

Obscurio

(See 2-3 player rules on page 11 of rulebook)

Roles:

- Obscurio is a coop, asymmetric game where each player has a secret role except for the Grimoire (the clue giver.)
- Grimoire – 1 player plays the mysterious magical book that will give clues during the game and can't speak. This role is the only role known by all players and the Grimoire knows who the Traitor is. This role wins along with loyal Wizards.
- Wizards – this role remains hidden during the game, will win if the group escapes the Library. Most players are Wizards.
- Traitor – 1 Wizard player is secretly working against the group. This role remains hidden but the Grimoire knows who the Traitor is. This player wins if the Grimoire/Wizards fail to escape the Library and all the Cohesion tokens are gone!

Set-Up:

1. Place the Library (main) board in the center. Put the Progress marker on the leftmost room of the Progress track.
2. Choose a Grimoire player, and give them the folding book, the magnetic desk board, 2 butterfly markers, the hourglass, and the deck of round Door cards (the cards with Dixit pictures on them.)
 - Put the transparencies and Evanescence room tile to the side for now. (They only come out based on traps.)
 - Shuffle the Door cards and place 8 in the folding book now, illustrations showing. (Don't let other players see.)
3. The remaining players each take a role card. To do this, take the Traitor card along with Loyal cards so that they equal the players needing a role (not the Grimoire,) shuffle them up, and deal 1 secretly to each player. Look at your card.
4. Each non-Grimoire player takes a Character card (to represent them) and matching token of the same color (to select Door cards during Step 4 of the game.) Put your token in the middle of the Library board now.
5. Put all 14 trap tokens in the bag. (When drawing tokens at the beginning of a round, always pull from a bag of 14.)
6. See page 4 of the rulebook to know how many Cohesion tokens you want to use (difficulty level.)
 - Place the selected number of tokens on the Library board in the area opposite of the Progress track. There are 2 sections, the left and right (with the monster.) Place all the tokens on the left side, then...
 - Move 5 tokens to the right side with 4/5 players and 7 tokens with 6-8 players.
 - Think of these tokens as your life meter during the game. Wizards/Grimoire players want to keep them on the board where as the Traitor wants them to be removed!

Game Flow:

- Obscurio is played over a number of rounds until either the Wizards (along with the Grimoire) escape the Library with at least 1 Cohesion token left on the board (they win,) or the last Cohesion token is removed from the board (Traitor wins.)
- In order to escape the Library, the Wizards must find the correct Door card picked by the Grimoire (called the "Exit") each round. If at least 1 Wizard does, the Progress marker is moved forward 1 room. If no person picks the right exit, then the Progress token doesn't move. If the correct Exit is picked while in the last room, and at least 1 Cohesion token is on the board, the Wizards will win!
- Each round of the game has 5 steps that all players partake in together before progressing. (see Steps below.)
- Remember, the Grimoire isn't supposed to talk or communicate in anyway (other than rule clarifications) other than with the butterfly markers (see below.)

Step 1 – Turn Step:

- Draw 1 trap token out of the bag + any extra you accrued from time used during the previous round (see Choosing the Door below.) The number of extra tokens that will be pulled is based on the tracker on the Grimoire's book.
- The trap tokens are listed in detail on the last page of the rulebook.
- Take note of the special "always active" trap called The Watcher when reaching the last room of the Progress track.
 - The Watcher isn't a token, but a new rule when the Wizards progress to the final room. They can't COMMUNICATE with each other at all. When selecting doors, someone will count to 3 and then all Wizards will put their token in front of the door they think is the Exit card.

Step 2 – Prepare the Riddle:

- The Grimoire draws and looks at the top Door card from the deck. This is the "Exit" card. Do not let anyone else see it.
- Draw 2 more door cards and place them face-up into both slots on the magnetic desk board.
- Using the 2 Butterfly markers, the Grimoire points at anything on the 2 desk cards that would aid in the Wizards finding the Exit card this round.
 - The 2 Butterfly markers can go on the same card or split between the 2 cards.
 - A Butterfly marker can be placed below a card in order to signify the entire card itself.

- The 2 Butterfly markers can't point to the same object/element.
 - Remember to use Trap restrictions if necessary.
- Once the Grimoire is finished, place the desk where all players can see and allow time for discussion. Remember, the Grimoire can't communicate!

Step 3 – Traitor Cards:

- During this Step, the Grimoire must make sure it goes smoothly and no sounds are heard!
- Be sure the Traitor does NOT see the actual Exit card!
- The Grimoire will tell all Wizards to close their eyes, and then ask the Traitor to open their eyes.
- Showing the 8 cards inside the Grimoire book to the Traitor, the Traitor will pick 1 card quietly. The Grimoire will pull this card out and put it with the Exit card and place a new door card (from the deck) into the vacant spot in the book.
- The Traitor will again select 1 card and the Grimoire will place it with the Exit card and the Traitor's previous selection.
- The Traitor is trying to select false Exit door cards based on the clues everyone saw during step 2.
- The Traitor can opt to pick less than 2 cards if they wish, hoping to get a better pick with a blind draw from the deck (see Step 4.) They indicate this to the Grimoire player by shaking their head.
- After the Traitor is finished picking, the Grimoire book is closed, the Traitor closes their eyes and all players open their eyes and return to normal.
- Remember to apply any Trap tokens that were drawn!

Step 4 – Choosing the Door:

- The Grimoire player now takes the Exit card, plus any cards selected by the Traitor, and adds to them more cards (from the deck) until they have 6 cards in total! Shuffle these cards well!
- The cards are laid out face-up in the 6 slots around the outside of the main board so that all the Wizards can see.
- The moment the 1st card is flipped up, the Grimoire starts the sand-timer and places it on the left most space of the time track (on the Grimoire book.) Whenever the timer runs out, flip it over and move it 1 space to the right.
- The group of Wizards discuss which door card they think is the Exit. Remember, the Traitor is trying to mess stuff up!
 - A Wizard player puts their token in front of the door they think is the correct Exit based on all the evidence.
 - Not all Wizards have to go to the same door, in fact this might be good to split up because as long as 1 person finds the correct Exit, the team advances!
 - A Wizard can also not pick a door (so they aren't penalized by picking a wrong door.)
- When all Wizards have chosen a door, they tell the Grimoire to stop the timer. However, if the group takes too long, after the time ends on the right most space, the Grimoire tells everyone to stop as this step is now over and anyone who didn't place their token is considered to have picked the "wrong" door. (Take note of the additional Trap tokens that will be drawn from the bag during the next round, +1, +2...)
- The Grimoire announces which door is the Exit. If at least 1 token is in front of this door, the group advances 1 space on the progress track. If no one did, the Progress marker doesn't move.
- Each Wizard that picked a wrong door takes 1 Cohesion token from the board and places it on their character card. See below under "Making an Accusation" to know what happens when the last token is removed from the left side of the Cohesion area.
- If the last token is removed, the Traitor wins! If there is at least 1 token left and the group just moved out of the Library, the Wizards/Grimoire win! If no one has won, keep playing!
- Remember to apply any Trap tokens that were drawn!

Step 5 – End of the Turn:

- Discard all used door cards from this round. All trap tokens are returned to the bag and all player tokens are returned to the center of the board.
- If the game has not ended, return to Step 1 and start a new round!

Making an Accusation:

- As soon as the last Cohesion token is taken from the left side of the Cohesion pool (meaning the game is almost over,) the Wizards begin to hunt out the Traitor!
- The Wizards have 1 minute to discuss, then on the count of 3, all Wizards point to who they think the Traitor is.
- The player(s) with the most votes are accused! They flip over their Loyalty card to show if they are the traitor or not.
- For each Loyal player exposed, lose 2 Cohesion tokens now.
- If the Traitor is not found, repeat this again with 1 minute of discussion and another vote!
- If the Traitor is found, and Cohesion tokens remain, keep playing the game, but the Traitor only plays during Step 3!