

# Tortured Domicile

*Tajemnicze Domostwo* is the Polish version of the Ukrainian game *Mictepiym* which is soon to be released in English as *Mysterium*. All three of these games have slightly different game pieces and rules.

*Tortured Domicile* is a rules variant for *Tajemnicze Domostwo*. It is designed to smooth and speed that game's play using that game's components and a game screen you construct. Its rules are largely based on the original Ukrainian version of the game. Many thanks to those who translated the rules of *Mictepiym* and *Tajemnicze Domostwo* into English.

## Game Set Up

Each player takes an Investigator Board and a Marker of the same colour, except for the person playing the role of the Ghost. The Ghost takes all remaining game components and:

1) Shuffles the three decks of Investigator Cards (brown backs) and deals a number of cards from each deck, face up, onto the game table according to this formula depending on the Difficulty Level of game desired: the number of Investigators plus three (Easy), Investigators plus four (Normal), plus five (Difficult), or plus six (Very Difficult). (For example, for an Easy four-player game —one Ghost and three Investigators— the Ghost deals six Character Cards, six Location Cards, and six Item Cards. These cards form the Clue Tableau.) Places all unused Investigator Cards back in the game box. Note: players may immediately begin studying these cards while set-up continues.

2) Lays the Calendar Board on the game table and places the Wooden Marker on Day 1.

3) Places the Tortured Domicile Screen between themselves and the game pieces already laid on the table, and behind this screen, in a manner that hides their actions from the Investigators:

a) Locates, in the decks of Spirit Cards (blue backs), those cards identical to the Investigator Cards dealt to the Clue Tableau. Shuffles these three sub-decks of Spirit Cards and from each, deals to themselves a number of cards equal to the number of Investigators. Places these cards into the back of the Tortured Domicile Screen such that they are arranged in columns: one Character, one Location, and one Item Card per Column. Places all unused Spirit Cards back in the game box.

b) From the remaining Markers, takes the Markers corresponding in colour to those already chosen by players and randomly places one of these at the bottom of each Column. These Column Markers now indicate the Investigator Cards that each Investigator must identify in the Clue Tableau during the course of Stage One of the game. Places any unused Markers (and Investigator Boards) back in the game box.

c) Shuffles the deck of Dream Cards (green backs). Draws a Hand of seven Dream Cards and begins play.

# Rules of Play

Play proceeds in seven Rounds and is divided into two Stages: *The Plot*, and *The Culprit*. Each Stage consists of three Phases: *Haunted Dreams*, *Investigation*, and *Seance*.

*In Stage One, Investigators attempt to discover the nature of the criminal plot against the person murdered in the tortured domicile.*

In Phase One (*Haunted Dreams*), the Ghost gives one or more Dream Cards from their Hand to an Investigator to help them place their Marker in the next Phase. They move that Investigator's Column Marker slightly away from the Tortured Domicile Screen. They then draw their Hand back to up seven Dream Cards, and repeat this process until they have moved all Column Markers, at which point they move all Markers to their original positions flush with the Screen. If none of the Cards in their Hand are useful, the Ghost may discard their entire Hand and draw seven new Dream Cards. Depending on the Difficulty Level of the game, they may do this: once per round (Easy), three times per game but no more than once per round (Normal), once per game (Difficult), or never (Very Difficult). (The Ghost may use Progress Markers (small clocks) to track refreshes for Normal and Difficult games.) If the deck of Dream Cards runs out, shuffle the discarded Dream Cards into a new deck.

In Phase Two (*Investigation*), the Investigators discuss the Dream Cards they're been given. The Ghost may never speak. Investigators keep their Cards face up in front of them. They may start this Phase as soon any Investigator has a new Dream Card. This Phase ends when each

Investigator has placed their Marker on a Card in the Clue Tableau. Investigators must place their Marker on a Character Card until they have Character Card in their Hand. Then they must place their Marker on a Location Card until they have a Location Card in their Hand. Finally, they must place their Marker on an Item Card.

In Phase Three (*Seance*), the Ghost checks each Investigator's Marker against that Investigator's Column Marker behind the Tortured Domicile Screen to see if they placed their Markers correctly. They instruct Investigators to close their eyes, then they move any incorrectly placed Markers from the Clue Tableau onto the bare table. Investigators open their eyes and those who guessed correctly retrieve their Markers and take the Cards they were on into their Hands. They then return their Dream Cards to the Ghost who discards them. Investigators who guessed incorrectly, simply retrieve their Markers.

At the end of Phase Three, the Ghost advances the Marker on the Calendar Board and play continues through another Round starting with another Phase One. If it is not possible to advance the Marker, the game is over and the player acting as Ghost cannot go home, but must haunt the game venue until *Tortured Domicile* is played again and won.

Once each Investigator has collected three Investigator Cards into their Hand (the correct Character, Location and Item Card secretly assigned to them during Set Up), Stage Two begins.

## Play, cont'd

*In Stage Two, Investigators seek the identity of the conspirator who actually committed the murder, the culprit.*

At the start of Stage Two, the Ghost removes all remaining Investigator Cards from the Clue Tableau and discards them. A new Clue Tableau is built from the Hands of the Investigators keeping each set of three Investigator Cards from each Investigator grouped together. The Ghost gathers the Investigator Markers from the Investigators and, behind the Tortured Domicile Screen, randomly selects one Investigator Marker. The correspondingly coloured Column Marker indicates the culprit, the scene of the crime, and the murder weapon! The Ghost moves all Column Markers to this Column and returns all Investigator Markers to the Investigators.

Phases proceed as before, except now, in Phase One the Ghost gives three and only three Dream Cards to the entire group. These Cards are given all at once and in no particular order although one Card must be a clue to the murder weapon, one must be a clue to the murder location, and one must be a clue to the murderer. In Phase Two, the Investigators must place all of their Markers on the same Character Card. And in Phase Three, if the Investigators placed their Markers correctly, the game is won by all players! As you pack up the game, the presence of the ghost fades and calm descends on your house.

## Making a Game Screen

Locate some thick cardboard. I recommend making a three-sided Screen to accommodate six sets of Spirit Cards. If you make each section of the Screen ten and a half inches square, it will fit inside your *Tajemnicze Domostwo* box. This size of cardboard also allows you to wrap eleven by eleven inch illustrations around its edges. After covering the front of the three squares, I hinged them on the back with some tape. Lastly, I covered the backs with card-stock. This was the tricky part.

The main purpose of the Screen is to hold up to eighteen Spirit Cards for easy viewing by the person playing the Ghost. Some other crafty gamers have used card sleeves or photo album corners to hold the Spirit Cards on the Screen. I cut slits in the backing card-stock to create shallow, one-quarter inch deep, pockets into which I insert the Spirit Cards. This method requires some precise application of glue when mounting the card-stock so that glue-free voids will be left below each slit. I cut each slit before gluing and marked the back of the card stock and the cardboard it was being glued to so that I knew precisely where to spread glue. It was a bit fussy, but it worked!

I have laid out the position of the slits (along with this rule summary and some artwork for the front of the Screen) for anyone to download, print and use at: [games.everybookinchina.com](http://games.everybookinchina.com)

Enjoy! J. Hohner 08/2015