



MYSTERIUM



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Difficulty level:



En route to the manor

► The chief superintendent came to fetch you, and you are en route to the manor. Now is the time to read the documents the Count sent you . Have you seen the lightning bolt shaped like a 4 on card , then the other one in the shape of a 3 on card ? **Take card** .

► Using machine if you look at card , you can see the lightning bolts highlight number 10 on the gate. **Take card** .

Did you take a look at the rearview mirror? The number you see is not 08 but 80. The ghost is trying to communicate with you for the first time.

Take Vision card .



The manor

► The housekeeper greets you and gives you a tour of the estate. Use the plan of the manor to identify the layout of the rooms:

- The living room is at the bottom (shown on the plan);
- The only room on the right side to be directly connected to the living room is the study ;
- The pool is in the center, and the chief superintendent is waiting for you there ;
- The kitchen is on the opposite side to the living room, taking into account the pool, so at the top;
- The bedroom is not directly connected to the kitchen. It is one of the two rooms directly connected to the living room. As the study is to the right, the bedroom can only be to the left;
- To go to the bathroom , you must cross the greenhouse, then the kitchen. The bathroom is not next to the bedroom. It is therefore on the upper right side; The last space remaining is, therefore, on the upper left side. This is where the greenhouse is .

► You are looking for the ghost. If you step back, you can see a part of an electromagnetic energy field on each card mentioned above. Together these parts form 0. Take card .



First series of Visions: SCENE

- ▶ The ghost appears in front of you: bring him to the Ouija board in the living room to try communicating with him: $10 + 9 = 19$.
- ▶ The ghost points, in no particular order, to the letters E, I, L, S, and W. You understand that he is spelling his name (LEWIS, as shown on card 36). In the app, enter sequence L-E-W-I-S in the Ouija board 36 to have the first part of the SCENE Vision, card 48 .



- ▶ The ghost seems to have left curious hints all over the manor. For the time being, set the marbles 11 aside. You must have noticed that the cars have numbers. They also bear the same colors as the bars on the xylophone 88 , which is also shaped as a car:

- ▶ Car #1 (in the greenhouse 30): green;
- Car #2 (Vision 80): yellow;
- Car #3 (poster in the bedroom 50): green;
- Car #4 (on the bedroom floor 50): orange;
- Car #5 (shelf in the study 20): pink.

In the app, play the sequence of notes on the xylophone 88 : green, yellow, green, orange, pink. Again, you draw the ghost's attention, who gives you the second part of the SCENE Vision, card 45 .



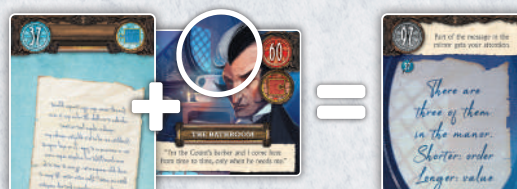
- ▶ You now have both of the SCENE Visions. Go see the chief superintendent 60 and give him an answer. Select the BATHROOM. He will give you his Police Report 60 and an incomprehensible message 37 .



Second series of Visions: OBJECTS

- ▶ Since the message is written backward, it would be easier to read it in a mirror. There is a magnificent one in the bathroom:

$60 + 37 = 97$. Take card 97 .



- “There are three of them in the manor.” You may have noticed that there are three clocks in the manor. Each gives a different time. They provide two pieces of information: the longer hand provides the digits for the code to open the safe ; the shorter hand provides the order of the digits.

- The clock in the kitchen  is the first one (shorter hand on 1) and points to 4 (longer hand on 4);
- The clock in the bedroom  is the second one (shorter hand on 2) and points to 2 (longer hand on 2);
- And finally, the third clock  (shorter hand on 3) points to 1 (longer hand on 1) is in the study. The code which opens the safe is 421. **Take card** .



- By returning the medal (+ 3) where it belongs, i.e., to the wall in the study, the ghost comes to you:

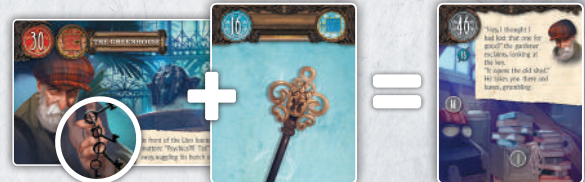
 + 3 = . **Take card** .

- Read the information for machine  as thoroughly as you can. One of the players has the information to help you work out the number of the NEXT Vision card. That player can only answer with yes or no. The NEXT Vision card is .



- The gardener in the greenhouse is the manor's key master and can certainly tell you what the key opens:  +  = .

Take card .



- Once the shed is open, you retrieve the third part of the OBJECTS . Place it between  and . If you sweep the pendulum  above these cards, you can read number 47. **Take card** .



- You now have both of the WEAPON Vision cards. You can now talk to the chief superintendent . Select the sleeping pills. The chief superintendent gives you another piece of his report. **Take card** .



Third series of Visions: CULPRIT

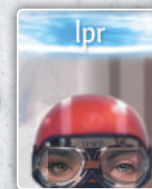
- ▶ A few seconds later, you hear a deafening noise coming from the kitchen.

Take card 63.

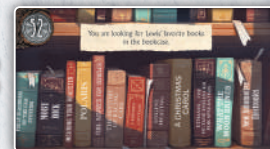
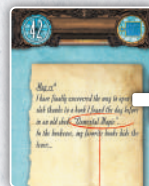
- ▶ The ghost left you a message in the kitchen: the scattered silverware on the floor 63 forms number 44. Take card 44.



- ▶ In the shed, you find a helmet covered in dust 14. Wipe the goggles in the app: the ghost gives you another Vision. Take card 17.

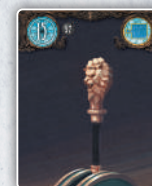


- ▶ The message mentions books twice. Lewis' favorite books are in the bookcase. In light of this information, you immediately go to the living room: 10 + 42 = 52. Take card 52.



- ▶ Lewis wrote "my favorite books hide the lever". From your investigation, you can deduce that his favorite subject is cars. Take the first letter of each car-related title:

Fault diagnosis of the car systems; Insuring your roadster; Fuel sources for vehicles; The history of racing cars; Engine Heating; Ethanol, the octane enhancer for speedsters; New automotive electronics, and you obtain FIFTEEN. Push the books aside to access the lever. Take card 15.



- ▶ The lever's lion-head indicates that it triggers something at the Lion fountain in the greenhouse: 30 + 15 = 45.

Take card 45.



- ▶ The Lion fountain slides aside and reveals a sealed stone slab 45 with a few reliefs engraved with Elemental symbols. You do not have the "Elemental Magic" book, which was stolen (cf. card 42), but the ghost knows the combination and gave it to you using the marbles 11. Organize the symbols according to the marble placement. Take card 7.

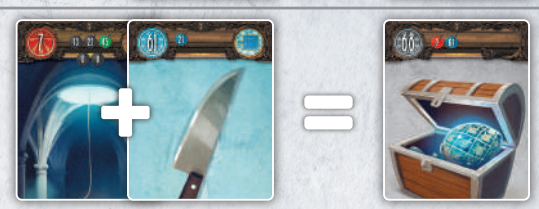




▶ To use the blunt knife, you must first sharpen it. Go see the cook; he will be able to assist you: $40 + 21 = 61$.
Take card



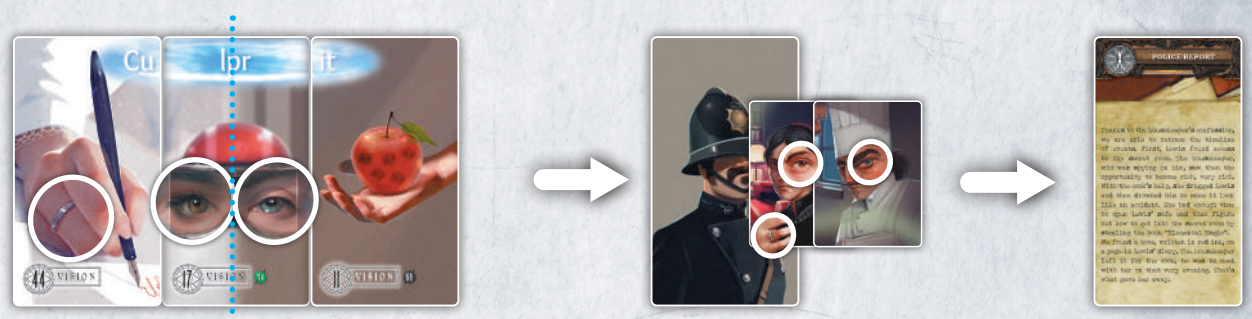
▶ Cut the rope around the safe using the sharpened knife:
 $7 + 61 = 68$. **Take card**



▶ You have found a treasure: a Fabergé egg! You have a third Vision after touching it. **Take card**



▶ You now have the three CULPRIT Vision cards. Go give your conclusions to the chief superintendent . You may have deduced from page (someone else other than Lewis wrote a note in red and addressed to a third party) that two people committed the crime. The Visions help you identify them: the housekeeper (brown eyes, ring, red writing) and the cook (blue eyes, food, page found in a kitchen drawer). Select both culprits, then confirm. **Take card**



RING / RED WRITING + BROWN EYE / WOMAN

BLUE EYE / MAN + FOOD / POISON

HOUSEKEEPER
COOK

NB: Now that you know there were two, feel free to flip card S over and add that letter to CULPRIT.

Thanks to your talents as mediums and brilliant understanding of the Visions from the beyond, you have helped the chief superintendent apprehend the culprits. Lewis' ghost can now rest in peace.

WELL DONE!

