

Mysterium



In the 1920s, Mr. MacDowell, a gifted astrologist, immediately detected a supernatural being upon entering his new house in Scotland. He gathered eminent mediums of his time for an extraordinary séance, and they have seven hours to contact the ghost and investigate any clues that it can provide to unlock an old mystery.

Unable to talk, the amnesic ghost communicates with the mediums through visions, which are represented in the game by illustrated cards. The mediums must decipher the images to help the ghost remember how he was murdered: Who did the crime? Where did it take place? Which

weapon caused the death? The more the mediums cooperate and guess well, the easier it is to catch the right culprit.

If a majority of the mediums have identified the proper suspect, with ties being broken by the vote of the most clairvoyant medium, then the killer has been identified and the ghost can now rest peacefully. If not, well, perhaps you can try again...



Number of Players: 3-7

Ages: 10+

Duration: 45 minutes