



MYSTERY HOUSE

Rulebook

*An adventure game
of exploration and riddles
by Antonio Tinto*



The House

There are many rumors about the Mystery House. It looks like a common abandoned mansion, but very few of those who entered it came back. Those few talked about amazing things, at the limit of imagination, and every tale is different. Some say the house is a portal that leads to hundreds of parallel worlds. Others say it has its own will, that it carries you where it wants to and that you can only come back if you accomplish its wishes. What the house is in reality... no one knows for certain, but should you enter it and miraculously leave it, let us know what you saw...

Overview

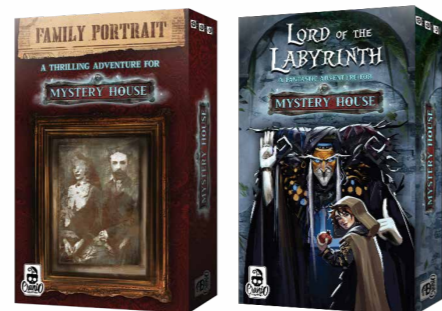
Mystery House is a real-time, cooperative, App driven, exploration and riddle-solving game in a unique 3D setting. Players will look inside the house, look for objects and clues in order to solve enigmas and find the solution to complete the adventure within the given time. In the basic box you will find: the structure with which you can play every adventure and the content of the first two adventures. Each adventure can be played once, but you can let other players play at them.

Components



House Structure

1 punched cardboard House with a special plastic inlay.



2 Adventure Boxes

Each adventure box contains a different number of Location Cards and Object Cards.



Location Cards



Object Cards

You should open an adventure box only when you want to play it. Remove the carton tray from the House structure in order to play.

Setup

The setup is the same for all adventures. Make sure that the content of each Adventure Box is that indicated on the box.

1 Put the House structure in the center of the table. You can prop up the structure on a support made of other boxes so as to have the House at better sight range. Each player takes a seat corresponding to each side of the House. Take a blank piece of paper and a pencil to write down notes and comments while playing. The room must be well illuminated. If you need to, you can use flashlights or the torch mode on your devices to illuminate the inside of the House.

2 SPOILER ALERT!

Take the contents of the adventure you want to play, trying not to look at the illustrations too carefully. The less you see during the setup, the more immersive your game will be!

Each Location Card has coordinates on top of both sides; each slot of the house top has coordinates given by the crossing of letters and numbers illustrated in the top of the house. The letters on the side indicate a column of coordinates with the same letter but different numbers; the numbers on the top indicate a line of coordinates with the same number, but with different letters.

Take the Location Cards facing the blue coordinates and insert them in the house top slots, following the corresponding coordinates. When you insert a Card, also insert it in the right slot of the plastic inlay in the house bottom.

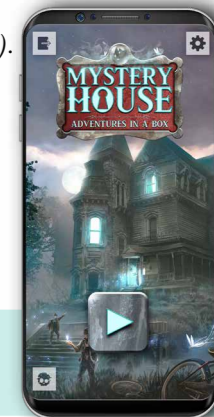
WARNING! If a Location Card has a die-cut, you must punch it out before inserting the Card!

Place the Object Cards face-down on the table without shuffling them (Object Card 1 must be on top).

3 Download and launch the companion App "Mystery House". Select the adventure you are playing. Choose who will take the role of the starting Leader. The Leader takes the device with the running App. Only the Leader will use the App and the App will tell you when it's time to change the Leader. The Leader can look into the House like the other players. All players will make their decisions together. Should they not agree on a decision, the Leader has the last word.

When you are ready to play, the Leader taps the Play button.

WARNING! Make sure that the Location Cards setup is correct before playing.



The game

Once you've tapped the Play button, you will have 60 minutes to find the solution to the adventure. The Leader reads the introduction to the other players. From now on, **all players** are free to **look into the House** from the side they are facing, in order to find clues. Players play together and at the same time. They can rotate the House so as to look at other sides. They can do it at any moment, if agreed. You can only look inside the House through its windows! Don't extract Location Cards to observe them better!

You can perform different actions with the App. When you decide to perform an action, you must first tell the Location in which you want to perform the action to the App.



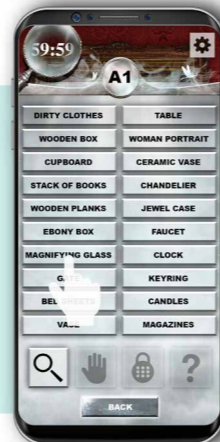
The Leader must first tap the letter then the number of the corresponding coordinates. Then select the function you want to use, by tapping the buttons in the bottom part of the screen.

Exploring

When you see something (*an object you want to take, an element you want to observe more carefully*) and you want to interact with it, you must select the "Explore" function. **After you insert the coordinates in the App, the "Explore" function is already on, since it's the most used function during the game. A list of objects will appear (if the searched object is not present in the list, it may appear as a synonym).** When the Leader taps the button of an element, the App will explain what happens.



In this example players will be able to look directly at all the illustrated Location Cards.



These are three possible results:

- 🕒 If the searched object is **not present** in that Location, **you will lose 20 seconds.** Be careful, then!
- 🕒 If the searched object is something that **you can't take**, but that is present in that Location, the App will describe it. Listen carefully to the description, as it may be a **significant clue.**
- 🕒 If the searched object is something **you can take**, the App will tell you to **take the corresponding Object card.** Place the Object card face up on the table.

Your Inventory

The Object Cards in front of you are now part of your inventory. Some of them are clues you must use so as to solve riddles, some of them are items you can use to interact with other objects inside the house. The list of the available Objects is also saved in the App.

Each Object Card indicates:

- the image of the item you just found
 - the reference number of the item
 - a description
 - the reference of the Location in which you found that item.
- The App will always refer to the item reference number.*

Illustration

Reference Number

Description

Location Coordinates



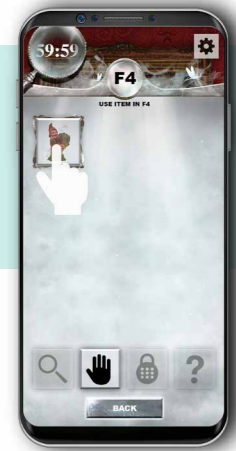
Using Objects

When you think you found out how to use an object you possess, you must select the "Use" function. **After you insert the coordinates in the App, tap the "Use" button.** The list of objects in your inventory will appear on the screen. **Select the Object you want to use** and the App will tell you what happens.

There are two possible results:

- 🕒 If the **Object cannot be used** in the current Location, you will lose 20 seconds.
- 🕒 If the **Object can be used**, the App will tell you what happens next. If the App tells you to discard it after use, place the Object Card face down.

WARNING! You can't combine two or more objects together, but you can use more objects in the same Location and make them interact. As usual, you must first insert the coordinates of the Location in the App; then, select the first object to be used and do the same with the second object and so on. The App will tell you if an interaction between those objects is possible.

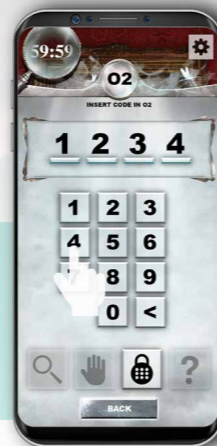




Inserting Codes

In some Locations, it will be possible and necessary to insert a code (for example the combination to open a lock or the solution to a riddle). When you think you found out the right code for a Location, you must select the “Code” mode.

After you insert the coordinates in the App, tap the “Code” button. Insert the code and the App will tell you what happens.



There are two possible results:

- 🕒 If the code is not correct, you will lose 20 seconds.
- 🕒 If the code is correct, the App will unfold what happens next.

Entering New Spaces

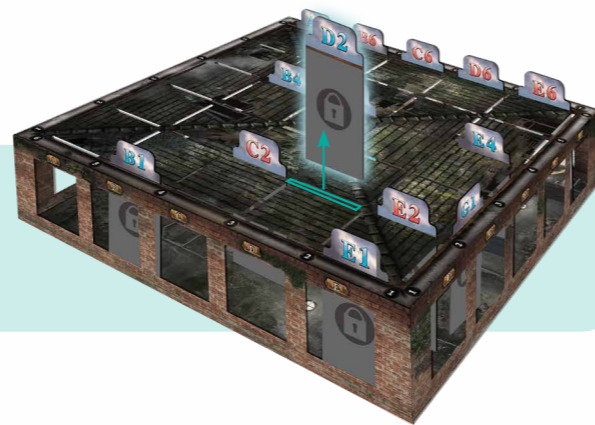
After successfully using an object or inserting a code, the App may tell you to remove some Location Cards. You can now enter a new space inside the house and be able to interact with new objects!

When the App tells you so, remove the indicated Location Cards from the House structure and put them aside; they won't be used from now on.



Good job! You successfully opened a door and the App is telling you to remove Location Cards D2 and S6.

Pull those Location Cards from the House.



Asking for Help

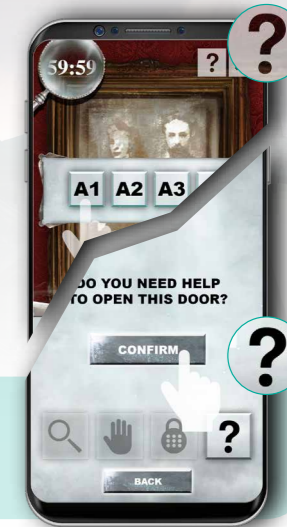
At times, you may need help during the adventure. You can ask the App for two different types of tips.

General help

If you think you are missing a clue, you can tap the “Help” button on the main page of the App. The App may tell you of a Location you need to better explore.

Tip on an enigma

After you insert the coordinates, tap the “Help” button and confirm if you really need help. There will be 3 levels of tips. If the first tip is not sufficient to help you solve the enigma, you can ask for a second tip and so on.



Before selecting the coordinates, you can ask for general help.

If you select the coordinates of a Location, you can ask for help on the items and riddles related to that Location.

End of the Game

The game ends when players have solved the last enigma. The App will stop the timer and tell you the adventure finale and your scoring. The least time it took you and the least tips you asked, the higher your scoring will be.

If time is up and you haven't finished the adventure, you can still continue to play until you solve the last enigma. Your scoring will be affected by the additional time you spent.

Suggestions

Sometimes you can't interact with everything you see inside the House, because you need to first “enter” that space by removing other Location Cards. This happens especially when you see something between two Location Cards. Carefully read all the information the App gives you when something is described, for it could be an important clue! However, you can always go back and explore something again, in case you don't remember.

Mystery House is recommended for a 4-player game. If you want to play it in 5 or more players, the Leader must not explore the House, but simply manage the App. If you want to play solo you must explore and manage the App... Are you brave enough?

The game in short

Start the game!

Choose the adventure, set up the House and the adventure components, launch the App.

Explore the Locations and find useful objects!

Insert the coordinates of where you want to explore, tap the searched objects from the list.

Use the objects the right way!

Insert the coordinates of where you want to use an object, select the “Use” function, select the object you want to use from your inventory.

Ask for tips only if necessary!

Insert the coordinates of where you need help, select the “Help” function and confirm. You can also ask for general help from the main page of the App.

Decipher codes and solve riddles until you reach the adventure finale!

Insert the coordinates of where you want to insert a code, select the “Code” function, insert the code.

Credits

Game design by Antonio Tinto

Illustrations by Alessandro Paviolo

(cover art, house structure and “Family Portrait”)
and by Daniela Giubellini (“Lord of the Labyrinth”)

Graphics by Ruslan Audia

Rulebook by Elisabetta Micucci

Development by Simone Luciani

Adventures by Enigma Escape by Alex Ortolani

Edition by Giuliano Acquati

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