate** (see **Wild** symbol).
- **Wilds** are optional, so you can decide for each **Wild** individually whether you want to add it to your chosen action or not.
- It is possible to choose **different** players as targets for the individual executions of your chosen action type.

Example: Anna has rolled 2 **Steal**, 2 **Relocate** und 1 **Wild**. This gives her the choice of either stealing 2 or 3 goods, or relocating 2 goods between other players (**Wild** cannot be used to **Relocate**), or using her 1 **Wild** to perform one of the other actions (**Donate/Swap/Secure**) once.

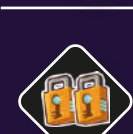
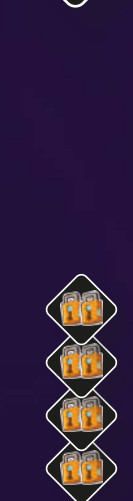
She decides to steal 3 goods. She steals 1 Space Cookie from Ben, as well as 1 Disc World and 1 Time Crystal from Chris.

Rerolling

If you are not satisfied with your die roll, you can discard one of your unplaced suspicion chips face down to roll any number of dice once again. You can even try to improve your dice result several times as long as you discard a chip for each reroll.

All discarded suspicion chips are set aside face down. They cannot be placed anymore nor can they be used again for rerolling.

Don't hesitate to discard unplaced suspicion chips to reroll dice which aren't fitting your current bluff or plan. Doing so will give you a good chance to change your dice results in your favor in crucial situations.

	Steal: Take a good of your choice from another player and add it to your possession.
	Donate: Give another player a good of your choice from your possession.
	Swap: Exchange one good of your choice from your possession for a good of your choice from another player's possession.
	Secure: Secure 2 of your goods in your vault for one round. They can't be accessed (Stolen/Swapped/Relocated) by other players. To do this, place them below your playerboard next to the lock symbol.
	These goods are safe until it is your turn again (this may be longer or shorter if the starting player changes). If you own any secured goods at the start of your turn, you must release them by placing them back in the area above your playerboard. Trade ban: If you Secure 4 or more times (i.e. 8 or more lock symbols), you secure all your goods instead and you cannot receive any goods either (via Donate/Relocate) until it is your turn again! Indicate this by placing a trade ban token onto your goods. 
	Relocate: Move 1 good of your choice from one opponent to another opponent (do not move it out of your possession nor into your possession).
	Wild: Choose one of the 4 symbols shown. Note: You cannot choose the Relocate action with a Wild die.

3. Pass the henchmen dice clockwise

The currently active player then passes the dice clockwise to the next player. This ends the current turn and it is the next player's turn. If the next player has the magic lamp card in front of them, the round ends instead. The player, who currently has the magic lamp among their goods now receives the magic lamp card (if they do not have it already) and becomes the starting player for the next round.

END OF GAME

When the **sandstorm** card is revealed (in round 5, 6 or 7), the game ends immediately. The player revealing the sandstorm card may not take their turn.

There are two different ways to score points, **points from suspicions** and **points from clients**. Determine these scores for each player as described below and note them on the scoring pad.

Add up all the points each player collected. The player with the most points (apart from the player who had the **Lose** mission) wins the game. If several players are tied for having the most points, they share the victory.

Note: If the player with the mission **Lose** has fewer points than all the others, then the player with the mission **Lose** wins the game instead, regardless of how many points the other players have.

Points from suspicions

At this point, the stacks of suspicion chips are taken and **turned over as a whole**. This reveals the chip sides showing the colored goods. The former bottom chip (i.e. the earliest suspicion) is on top of the stack now. Then all players reveal their secret mission card. Now it is time to evaluate the suspicions.

Score the correct and incorrect suspicions on each playerboard one stack at a time. Go through the chips from top to bottom and award points to the chip owners according to the following table.

First correct chip	+10 
Second correct chip	+5 
Third correct chip	+2 
Further correct chips	0 
Every wrong chip	0 

Example: Jane begins the evaluation of the suspicions and turns over her stack of suspicion chips. She goes through the chips in turn and first announces the color and then whether the suspicion was correct.

- 1. "Green's suspicion is wrong, so no points."
- 2. "Blue's chip is the first correct suspicion, so 10 points for blue."
- 3. "Then we have a wrong suspicion from yellow, no points."
- 4. "Another chip from green. Correct this time, so 5 points for green."

The points are recorded for each player on the score pad under "Points from suspicions" (using tally marks).

The stacks of suspicion chips in front of the other players are now scored one after the other.

If a player has managed to place a correct chip in front of every other player, they receive +8  bonus points as a **Master of Unmasking**. The chip with their own client or other suspicion chips that were placed additionally for tactical reasons do not prevent them from becoming a **Master of Unmasking**.

All players who managed to keep their mission secret (no one has placed a correct suspicion chip on their playerboard), receive +8  bonus points as a **Master of Disguise**.

Points from clients

For each player, the collected goods are scored differently, depending on their mission card. The scoring details for each mission are specified on each playerboard.

Next, the points for the **magic lamp** (+5 🪙) and the **cursed artifact** (-5 🪙), potentially brought into play by an event card) are taken into account. Both count as goods (for **Give** and **Lose**), but have no color in regards to scoring (for **Take**, **Collect**, **Select** and **Lose**).



CONTROL MODULE

The Control module, which is only included in the Deluxe Edition, allows you to play with an additional Obscurian (i.e. with seven players).

Do not use it when getting to know the game, but only after you are familiar with the other six clients and their missions.

Game setup

The game setup is exactly the same as in the base game, except for the following changes:

- The seventh player receives the turquoise components depicting the travel towel (1 playerboard, 10 goods and 7 suspicion chips, all showing the travel towel).
- Every other player receives the **Control** suspicion chip in their respective color, so that everyone has 7 suspicion chips instead of 6 now.
- Each player receives 1 **Control** board extension.
- Add the **Control** mission card to the other mission cards face down. Shuffle the cards thoroughly and give one to each player.

The course of the game does not change.

Notes on the Control mission

At the end of the game, the player with the **Control** mission always receives 42 🪙 from their client, regardless of their goods. Since they do not have to strive for a special constellation of goods, they can and should try to disrupt the other players as skillfully as possible in achieving their goals so that they receive fewer points from their clients at the end of the game than **Control** does (Exception: **Lose**). To score more points, they should also make a special effort to see through the other players and place their suspicion chips correctly.



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ACKNOWLEDGMENTS OF THE AUTHORS

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Of course our special thanks go to Dr. Hans Joachim Höh, who recognized the potential of this game early on and, together with Maikel Cheney, added the appropriate dark glow.



Player Edition 2024-04-16





MISSION OVERVIEW

Keep

With the mission **Keep**, you only score points for goods of your **own** color.

Green has 6 of their own (green) goods and scores 7 points for each of them.

Scoring example: $6 \times 7 = 42$

Per of your own color → 7



Take

With the mission **Take**, you score points for **each collection** of goods in one **foreign** color.

A collection of 4 red goods earns you 16, if red is not your own color.

Goods in your own color do not grant you any points.

Yellow has 5 orange goods, 3 blue goods, 2 red goods and 1 green good. Their own yellow goods do not score any points.

Scoring example: $25 + 9 + 4 + 1 = 39$

Per **foreign** color with:

1		→	1
2		→	4
3		→	9
4		→	16
5		→	25



Collect

With the mission **Collect**, you score points for **each set** of goods of **different** colors (sets may include goods of your own color).

For example, a set of 4 goods in different colors grants you 14.

Orange has a 5 color set, a 4 color set and a 3 color set.

Scoring example: $22 + 14 + 8 = 44$

Collect **different** colors:

Per 3 color set	→	8
Per 4 color set	→	14
Per 5 color set	→	22



Give

With the mission **Give**, you try to have very few or even no goods when the game ends.

You **subtract** 5 from your starting points (70) for every good you have at the end of the game.

Blue has 7 goods. Therefore they lose 35 of their 70 starting points.

Scoring example: $70 - (7 \times 5) = 35$

You start with 70.

Per → -5



Select

With the mission **Select**, you should be both picky and modest at the same time.

For every color of which you have exactly 1 good, you will score 15 each (this only applies to a maximum of 4 colors).

In addition you score another 5 for each color of which you have exactly 2 goods.

Colors of which you have 3 or more goods will not give you any points.

Pink has exactly 1 blue, 1 yellow and 1 red good (15 points each) and exactly 2 green goods (5 points).

Scoring example: $(3 \times 15) + 5 = 50$

The first 4 colors with exactly 1 each → 15

Per color with exactly 2 → 5





Lose

With the mission **Lose**, you should try to score as few 🪙 as possible, because you win the game if you have the fewest 🪙 out of all players!

To do this, you must try to reduce your starting points (75 🪙) as much as you can throughout the game.

Tip: Watch the other players. If you notice that someone probably has fewer points than you, consider discreetly assisting them by giving them points—so that you really do have the fewest points by the end of the game and thereby secure your victory!

You can score negative points as follows (each condition mentioned scores -20 🪙):

- Have exactly **4, 5 or 6** goods.
- Your collection of goods contains goods from a maximum of **2 different colors**.
- You have placed at least 1 suspicion chip on **every other** player - and every suspicion chip is placed **incorrectly**.

Keep in mind that the magic lamp (+5 🪙) as well as the cursed artifact (-5 🪙) can influence your final score. On top of that, correctly placed suspicion chips can give additional points (which you don't want).

Red has 6 goods, so they subtract 20 points from their 75 starting points. They have goods of more than 2 colors and not all of their suspicion chips were placed incorrectly (not shown here).

Scoring example: 75 🪙 - 20 🪙 = 55 🪙

You win the game if you have the **least** 🪙.
 You start with **75** 🪙.

With **4, 5 or 6** 📦 → **-20** 🪙

With **2** colors max → **-20** 🪙

All suspicion chips placed incorrectly
 (at least **1** per Obscurian) → **-20** 🪙



Control

With the mission **Control** you should try to see through all the other players and actively sabotage their plans, so that they score less points than you!

(Of course you pursue a different strategy against the player with the mission **Lose** as they should have more points at the end of the game than at least one other player.)

The points you score **from your client** at the end of the game are always 42 🪙.

Tip: Since your own goods are not important, you can entirely focus on figuring out the other players. To increase your **total points**, you should try and score as many points as possible by correctly placing suspicion chips. These points will be added to your 42 🪙 at the end of the game (just like the +5 🪙 from the magic lamp and the -5 🪙 from the cursed artifact.)

Turquoise scores 42 points from their client, regardless of their collection of goods at the end of the game. Correctly placed suspicion chips and the magic lamp can increase their total score at the end of the game.

Scoring example: 42 🪙



Client: Analyst
Your mission:

Control

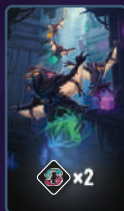
You always receive **42** 🪙 from your client, regardless of your 📦.

Prevent the other players from achieving their goals.

EVENT CARDS OVERVIEW



When the **sandstorm** card is revealed (in round 5, 6 or 7), the game ends immediately. The player revealing the **sandstorm** card may not take their turn.

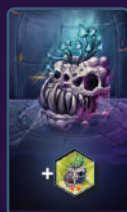


Double the number of **Swap** actions this round.

For example, if you roll 1 Swap and 2 Wild, you can **Swap** 2, 4 or 6 times this round (instead of 1, 2 or 3 times).

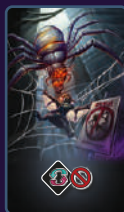


This round you receive 2 Wild **in addition** to the result of your die roll.



The player who reveals this card receives the **cursed artifact**.

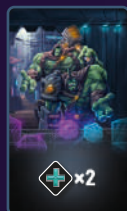
The cursed artifact counts as -5  at the end of the game and can be passed around like a good during the game. It counts as a good during the final scoring, but has no color—just like the magic lamp.



The **Swap** action cannot be used this round.



This round you can **either** only place suspicion chips **or** only roll the dice to carry out henchmen actions. Each player chooses what they want to do this round **before rolling the dice**.



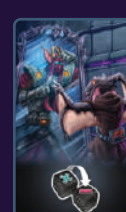
Double the number of **Steal** actions this round.

For example, if you roll 2 Steal and 1 Wild, you can **Steal** 4 or 6 times this round (instead of 2 or 3 times).



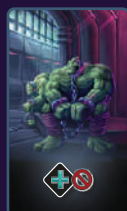
Double the number of **Secure** actions this round.

For example, if you roll 2 Secure, you can **Secure** all your goods this turn (i.e. you will have a complete **trade ban** instead of only 4 secured goods).

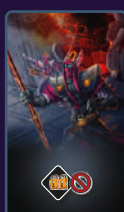


This round any number of dice may be **turned to the opposite side** (so that the bottom side of the die becomes the top side).

This allows you to turn Steal into Donate, Swap into Secure, and Relocate into Wild (and vice versa).



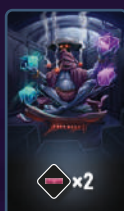
The **Steal** action cannot be used this round.



The **Secure** action cannot be used this round.

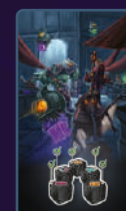


This round any number of dice may be rolled again **once**.



Double the number of **Donate** actions this round.

For example, if you roll 2 Donate and 1 Wild, you can **Donate** 4 or 6 times this round (instead of 2 or 3 times).



This round all 5 henchmen actions you rolled **must** be carried out. Pick up one die at a time, carry out the action rolled and then set the die aside. This way, everyone can keep track which henchmen actions you have already performed.

