

## Mysterium Park Rules Summary <sup>(v2)</sup>

Reminds me of Clue (and Awkward Guests) but with visual clues! So I refer to the "ghost" as the "cluemaster" and the "psychics" as "detectives". Much clearer that way.

For each game, one player is the cluemaster and the rest are the detectives who have 6 turns to solve the mystery.

### Setup:

1. Place the main board on the table.
2. Since the visual clues may be harder to determine when viewed upside down, everyone might wish to sit at the front and sides of the table.
3. The cluemaster randomly takes three of the small plot cards (do NOT let any detective see them during the game). The rest go back into the box.
4. Each detective chooses their color.\* Each detective places one large circle and one pawn of their color in front of them. Unused colors go back into the box.
5. The cluemaster places the 3 key tokens in front of him.
6. The black witness token is set to the side of the board.
7. The large green backed card deck is set by the cluemaster who randomly draws 7 cards (the visual clue cards).
8. Randomly select 9 large character cards (brown back with a clown and 2 balloons in the center)

\* It may be difficult for the cluemaster to differentiate between the purple and red circles on the plot cards, so detectives may wish to choose between white, yellow and blue (and if needed either red or purple).

### Game Play:

A game consists of up to 3 rounds. There is no turn order.

**Note:** Up to three times during the game, if the cluemaster wishes, they may use one of their key tokens to discard any number of their visual clue cards (even all of them) and draw new ones to end with a hand of 7 cards.

### Round 1 - eliminate innocent characters:

1. Randomly place the 9 brown back cards on the 9 spots on the main board. The rest go back into the box.
2. The cluemaster draws a small plot card and tries to get each detective to choose the card that is designated for their color. He selects 1 or more visual clue cards to help one of the detectives. That detective places the cards face up in front of them. After giving a visual clue card(s) to a detective, the cluemaster keeps any remaining cards and draws more cards to bring their hand back to 7.
3. Once a detective has received their visual clue card(s) they may begin to try to determine which of the 9 cards in the 3x3 grid the cluemaster wants them to select as an innocent character and place their pawn on that card. More than one detective may select the same character.

4. The cluemaster selects visual clue cards for each of the other detectives (one at a time) in the same way.
5. Once all detectives have their visual clue cards and have made their selection, the cluemaster checks to see if any of them have selected the "witness" (the black icon on the plot card). If so, that character card is removed from the board and the black witness token placed on that spot. Detectives that had selected that character now must select a different character. Then all other detectives may change the character that they selected if they wish.
6. One by one, the cluemaster tells each detective if they selected the correct character and if so, removes that character card from the game. That detective takes their pawn back and discards their visual clue cards.
7. If a detective selected the wrong character, they keep all their visual clue cards and a character is not removed.
8. Once the cluemaster tells each detective if they selected the correct character (or not), slide the game turn marker down to the next number. If it was on 6, the detectives used all their 6 turns and the game ends (everyone lost).
9. Repeat this procedure until all detectives select the correct character (or the game ends). The cluemaster keeps the character cards from the 3 spots that are blank on the plot card (remove the rest from the game). Now do **Round 2**.

### Round 2 - eliminate locations:

1. Randomly select 9 location cards from the other deck of large brown cards (with a big top tent on the back). The rest go back into the box.
2. Follow the same procedures from Round 1 but now we are eliminating locations instead of characters. The game turn marker remains where it was at the end of Round 1 as you start Round 2.
3. As with Round 1, if the game turn marker ever goes beyond 6, everyone loses.

### Round 3 - reveal the culprit and crime scene:

1. The cluemaster now has 3 character and 3 location cards. Randomly place the 3 character cards across the middle row on the board. Place the 3 location cards below them.
2. The cluemaster draws the final small plot card and looks at the roman numeral at the top of the card. That identifies the culprit and crime scene.
3. The cluemaster selects two clue cards - one for the character and one for the location and reveals them to the detectives without saying which card is which, trying to get them to correctly select the culprit and crime scene.
4. The detectives discuss what they think the clues point to and once they all agree they tell the cluemaster which column (I, II or III) shows the culprit and crime scene. If they are right everyone wins. If not, everyone loses.