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MYSTERIUM

RULES

On the night of Samhain (Halloween), the boundaries between the visible and invisible worlds are blurred, fostering a connection with the afterlife. You have gathered at Warwick Manor, known for decades to be haunted, and are about to experience a critical seance. Will you be able to use the visions sent by the ghost to solve their murder and free their tormented soul before sunrise?

Game Setup

Mysterium is a cooperative game whose goal is to solve the mystery surrounding the death of the **ghost**.

Before you begin playing, assign each player one of the following roles:

- The **ghost** (one single player) must guide the **psychics** through the investigation. The **ghost** knows the suspects, locations, and objects that the **psychics** must find and communicates with them through illustrative cards (i.e. the **Vision cards**).
- The **psychics** (all the remaining players) must each follow their assigned **Trail** and work together to interpret the **Vision cards** the **ghost** has given them.

Once the roles are assigned, you can proceed with the setup:

- The **ghost** sets the **game screen** (A) in front of them so that no **psychic** can see what it conceals. They place the deck of **Vision cards** (B) face-down to form a draw pile behind the **game screen**, then place the 3 **Candle markers** (C) on top of the **game screen**.
- The **psychics** set the **Character Progress board** (D1), **Location Progress board** (D2), **Object Progress board** (D3), and **Final Progress board** (D4) in the center of the table.
- Each **psychic** chooses a color and takes the corresponding **envelope** (E) and **Psychic token** (F). Then, they place the **Intuition pawn** (G) of their color on the **Character Progress board**.
- Choose a **psychic** to be in charge of counting the rounds during the game. That **psychic** takes the **Pocket Watch** (H) and puts the hand on the first hour.
- Choose a set of 16 **Character cards** (I) (for your first game, we recommend using the green back set). The **psychics** spread the 8 **Character psychic cards** (I1) face-up next to the **Character Progress board**.
- The **ghost** takes the 8 matching **Character ghost cards** (I2). For each **psychic**, they place 1 random **Character ghost card** in the dedicated slot on the **game screen**. The **ghost** secretly returns the remaining cards to their original compartment in the box, ensuring the **psychics** do not see them. They are not used during this game.
- Repeat steps 5 and 6 with a set of **Location cards** (J1 and J2), then with a set of **Object cards** (K1 and K2).
- The **ghost** places the **psychics'** envelopes behind the **game screen**, then draws a hand of 7 **Vision cards**.

3-Player variant

With 3 players, the game is played as usual, with one exception: During setup, each **psychic** chooses two colors (instead of one) and takes the corresponding components. The game proceeds exactly as if there were 4 **psychics** at the table.

If you want more replayability in future games, use the numbers on the back of the **Character / Location / Object cards** to mix the different sets however you like! Be sure to take the 24 **ghost cards** that match the 24 **psychic cards** you have randomly selected.



To enhance the immersive ambiance, background music is available on the *Mysterium* page of our website, which can be accessed by scanning this code:



How to play a game round

In *Mysterium*, a game round is divided into three parts:

- 1 The **ghost's** turn
- 2 The **psychics'** turn
- 3 The resolution phase

The game begins with the **ghost's** turn.

1 The ghost's turn

The **psychics** have managed to communicate with you from the material world! The visions you give them may help them solve the crime, but time is working against you. Let's start by reconstructing the events of the tragic night when you lost your life...

The **ghost's** objective is to get each **psychic** to guess a series of 3 cards: a **Character**, a **Location**, and an **Object**. Together, these form that **psychic's Trail**. If each **psychic** manages to reconstruct their **Trail** before the end of the seventh round, they can work together to find the real culprit in one final round called «the revealing of the mystery». If they fail, they lose their connection with the **ghost**, and all players lose the game.

The **ghost** cannot speak: they can only communicate with the **psychics** through their **Vision cards**.

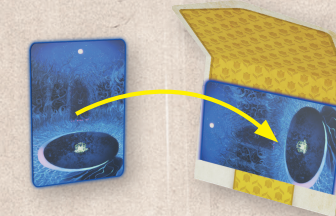
During their turn, the **ghost** chooses a **psychic** and gives them a **Vision**. The card they must get them to guess depends on the **psychic's** progress: if the **psychic's Intuition pawn** is on the **Character Progress board**, the **ghost** must make them guess their assigned **Character card** (i.e. the card they have assigned to the color matching that **psychic** on the **game screen**).

Example: The **Intuition pawn** for the **yellow psychic** is on the **Location Progress board**. The **ghost** must make them guess their assigned **Location card** on the **game screen** (in this case, the *Astronomy Tower* card).



4

The **ghost** looks at their hand of **Vision cards**, selects up to 7 of them, puts them in the **envelope** intended for that **psychic**, and then gives them the **envelope** containing the **Vision**.



In *Mysterium*, the ghost communicates through images; instead of giving a word as a clue, they choose one or more illustrative cards related to the card to be guessed.

Two cards may have one or more converging attributes:

- Themes and ambiances (both cards are sinister or express love);
- Elements (both cards depict an animal or a house);
- Composition (both cards are symmetrical, depict emptiness, or have similar layouts);
- Colors (both cards are predominantly red or dull).

There is no right or wrong way to associate the images. What is important is adapting to your group. Understanding the thought process of each individual **psychic** will allow you to choose your clues more effectively. This may not seem easy at first, but as you listen to the **psychics'** discussions, it will become easier and easier.

Example: The **ghost** wants the **psychic** to guess the *Astronomy Tower* card. They choose three cards: card **A** for the night atmosphere, card **B** for the books (calling to mind those on the bookcase on the left), and card **C** for the telescope (which refers to the refracting telescope).



The **ghost** draws as many **Vision cards** as needed to complete their 7-card hand. Then, they choose a **psychic** who has not received any card this round and give them a **Vision**, following the procedure above.

If the **ghost** is experiencing difficulty (no converging attributes between the cards), they can use a **Candle marker**. By discarding a **Candle marker**, they may discard up to 7 cards from their hand and then draw that many cards. The **ghost** has 3 **Candle markers** to use throughout the entire game, including the *revealing of the mystery*!

If at any moment of the game, there isn't enough cards in the draw pile for the **ghost** to complete their hand, they shuffle all the discarded cards to form a new draw pile.

Once the **ghost** has given each **psychic** a **Vision**, the **ghost's** turn is over.

5

2 The psychics' turn

Congratulations! You've succeeded in establishing a psychic connection with the ghost. They can't express themselves through words: instead, they send you images and memories of the manor and its occupants. Unfortunately, the visions are often imprecise and cryptic... Will you be able to understand them and piece together the various clues?

The **psychics** can start their turn as soon as the **ghost** has given them their first **Vision**. They don't have to wait for everyone to receive a **Vision** to start talking to each other and show their cards. The **psychics** must work together to try to understand the **Visions** they have received.

Each **psychic** tries to deduce which card they must guess from these **Visions**. When a **psychic** thinks they've guessed which card is meant for them, they place their **Intuition pawn** on that card, thus indicating it to the other **psychics**. They can move their pawn to another card if they change their mind.

First reminder: The type of card (**Character**, **Location**, or **Object**) indicated by the **ghost** must correspond to the **Progress board** on which the **psychic's Intuition pawn** is located.

Second reminder: The **ghost** can listen to the **psychics'** discussions. However, to avoid influencing them, the **ghost** is not allowed to gesture, comment, or communicate in any way other than giving them **Visions**.

Each **psychic** is trying to guess a different card. While their deductions may lead them to place their **Intuition pawn** on the same card, this would mean at least one of them would be on the wrong card (since a card cannot be assigned to more than one **psychic**).

Once each **psychic** has analyzed their **Vision** and then placed their **Intuition pawn** on a **psychic card**, check if everyone is confident of their choices (if not, the **psychics** can continue to ponder, discuss, and possibly move their **Intuition pawns** again if they change their minds).

Once everyone is confident with their choices, the **psychics'** turn is over.



6

3 The resolution phase

Once the **ghost's** turn has been completed, followed by the **psychics'** turn, players proceed to the resolution phase.

One by one, in any order, each **psychic** asks the **ghost** if they have selected the correct card. The **ghost** responds by knocking under the table: 1 knock for yes (✓), 2 for no (✗).



If the card selected by the **psychic** is the correct one:

- the **psychic** moves their **Intuition pawn** to the next **Progress board** (in this order: **Character** > **Location** > **Object** > **Final**);
- the **psychic** removes the selected card from the table and places it in the dedicated slot in their **envelope**;
- the **psychic** returns all **Vision cards** to their **envelope**;
- the **psychic** returns the **envelope** to the **ghost**;
- the **ghost** discards all **Vision cards** from the **envelope**.



If the card selected by the **psychic** is the wrong one:

- the **psychic** returns their **Intuition pawn** to the **Progress board** it was on at the beginning of the round;
- the **psychic** returns all of their **Vision cards** to their **envelope**;
- the **psychic** returns the **envelope** to the **ghost**.

Example: The **psychic** has correctly deduced which **Character card** is part of their **Trail**! They move their **Intuition pawn** to the **Location Progress board**, then place the selected card in the **envelope**. Step one done!



Preparing for the next round

Then check the **psychics'** progress: if all the **psychics** have reconstructed their respective **Trail** (i.e. all the **Intuition pawns** are on the **Final Progress board**), they can immediately proceed to the *revealing of the mystery* (see next page).

Otherwise:

1. The **psychic** with the **Pocket Watch** moves the hand up 1 hour. If the hand is already on the seventh hour, all the players LOSE the game.
2. If the game continues, a new round begins. The **ghost** gives each **psychic** a new **Vision**, and the **psychics** try to guess their cards, and so on. However:
 - If a **psychic** failed to guess their card during the previous round, the **ghost** completes the previous **Vision** instead of starting a new one: they must add 1 or more new cards, but they may also choose to discard any of the **Vision's** previous cards, if they think they may be misleading the **psychic**.
 - If a **psychic** has completely reconstructed their **Trail** (their **Intuition pawn** is on the **Final Progress board**), the **ghost** does not give them a new **Vision**. That **psychic** has nothing left to guess, but can help the other **psychics** guess their cards.

7

The revealing of the mystery

Your mind clears, and your memories fall into place as the events of that fateful evening fit together like pieces of a puzzle. You remember who is responsible for your death. Gathering your remaining strength, you give your fellow partners a final vision...

Return the **Progress boards** and any remaining **Psychic cards** still on the table to the box.

The **ghost** takes the **Psychic tokens**, shuffles them, and secretly draws 1 at random, being careful not to let the **psychics** see it! The **Trail** in the corresponding **envelope** is that of the true culprit. This is the one the **ghost** must make the **psychics** guess to win the game. The **ghost** places the **Psychic token** face-down in the center of the **Final Progress board**.

The **ghost** returns the **envelopes** to the **psychics**, who lay their contents in the center of the table to reconstruct the different **Trails**. Each **psychic** places their **envelope** next to their **Trail** to identify it.

The **ghost** prepares the final, shared **Vision** by selecting 3 cards: one for the **Character card**, one for the **Location card**, and one for the **Object card**. The **ghost** can use **Candles markers** if they have any left. After selecting the 3 cards, the **ghost** shuffles them and gives them to the **psychics**.



Example:

The culprit's **Trail** is the middle one. The **ghost** gives the following three cards:

- The crown on card **A** calls to mind the tiara of the *Ballet Dancer*,
- The large window on card **B** relates to the open window of the *Astronomy Tower*,
- The trees in the forest on card **C** calls to mind the tree on the *Voodoo Doll* card.



The **psychics** are free to discuss their interpretations of the **ghost's Vision**, but they must agree on a common answer. If there is no consensus, the **psychics** must make a majority decision (victory or defeat remains collective).

Once they have made their decision, the **ghost** will flip the **Psychic token**, revealing the correct answer: the culprit's **Trail**.

- If the **psychics'** choice is not the culprit's **Trail**, all players lose the game. The connection is broken: the **psychics** have failed to send the **ghost** back to rest in peace.
- If the **psychics'** choice is the culprit's **Trail**, all players win the game. Congratulations ! You have solved the mystery and brought peace to the **ghost**: their murder will no longer go unpunished.

