



IGAMES

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# MYSTERIUM



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"Mysterium" is a cooperative board game for 2-7 players. One player acts the part of a Ghost who lives in a deserted mansion. The other players are Psychics who have been specially invited by the owner of this old manor. They have to unravel the secret of the mansion and bring peace into its walls: at nights all people see very strange dreams at this mysterious place.

According to the old legend the Ghost is a soul of the former owner of the manor. Over 100 years ago he was punished for a committed crime. There were rumors that the man had been charged by mistake. Now getting into guests' dreams, the Ghost is trying to tell people the truth about what happened in the mansion then. The Psychics have to recreate the events of that day. Thus, they will help ghost to expose the real culprit. In the case of success, the Psychics would have got another win. And of course they will get the financial reward from the owner of the manor. And the Ghost, in its turn, will gain peace forever and leave the mansion.

They have not much time to do this: only seven days...

# GAME COMPONENTS



84 dream cards



54 physics' cards

- 18 character cards
- 18 location cards
- 18 item cards



54 ghost's cards

- 18 character cards
- 18 location cards
- 18 item cards



6 magic balls



12 psychics' tokens



Calendar board  
a day marker

# GAME SET UP

Depending on the number of players and the chosen level of the game difficulty place the corresponding number of random psychics' cards (brown backs) of each type "item", "location", "character" face-up in the middle of the table in accordance with the table below:

players	DIFFICULTY LEVEL			
	easy	normal	difficult	verydifficult
2*	4	5	6	7
3	5	6	7	8
4	6	7	8	9
5	7	8	9	10
6	8	9	10	11
7	9	10	11	12

ITEMS, LOCATIONS, CHARACTERS

We recommend easy level for the first game.  
\* A game for two players is described in more detail in the end of the book.



**For example:** If there are four players at easy level, you'll need six cards of items, six cards of locations and six cards of characters. If there are five players at difficult level, you'll need ten cards of items, ten cards of locations and ten cards of characters.

Put the rest of the psychics' cards into the box - they are not needed in this game.

Place the calendar board next to the psychics' cards on the table. Put the day marker on the number 1 on the calendar board (Monday).

One of the players will act the part of the Ghost, the other players will be the Psychics.

Each Psychic gets a magic ball and a token of the corresponding color. Tokens are kept in front of the players during the whole game; it will help the Ghost to identify each of Psychics more easily.

The Ghost gets the deck of the dream cards and tokens of the same colors as the Psychics got in this game. Tokens are placed in front of the Ghost so as it is possible to put one character card, one location card and one item card under each token.

The Ghost takes from his/her cards (green backs) the same character, location and item cards as the psychics' cards which are laid on the table.

Put the rest of the ghost's cards into the box - they are not needed in this game.

The Ghost shuffles his/her cards of each type separately and places them face down randomly in groups under each psychic's token including one character card, one location card, and one item card.

Put the rest of the ghost's cards into the box - they are not needed in this game.

**I**n such a way, the Ghost generates combinations - who of the persons (characters) were in the mansion, their concrete whereabouts (locations), and what they were doing (items) at the time of commission the crime. Exactly these combinations is the answer to the secret: who is the true culprit.

After familiarizing with his/her cards of characters, locations and items, the Ghost keeps them in secret from the Psychics to the certain moment in the game. The Ghost can look through these groups of cards at any time during the game, but he/she can't change their order.

The Ghost gets the top seven cards from the deck of dreams.



# GAMEPLAY

The entire game lasts maximum seven turns and is divided into two steps:

- EVENTS RECONSTRUCTION
- EXPOSING THE TRUE CULPRIT

## EVENTS RECONSTRUCTION

During the Events reconstruction step the players are trying to determine who of the persons (characters) were in the mansion, where they were (locations), and what they were doing (items) at the time of committing the crime.

During the Events reconstruction step each turn consists of the following phases:

- DREAM
- ONEIROMANCY
- MYSTERIOUS SIGNS

## DREAM

At first, the Ghost indicates to the persons (characters) who were in the mansion at the time of committing the crime. After the Psychics have

determined the characters the Ghost will have to indicate to their whereabouts (locations). And then the Ghost will indicate what the persons were doing (items).

The Ghost analyzes cards in the groups under each token. Then he/she chooses one or several dream cards from his/her hand which he/she associates with this or that character (later location/item) and put them face up in front of the Psychic, under whose token this character card is laid.

**T**he Ghost can't point at the location or the item until the Psychic guess the character; and he/she can't point at the item until the Psychic guess the location.

*Note. Choosing dream cards, the Ghost shall not look in them something that completely indicates to the certain character (later - location / item). Any detail, any little thing or part of the composition may serve as a tip. At the same time, the selection of several dream cards as a rule simplifies the process of finding the correct decision for Psychics. They just have to detect something common in those cards.*



*For example:  
On this illustration the clue may indicate to the nanny, plates - to the cook, an insect - to the archaeologist.*



*insect, brushes,  
pyramid -  
the archaeologist*



*thread - the nanny*



*dishes - the cook*

After the Ghost laid out the dream to one Psychic, he/she refills his/her hand up to seven cards from the deck of dream cards. So, the Ghost can always choose from seven cards for each Psychic. Further in this turn the Ghost can't add dream cards to the Psychic, who has already got cards in this turn.

Then the Ghost chooses next Psychic and lay out one or several dreams in front of him/her.

The Ghost does not have to give dreams to the Psychics in a strict order (clockwise or any other order).

Depending on the difficulty level of the game, the Ghost can discard all seven cards several times during the game to the discard pile of dreams and draw new several cards in his/her hand:

easy - once per turn

normal - three times during the game

difficult - once per game

very difficult - the Ghost can't change dream cards in his/her hand

When all Psychics have dreams, the oneiromancy phase starts.



## ONEIROMANCY

*Note.* As soon as one of the Psychics got a dream, Psychics can immediately start the oneiromancy phase.

Psychics are analyzing their dreams and trying to understand what the Ghost wants to point at. The Psychics make decisions together - discussing, giving advice to each other, saying their guesses.

**I**n this phase of the turn the Ghost mustn't verbally or with gestures help Psychics. The only way of his communication with the rest of the players must be the dream cards.

If this rule is broken, the game immediately ends with players' defeat.

After discussing each Psychic places his/her magic ball on the character card which he/she thinks the Ghost pointed at.

*Note.* There may be several magic balls placed on one card if some Psychics think that the Ghost points exactly at this card. But, as all Psychics were thought of different cards, this situation involves in advance wrong decision for one of them.

Once all Psychics have placed their magic balls on the cards laid on the table, the mysterious signs phase starts.



## MYSTERIOUS SIGNS

In this phase the Ghost announces Psychics about the rightness or wrongness of their decisions. If the dream is interpreted correctly, the Ghost reveals his/her character card that has been guessed.

If the required character is correctly identified, the Psychic takes the character card from the centre of the table and places it into the box - this card is no longer needed in this game. Then he/she discards all the dream cards he/she received from the Ghost to the discard pile. During the next turn in the dream phase this Psychics gets dream cards that point at the location (later - at the item), where the character was.

If the Psychic has misinterpreted the dream and identified the character wrongly, he/she doesn't discard dream cards that are in front of him/her.

In the next turn he/she will get new dream cards pointing at the same character. Thus, the player can analyze more dream cards and look for something similar in them; something that will help him/her to find right decision.

The similar process happens later in the game with the location and item cards.

After all Psychics got to know whether their decisions are right or wrong, the turn ends. The Psychics take back their magic balls.

New turn starts with the dream phase.

Move the day marker on the next position of the calendar board.



The Psychic is considered to execute his/her task in the events reconstruction step only when he/she determines all three of his/her combinations (character, location, item). Up to the exposing the true culprit step he/she helps other Psychics take the right decisions.

The Ghosts' item and location cards are put back into the box - they are no longer needed in the game. The Ghost leaves guessed character cards in front of him/her as they are needed during the step of the game.

The Psychic, who guessed all three cards of his/her combination (item/location/character), has completed his/her task in the events reconstruction step of the game. So, the player helps the other players interpret their dreams till the exposing the true culprit phase.

If all Psychics determined all cards from their combinations (character, location, item), remove psychics' cards from the table to the box - the players don't need them any longer. The game moves into the final the exposing the true culprit step.



## EXPOSING THE TRUE CULPRIT

Restoring a full picture of the events of the day when the crime has been committed, the Psychics have to determine the guilty person.

**N**ow the Ghost is very close to the coveted release - he/she knows who actually committed the crime, where he/she was and what he/she was doing. The only thing the Ghost has to do now is to point at that

character to Psychics correctly.

During this turn all Psychics will have a common dream which will point at the true culprit.

Turn phases during the exposing the true culprit step are the following:

- COMMON DREAM
- ONEIROMANCY
- EXPOSING THE CULPRIT

### COMMON DREAM

The Ghost determines the personality of the culprit. To do this, he chooses from his/her hand **three dream cards** and puts them before the Psychics. One of these cards indicates to the character, other two - to the location and to the subject. The Ghost should not verbally or through gestures inform the players what each of these dream cards indicates to!

*Note.* The Ghost determines the personality of the culprit themselves according to his/her dream cards. In other words, the guilty person is determined by dreams cards the Ghost has and which are the most appropriate for one of the combinations "character, location, item".

*Note.* In order not to give out the character-culprit while studying his/her location and item, we recommend the ghost-player explore carefully and slowly all the locations and items of all characters (the combinations that are lying in front of the Psychics) and do not focus on the culprit.

Then the Ghost takes tokens which are lying in front of the Psychics. He/she picks the culprit's token secretly from them and places it face up separately from other tokens.

*Note.* The color of culprit's token is the same as the color of the token under which the combination "character location, item" indicated by the ghost is.

After this the oneiromancy phase starts.



## ONEIROMANCY

During this phase the Psychics are determining the personality of the culprit all together. After making a decision, each Psychic puts his/her magic ball on the character which committed the crime on his/her opinion.

If none of the characters is chosen by the majority of Psychics, they must continue discussion as long as it happens.

The "Exposing the culprit" phase starts only if one of the characters was chosen by the most psychics.



## EXPOSING THE CULPRIT

Then the Ghost says whether their decision is right or wrong. If the Psychics have determined the personality of the true culprit, the Ghost reveals the token of the culprit and the game ends with a victory of the players (see "The end of the game").

If the Psychics have made wrong decision, put the combination of "character, location, item" which was chosen by the Psychics wrongly into the box. These cards are no longer need in the game.

New turn starts with the oneiromancy phase.

Move the day marker on the following position on the calendar board.

**Note.** Note that the Ghost will not add new dream cards! The phase Common dream is played only once during the game, then the game continues with the oneiromancy phase. In other words, depending on the number of days remained during the moving into the Exposing the culprit step, the Psychics have the corresponding number of attempts to determine the culprit.



# THE END OF THE GAME

If the Psychics correctly determined the personality of the culprit within their allotted time for this, the game ends with the victory of the players.

**T**he Psychics receive financial reward from the owner of the mansion, and the Ghost gets rest for ever and leaves the mansion.

If after the completion of the turn the day marker is on the position 7 (Sunday) on the calendar board, and the Psychics haven't determined the personality of the culprit, the players lose the game.

**T**he time is up! And you didn't find out the true culprit. Unfortunately, the owner of the mansion has to invite a new team of Psychics. But he is ready to give you the second chance. Try again!

## 2-PLAYER VARIANT

When there are two players in the game, one of them acts the part of a Ghost, and the other acts as a Psychic. The Psychic gets two magic balls and two psychics' tokens of the corresponding colors. The Ghost generates two combinations of character/location/item.

Thus, in the Events reconstruction phase of the game the Psychic has to determine two characters, two locations, and two items.



IGAMES

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