



WORKSHOP 5

MYSTERIUM

The wisdom of decision making

Intro

In this workshop, we are going to play Mysterium, where we have to discover the mystery of the murder of the house. There are two different characters and because of that, first of all, you have to choose who is going to be the spirit and the others will be the human characters trying to solve the mystery.

ACTIVITIES

A1

The preparation of this game is the following:

- One player is the spirit, the others, will be seers.
- Select the number of cards of each type according to the chosen difficulty level and the number of players (page 8).
- Look for seer and spirit's cards with the same number.
- The spirit takes as many cards as seers and puts them in the inside part of the game screen, in the columns which represent each seers. Thus, each seer player will have a combination of character, place and object. Remember that the spirit must not communicate in a verbal way with the seers. It can point them and hit the table one or twice to say yes or no.
- It's important to put attention on the explanation of the rules, because there are various actions and it is easy to feel loose.

RULES

Once everybody has a character, the game will start. You only have to follow the turns and during each one, to make your corresponding actions. If you don't remember the steps, it's better to ask for it from the help person rather than doing nothing..

The game is divided in 2 phases:

Phase 1: Reconstruction of the facts. This phase lasts a maximum of 7 turns, which are represented by the clock's hours.

Step 1. Interpretation of the vision. The spirit must give, at least, one vision card to each seers. The given card will have some similarity with each character's card, of vision or of the seer's object who receives it.

NOTE 1: It is possible that 2 or more seers put their sheet in the same card.

NOTE 2: Although the spirit listens the seers' deliberations, he should never make comments or gestures that could give any clue to the players.

NOTE 3: In any moment the spirit can discard the vision cards and steal as many. To do it, he will use a crow. The number of crows and their utility depend on the chosen difficulty level (page 8).

Divination sheets. The seers can add divination sheets to the intuition sheets placed by other seers, according to whether they believe that they have guessed or failed at their choice. Once those cards are used, they pull them out from the game and will be recovered in the 4th turn.

Step 2. Spectral manifestation. The spirit manifests itself and let the seers know if they have correctly interpreted their visions. If the seer has guessed, he takes a correct seer card and he puts it inside of his envelope. He will put his intuition sheet in the next progress board and he will discard the vision cards. If the seer has failed, he will put his intuition card in the same progress board.

Progress board. Every time a seer guesses in his vision or guess with the divination tokens, his token will advance a square per success on the progress board.

Phase 2. To discover the guilty: If every seer has completed successfully the phase 1, the following steps are carried out:

Step 1. Identity parade. Each seer takes out his 3 cards combination (character, place, object) and he put it on the table with a number token.

Step 2. Shared vision. The spirit selects secretly one of the combinations and he selects 3 vision cards related to that combination.

Step 3. Voting. The seers see the vision cards and they vote what combination they think the spirit has chosen. The number of vision cards that each seer will see before voting will depend on their progress on the progress board.

The game ends if the full group chosen by the seers contains the real guilty person. In this case, every player wins and the soul of the spirit will be able to rest in peace! Otherwise, you will lose the game.

You can put the following questions for debriefing and conclusions:

- How did you felt during the game (main emotions)?
- How hard/easy was for you to make the decision and how the other's opinions influenced you?
- What was the most challenging moment for you in this game?

A2

Conclusions

