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?