

Mysterium

Roger's Rules: Firedrake/BGG

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Four Stage Variant

Goal

Identify your person-location-object-circumstance faster than other players.

There will be nine rounds of play.

tokens against *other* players' markers, no more than one each: a tick if you think their guess is right, a cross if it's wrong.

Once all this is done, for each player in any order, Ghost indicates whether their guess was correct. If it was: their crystal ball moves forward to the next progress board, and any "tick" tokens attached to that guess score 1 point. They take the relevant card and add it to their folder. If it was not, their crystal ball moves back to the progress board where it started the round, and any "cross" tokens attached score 1 point.

Setup

Choose 1 player to be the Ghost.

For each of (person, location, object, circumstance) shuffle the medium-sized blue-backed deck and draw one card per non-Ghost player, plus 1-4 depending on target difficulty level. Find the matching cards from the brown-backed decks (small objects, large everything else) and place them in the middle of the table, separated by the progress boards ("person" board, person cards, "location" board, location cards, etc.). Ghost shuffles the blue-backed

If a player has correctly guessed Circumstances, they will make no further guesses, but gain points (9 minus current round) and may still bet.

If this was round 2, 5 or 9, return all betting tokens to their owners.

If this was round 9, proceed to the endgame.

Endgame

Unless all players have correctly guessed all four of their cards, everyone loses.

cards and secretly assigns one to each player (put both object and circumstance in the lower pockets of the screen and move as needed).

Each non-Ghost player chooses a psychic and places their crystal ball marker on the "person" progress board. Put a score marker at zero on the score arch.

Ghost shuffles and draws an initial hand of 7 vision cards. Ghost may not speak during the game.

Each player lays their four cards out in front of them with the irregularly-shaped player number piece visible.

Ghost secretly picks one set of four to be the final answer. Pick the numbered circle and place it face down by the clock.

Ghost picks, from the same hand, a 1-card clue for each of the four elements. Then shuffles them.

Players with 0-4 points see one card; 5-6, two; 7-8, three; 9+, all four. They must choose a token number (left face down) to indicate their choice.

Round

To each player in any order Ghost gives a clue of 1 or more vision cards. This should as far as possible be a clue to which of the possible cards at their current stage they should be choosing. Ghost refills hand to 7 after each clue. Ghost may spend a crow to discard and redraw entire hand.

Players may and should discuss their clues. Indicate a choice by playing your crystal ball on one of the cards.

You may place any or all of your teardrop-shaped betting

If half or more of these final votes are correct, the game is a victory for everyone. Otherwise not.