

Absolutely! Here's a **condensed and structured version** of your Mysterium rules, rewritten in the same style and flow as your original text:

---

### **Play: The Ghost or a Psychic**

**Example setup:** Laura, Stephanie, Paul, Carl, and Alex are starting a five-player game. Laura plays as the ghost. The remaining four players are psychics: Stephanie chooses Alphonse de Belcour (blue), Paul picks Ardhashir (white), Carl selects Madam Wang (red), and Alex opts for Alma Salvador (yellow).

### **What to expect during the séance:**

The game is set in the 1920s. As psychics, you've been invited to a night-time séance on Samhain (Halloween), when the worlds of the living and the dead meet. You have **seven hours** to communicate with the ghost before the connection is lost.

The ghost cannot speak directly about the killer but can provide vague memories of his death. Each psychic follows a line of inquiry to reconstruct:

- Who was present at the scene?
- Where did the crime occur?
- What objects were involved?

If all psychics succeed, the ghost sends **one final vision** revealing the culprit. Clear-sighted psychics make the vision more definitive. Psychics then vote in a straw poll; majority picks the culprit to win the game and free the ghost. If you fail, the ghost continues to roam, and you must wait a year to retry.

### **Tips for a strong spirit bond:**

- Start at **easy difficulty** with a ghost familiar with the game.
- The ghost can communicate silently, e.g., knocks for yes/no.
- An **atmospheric soundtrack** is available at [www.libellud.com](http://www.libellud.com).

---

## **Game Components for Psychics**

- 16 intuition tokens (1 per color)
- 26 sleeves (1 per color)
- 36 clairvoyancy level markers (1 per color)
- Clairvoyancy tokens (number depends on players, see table)
- Progress boards: character, location, object, and epilogue
- Psychic cards: character, location, object
- 1 sand timer (2 minutes)

### **Setup:**

- Each psychic places their intuition token on the "0" space of the clairvoyancy track.
- Setup clairvoyancy tokens according to the number of players (2-3, 4-5, 6-7).
- Setup clock board and progress boards as per diagram.

- Shuffle psychic cards and set them in the play area.
- 

## Game Components for the Ghost

- 54 ghost cards: character, location, object
- 116 culprit tokens
- 1084 vision cards
- 3 crow markers

### Setup:

- Place ghost tokens behind the screen (colored side up).
  - Draw 7 vision cards for the ghost hand.
  - Ghost generates a combination of **character**, **location**, **object** for each psychic.
- 

## Game Difficulty & Card Setup

- Difficulty affects the number of cards laid out:
    - Easy: 2-4-3-4-5
    - Medium: 5-6-6-7-8
    - Hard: 6-7-7-8-9
  - Ghost draws cards matching psychic cards, sets them behind the screen, and discards remaining cards.
- 

## Gameplay

### Phase 1: Reconstruction of Events

- Lasts **7 turns (hours)**.
  - Psychics identify their character, then location, then object.
  - **Step 1 – Vision Interpretation:**
    - Ghost projects vision cards to each psychic.
    - Psychics interpret the visions and place intuition tokens on cards before the sand timer expires.
    - Clairvoyancy tokens can be played by other psychics to indicate agreement/disagreement.
  - **Step 2 – Spectral Manifestation:**
    - Ghost reveals which psychics were correct.
    - Correct psychics move intuition token to next progress board, flip ghost cards, and keep vision cards.
    - Remaining psychics repeat until all have completed their combinations.
- 

### Phase 2: Revealing the Culprit

Occurs **only if all psychics have identified their cards** before the 7th hour.

1. **Suspect Line-Up:**

- Psychics lay out card groups for comparison.
- Ghost places numbered tokens in the center.

2. **Shared Vision:**

- Ghost gives 3 vision cards pointing to the culprit's group (character, location, object).

3. **Straw Poll:**

- Psychics vote secretly using clairvoyancy tokens.
- Voting order depends on clairvoyancy level:
  - Low: sees 1 card
  - Intermediate: sees 2 cards
  - High: sees all 3 cards
- Majority vote determines the suspected culprit group. Ties broken by highest clairvoyancy marker or eldest player.
- Reveal the culprit token.

---

Game end

If all psychics succeed, the ghost sends **one final vision** revealing the culprit. Clear-sighted psychics make the vision more definitive. Psychics then vote in a straw poll; majority picks the culprit to win the game and free the ghost. If you fail, the ghost continues to roam, and you must wait a year to retry.

This keeps **all gameplay mechanics, turn structure, and clairvoyancy rules** intact while being more structured and readable.

If you want, I can also **create a one-page visual flowchart of the game phases** that you could use as a quick reference during play. It's like a cheat sheet for the séance.

Do you want me to do that?